

ABSTRACT

Along with the increasing advances in the rapidly evolving technologies on education, interactive learning media is very important to use for teachers and student in teaching and learning. In the application of this study is based on core competencies. This application describes the 5 th grade science materials with the discussion of the human digestive organs and digestion of food substances in humans and equipped with as many as 10 multiple-choice questions about the game and there is a bonus puzzle, if it can answer the question correctly with values >70. This application uses software that support Adobe Flash CS5 and Corel Draw X5.

The method used in this design is a multimedia development method that consist of 6 stages, the concept, design, collecting materials, assembly, testing, and distribution (Sutopo, 2003). But in this study only reached the stage of testing.

The end result of the development of this system is a learning application that can help teachers and students in the learning process, accompanied by an interesting animated images. This application is expected to have a positive impact for the user.