

ABSTRACT

Basket ball is the one of the most favorite sport especially in Indonesia. Every team has five players. Each player in every team, including the substitution players, must know the basics of the basket ball well. After that, to make a good game and become a winning team, they must know what kind of tactic should be used in every game. This is important to be learned, so they could beat the opposite team and win the mach.

To finish this application, some software was needed. Such as Adobe Flash CS3 authoring tool with action script as an authoring language and other softwares such as Adobe Photoshop, Agree Free AVI WMV to FLV MP4 MPEG MOV Converter, and Sound Edit Pro. The contents are saved as XML and user data are saved as sol file.

This application project has some function to help this multimedia based learning system. It can show the multimedia aspects, such as animation, text, sound, video, etc, to make user learn the content easily, in this case is basketball tactics. Besides, it can evaluate the user knowledge about the tactics by some quizzes and keep the result.

Keyword: *Basketball Tactic, Multimedia, learning Application, Authoring Tool, Authoring Language, XML, sol.*