USE OF MEDIA IN INTERACTIVE LEARNING KATAKANA

ABSTRACT

The research purposed to give the brief explanation about how to design interactive media on learning Katakana, how is the learning activity using interactive media on learning katakana, and how to evaluate the result without comparing the effectiveness with the other method on learning Katakana in SMKN 1 Palasah class XI UPW to avoid the obscureness.

In this research, the researcher analyse the proses on learing Katakana using interactive media. Yet , the writer only design the Katakana writing intuction according to Katakana drawing pattern design. Also, there is interactive test wich designed using macromedia flash program.

The observation arranged about 320 minutes which devided into 4 sectrum. It concists of pre-test and pos-test. The result of pre-test is 24,5. While the result of pos-test is 59. The result conclude that the students had improved their ability trough this learning method with number corelation about 0,97. It proves that the learning process trough this media is significantly effective.

Several factors causing the success is due to be more interactive medium of learning to dance in order to maximize their learning.

The conclusion of this research is the students of SMKN I Palasah class XI UPW tend to try some different learning strategy so that they enjoy on learning. However, the teacher also must be creative to find the suitable interactive media to teach.