

CHAPTER I

INTRODUCTION

1.1 Background of Final Report

As time goes by, and how globalization era developed directly or indirectly, technology has changed the human aspect need in many ways. One of them is in education. In education, good learning certainly requires good learning media as well. Good learning media will encourage the creation of unmonotonous or rigid learning. In the process of formation, creating tools or media not only will facilitate the process of communication and acceptance of information, but also can stimulate learners to respond well to all messages delivered.

Focusing on learning for students, students often have a perception that learning and understanding the course is very difficult, especially if the material that given by the teacher to be presented is flat and boring. That boredom point will have an impact for students in receiving and understanding the materials, so it will lead to lack of interest in learning. Boredom will certainly also be felt by some students in learning a foreign language. In learning English, we will be linked to four forms of skills, i.e writing, reading, listening and speaking. Not only as a recipient of the material, students are required to be able to present the material in front of teacher and other students too. Creating an interesting classroom learning atmosphere

is something to be aware of as well. One of many alternatives learning is to use interactive multimedia learning applications. For example, interactive learning will help the mastery of words and phrases in the "Proverb" and "Idioms" which are often the student's weaknesses.

The learning is equipped with animation, text and sound, namely Macromedia Flash 8.0 .Macromedia Flash is a multimedia and animation program for design and animation lovers to create unique applications, interactive animations on web pages, animated cartoon movies, business presentations and activities (Fitramo,2013,TentangMacromediaFlash8,<https://haviafotokopi.blogspot.co.id/2015/11>).Although it sound unfamiliar, this application supports the existence of new innovations in teaching and in presentation. Students will practice the tutorials given at the beginning of the learning independently. Blending with the technology development is a separate obligation for students nowadays.

Therefore, the use of software Macromedia Flash 8.0 as a learning media is expected to become an interactive learning media and facilitate students in making a multimedia presentation and also a teacher in terms of making Exercises and Quiz. In addition to facilitate students, learning with Macromedia Flash which already includes the use of audio visual media will indirectly motivate students to learn English. Based on the above explanation, the writer decided to entitle this final report "The Use of Macromedia Flash 8.0 to Support Interactive Learning Media in English Subjects".

1.2 Objectives of Final Report

The objective of this writing is divided into two. The first is for D3 English Program and the second is for students.

1.2.1 Objectives of Final Report for D3 English Program

This Final Report aims to help developing technology-based interactive learning at D3 English Program. If interactive learning is expected to work well, this can be an evaluation material for faculty in the future.

1.2.2 Objectives of Final Report for Students

The preparation of this final report is one of the requirements to complete a double degree program for the sixth semester students. In addition, this final report also aims to introduce students to new learning methods that are more interactive and interesting.

1.3 Significance of Final Report

The significance of this writing is divided into two. The first is for D3 English Program and the second is for students.

1.3.1 Significance of Final Report for D3 English Program

The discussion submitted by the writer in this final report is an explanation of a supporting program or software in making animation, Macromedia Flash 8.0. As a

supporter in creating interactive learning, that software can be used as a new innovation in creating relaxed and non-boring learning for students.

1.3.2 Significance of Final Report for Students

This Final Report has two significances for students. First, the program described in this Final Report can help students to implement the knowledge gained in community development. Second, to broaden student's view of interactive learning progress.

1.4 Procedures of the Final Report

Final Report was held for approximately three months. The requirements are set by D3 English Program and the Final Report must relate to students major on their Bachelor program at University of Merdeka Malang. There are three procedures of Final Report that must be followed by the students: pre-departure training, on-going process and final report and examination.

1.4.1 Pre-Departure Training

The students must fulfill three requirements before writing the final report. First, they have to register as participant and write their identity (i.e. personal data and health statement) in registration forms. Second, they have to collect some photos wearing alma mater (consist of: 2 sheets of 4x6 colored photos, 3 sheets of 3x4 black and white photos, and 3 sheets of 4x6 black and white photos). And the third, they

had to follow the administration obligation including Final Report fee.

Furthermore, the students also had to attend debriefing before they did their writing Final Report. The debriefing itself was held on May 09, 2018 in Room 304 of D3 English Program. Debriefing was given by one of alumni of D3 English Program named Miss Widya Febriana about mental preparation and readiness.

1.4.2 On-going Process

In writing the Final Report, the writer did not write report based on her OJT (On The Job Training) resulting on her main major (Technology and Information), due to OJT Report which has a theme that tends to be the same as the other two students. The writer chose to take the title and theme related to Animation. Interactive learning using Macromedia Flash 8.0 software is an interesting discussion for writer. The writing will last approximately three months, and she started writing on May 15, 2018. She did many things like searching the data and doing guidance with her advisor called Ma'am Yasmin.

Every week there are two meetings between the writer and advisor. The first meeting was for collecting Chapter I, the second meeting the writer will receive a revision. If the Chapter I revision process was complete, the writer then proceeded to the next chapter. The received input was used as a reference to write better.

1.4.3 Final Report and Examination

Final Report was a full obligation for the writer to complete her study at D3 English Program of University of Merdeka Malang. Writing began with a meeting of

the writer with advisor. The writer submitted the revised report based on the direction of advisor. The time of submission and revision will then be recorded on the consultation sheet and signed by the advisor. The writing guidance ended on August 10, 2018. If the report writing was completed, and has been fully accepted by the advisor, the writer would then take the Final Report exam.