

TRAINING DEVELOPMENT OF LEARNING MEDIA USING FLASH IN SMK PENERBANGAN AAG ADISUTJIPTO YOGYAKARTA

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ABSTRACT

The purpose of this PPM activity is to help teachers at SMK Penerbangan AAG Adisutjipto Yogyakarta to develop learning media using Flash software, improve the ability of teachers at SMK Penerbangan AAG Adisutjipto Yogyakarta in using Flash software, and improve the quality of learning at SMK Penerbangan AAG Adisutjipto Yogyakarta. The methods to be used in providing this training education include: lectures, practices, frequently asked questions, and independent assignments. Participants who participated in this PPM activity as many as 30 teachers. This training is conducted within two days of face-to-face and individual assignment. Training is held from 14 September to 23 September 2017 The material presented in this training is the making of interactive learning media using Adobe Flash. Individual assignment in the form of developing learning media in accordance with the subjects that diampu. Training activities for the development of learning media using Flash Software at SMK Penerbangan AAG Adisutjipto Flight Yogyakarta has been done well. After attending the training the participants have the skills to use Adobe Flash quite well, but still need to be improved again. Hopefully similar activities can be implemented and followed up again to improve the quality of vocational teachers.

Kata Kunci: *Flash, learning media, SMK*