

ABSTRACT

Shandy Putra Telkom Junior High School was one of the first secondary schools implementing learning about human excretion system. But teachers explain the subject matter still very manual only through BSE, namely electronic school books obtained from the Ministry of National Education of Indonesia and for practice use only i.e. pictorial poster of the organ systems of excretion in the present form and function of the organ systems of the human excretion tampering with. This makes it difficult to apply the props on the practice field that makes the kids can't see the model or the form of realistic human excretion tampering with the organs of the system. Therefore, the author makes a learning application that can be used by teachers as a learning material with projecting object in the form of 2D animation. This application is created using the software Adobe Flash and Adobe Photoshop. As for machining methods used i.e. ADDIE (Analysis, Design, Development, Implementation, Evaluation). To test the application using the Functionality Testing and User Acceptance Testing. The results of the testing will be an idea that the application that created it can be a tool for teachers engage in the practice and deliver the material.

Keyword: Application, Learning Systems Of Excretion, Flash, Junior High School