

## ABSTRACT

**Novia Itri Wardani (2023)**, Development of Adobe Flash-Based Science Learning Media for 3<sup>rd</sup> Graders at SDN 2 Selong for the 2022/2023 academic year, Thesis, Primary School Teacher Education Study Program, Faculty of Education (FIP), Hamzanwadi University.

This research aims to develop science learning media with material on the characteristics of living things based on Adobe Flash as a learning support using the R&D (research and development) research method. The development model used was ADDIE which consists of five steps, namely: Analysis of user and device needs, Initial design, Application development, Implementation/trial and Evaluation. This research was conducted in grade 3 students with a total of 15 people. This research and development instrument used media expert and material expert validation sheets as well as student responses in the form of a questionnaire which was converted using a 5 Likert scale.

The media expert validation test results show a score of 55 with a range of values  $X > 54.48$  (very good),  $44.16 < X < 54.48$  (good),  $33.84 < X < 44.16$  (fair),  $23.52 < X < 33.84$  (poor),  $X < 23.52$  (very poor) which is in the "very good" criteria. The results of the material expert validation test show the score 29 with a range of values  $X > 25.2$  (very good),  $20.4 < X < 25.2$  (good),  $15.6 < X < 20.4$  (fair),  $10.8 < X < 15.6$  (poor),  $X < 10.8$  (very poor) which is in the "very good" criteria. Meanwhile, the results of the respondent's questionnaire showed a score of 75.67 which is in the "very good" range. Therefore, it can be concluded that the science learning media material on the characteristics of living things based on Adobe Flash is valid to be implemented as teaching material to support science learning at SDN 2 Selong.

**Keywords: Development, learning media, Adobe Flash, ADDIE**

