

## **Abstraction**

*Tata Busana* is a subject of local content is provided for junior secondary schools (SMP).Subjects learn the skills of fashion that one of them is hand embroidery. During this lesson embroidery skills is difficult because of the perceived limitations of constrained props, the limited number of teaching and learning time limitations. So it takes an interactive learning application that can explain the material and can be studied in madiri by students.

Application of learning or commonly known as E-learning is a method of distance learning that utilizes both computer teknologi connected to the Internet or an intranet network or done offline in the form of an interactive CD. E-learning is used to construct a learning process for a particular lesson best used by individuals as well as an educational organization such as a particular school.

In this *Tata Busana* the application of learning grammar learning materials will be displayed in a product multimedia. A multimedia products that combine text, images, sound, animation or video so that it becomes more interactive and interesting. In this case the multimedia product is used to explain the basic techniques of embroidery, tools and materials used and how to make embroidery. In building applications based multimedia learning fashion design is done by making the material for learning and perancangan for web systems. To realize the design is done by using waterfall method. programming language to use PHP with MySQL database To realize the design of an interactive multimedia learning materials used Flash CS4 to create animations and other multimedia applications are supported. With the presence of learning application is expected to support the learning process of fashion and can provide solutions to the obstacles faced during this time.

**Key words:** *Tata Busana*, E-learning, Interactive Multimedia