ABSTRACT

Pollution is our shared problem that is increasingly important to resolve, because it involves the safety, health, and our lives. Pollution problems that must be overcome together such as air pollution, water pollution, soil pollution, and noise pollution. Pollution can occur everywhere, including in schools and one in the school environment SMP Negeri 1 Ciparay. Students of SMP Negeri 1 Ciparay should be given knowledge about pollution from an early age in order to understand the importance of protecting the environment, but problems occurred in some of the schools that have been interviewed at this time of learning materials about pollution is a material that is difficult to be understood and applied in everyday life -day by some students. This is caused by minimal props in schools, and there are also schools that use images to print as props, using props, pupils can understand a picture of pollution only, students still lack a clear understanding as props provided no complete. At the end of this project the method used is the method of ADDIE by taking two early stage of the analysis and design needs. Testing is done in this final project using a questionnaire. The result of this design can then be used to build an e-learning application on pollution for junior high school students based flash, which is a learning application that provides information about pollution so as to provide a model of learning more interesting, so it can be used as a medium of learning for students of SMP Negeri 1 Ciparay.

Keywords: e-learning, pollution, Adobe Flash, animation, SMP Negeri 1 Ciparay