ABSTRACT

Such a rapid development of mobile phone, mobile phone today is not a secondary requirement again once considered a luxury, but has become a primary need. This was proven by the memasyarakatnya among adolescents and children. This thesis attempts to implement application-based mobile learning (M-learning) with a method of object-oriented approach. Learning application was created using Flash programming language, so therefore the preparation of the final this time will try a method an attractive and interactive learning using mobile media, the application of learning is aimed at a high school class II PGII Bandung

Method use the descriptive study used a means to describe all data are then analyzed and compared based on the reality of ongoing and further tries to provide problem solving and system development using waterfall That includes Analysis, Design, Coding, Testing and Implementation and Software used for development system using Flash 8 and Flash lite menu selected in the manufacture of application 1.0

Overall results and conclusions of the study the authors concluded to take the title "Mobile learning applications based on Flash lite for a high school class II PGII Bandung

Keywords: phone, M-Learning, Flash lite