# ABSTRACT

*Beginner can learn basic basketball techniques. As usually, beginner needs coach or someone can teach basic basketball techniques. But, the problem is not every beginner have coach. Because beginners not have coach will get difficulties to learn basic basketball techniques. This application research purposes to visualize the ways to learn techniques and basic basketball movements.*

*Development model used in this application is prototype model, because this model is relevant used for this research for this application learning based multimedia. Research steps to develop learning media based multimedia such as: (1)Communication, (2)Quick plan, (3)Modeling Quick Design, (4)Contruction of Prototype, (5) Deployment, Delivery & Feedback. This application is build with multimedia deployment interactively by Adobe Flash CS6 and another support tools.*

*Because of that, needs basketball application learning based multimedia for simulate basic movements. Simulate basic movements is a process to duplicate from real thing in real environment. Learning basketball application has four basic movements menu. Every menu that enable in main menu can visualize every basic movements from basketball learning. Beginner can understand every basic basketball movements.*

*Keywords: Application, basketball, Multimedia*