

ABSTRACT

In the world of education Science Biology in this particular field related Living with Diversity (Biodiversity), there is a learning process that observes as well as understand the various systems the diversity of living things, one of which is the classification of the diversity of living things. But there are many obstacles that often become barriers to students in understanding these learning materials. Limitations of learning media and materials as well as lack of student motivation in doing the learning process becomes a constraint to be able to understand the material being taught. At the end of this project created an interactive multimedia application that could be a tool to support the teaching and learning process. Applications are made based on Flash by combining a variety of learning materials to support multimedia aspects such as image, animation, and video. The final project entitled "Guide learning Diversity Living things for Level High School Class X (Case Study High School Sandhy Putra Telkom Bandung)" This becomes a medium of learning Additional useful for pupils and teachers.

Keywords: Interactive multimedia, Biology, Diversity of Living Things, Applications