

ABSTRACT

While studying the natural features and continents in the world usually we will know the ins and outs and the hallmark of any that exist around the world, start from the appearance of natural, artificial appearance, and information about the state of the country. In a case of study that taken in SD Negeri Sukabirus, how materials about natural features and continents in this world explain is to use a textbooks. Problems arise that students tend to get bored while studying the nature and circumstances of the continents in the world because of the materials presented only in text. Based on these problems, the authors wanted to create a multimedia-based learning application to help teaching and learning social sciences especially about nature and the continents of the world. Application development method used is ADDIE (Analyze, Design, Development, Implementation and Evaluation). While the tools used for the development of the application system is Adobe Flash CS6 as a tool of animation, Coreldrawl X7 as a tool of image and CoolEditPro as a tool of audio. From the test results that has been done in SD Negeri Sukabirus found that after using this application the student begins to understand the material that have been presented and the students got interested in this multimedia-based learning application.

Keywords: Social Sciences, Multimedia, ADDIE.