

# **FLASH-BASED INTERACTIVE MULTIMEDIA DEVELOPMENT SKILLS WITH THE APPLICATION OF AUTOPLAY MEDIA STUDIO IN THE CULTURAL ARTS STUDY TEACHER GROUP OF JUNIOR HIGH SCHOOL, SLEMAN DISTRICT**

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## **ABSTRACT**

Community Service (CSR) entitled "Flash-Based Interactive Multimedia Development Skills with the Application of Autoplay Media Studio in the cultural Cultural Arts Study Teacher Group of Junior High School, Sleman District" aims to improve the abilities of the Cultural Arts teachers who are members of the Sleman Regency Middle School Cultural Arts Teacher Group in developing materials digital-based teaching / learning media for both face-to-face learning and online-based learning. As well as specifically the teachers are able to make teaching materials / learning media products in the form of computer-based interactive multimedia.

The methods used in this CSR are media development tutorials, media product development assistance, and product presentation and evaluation, which previously explained the concepts and procedures for developing computer-based interactive multimedia.

The results of the CSR implementation show that, the CSR Team provides tutorials and mentoring on the first day with Flowchat and Storyboard materials, the second day with Autoplay, Swishmax, and Quis Creator materials. On the third day the workshop participants independently made media, and on the fourth day the participants made presentations on the media that had been made. In general, the participants are able to create simple interactive media with the main application Autoplay Media Studio. Some things that are considered in the coaching process still need practice are making animation, and inserting videos into the main application.

*Kata Kunci: Development, Interactive Multimedia, MGMP Cultural Arts*