**ABSTRAK**

Abdul Salam, *Pengembangan Media Pembelajaran Interaktif Berbasis Adobe Flash CS4 Professional Pada Materi Pokok Sistem Koloid*. (Dibimbing oleh Sudding dan Sumiati Side).

Penelitian pengembangaan media pembelajaran interaktif ini dilakukan di SMA negeri 4 Watampone Kabupaten Bone, yang bertujuan untuk: (i) mengetahui proses pengembangan media pembelajaran; (ii) mengetahui kualitas media pembelajaran yang meliputi kevalidan, keefektifan, dan kepraktisan. Kevalidan diperoleh berdasarkaan penilaian para ahli/validator terhadap media yang dibuat. Keefektifan meliputi pencapaian KKM secara klasikal serta terlaksananya aktivitas peserta didik dan guru yang ditetapkan. Kepraktisan meliputi pengelolaan pembelajaran oleh guru dan respon peserta didik terhadap pembelajaran. Langkah-langkah yang dilakukan yaitu : (1) menuliskan tujuan pembelajaran umum SK/KD; (ii) melakukan analisis instruksuional; (iii) mengidentifikasi tingkah laku awal/karakteristik peserta didik kelas XI IPA; (iv) merumuskan tujuan pembelajaran; (v) menyusun tes acuan patokan; (vi) menyusun strategi pembelajaran; (vii) mengembangkan media pembelajaran menggunakan *Adobe Flash Cs4 Professional*; (viii) merancang dan melaksanakan evaluasi formatif berupa validasi media; (ix) melakukan revisi; (x) melakukan uji coba. Hasil penelitian menunjukkan bahwa (i) proses pengembangan media meliputi: tahap identifikasi, tahap pengembangan media, dan tahap uji coba dan evaluasi; (ii) Kriteria perangkat pembelajaran yang dicapai yaitu: (1) valid berdasarkaan penilaian validator, (2) praktis berdasarkaan kemampuan guru mengelola pembelajaran berada dalam kategori sangat tinggi dan respon peserta didik terhadap pembelajaran adalah positif, dan (3) efektif berdasarkan ketuntasan klasikal telah tercapai sebesar 86% peserta didik mencapai ketuntasan dan aktivitas peserta didik dan guru terlaksana.

 **ABSTRACT**

Abdul Salam, 2013, *Development of Interactive Learning Media of Adobe Flash CS4 Professional Based on Colloidal System Subject* (supervised by Sudding and Sumiati Side)*.*

The developmental study of interactive learning media was conducted at SMAN 4 Watampone in Bone district which aimed at examining (1) the development process of learning media, (2) the quality of learning media included the validity, effectiveness, and practicality. The validity was obtained based on the evaluation from the experts on the media made. The effectiveness included the achievement of KKM in a classically as well as the implementation of the set activities of students and teachers. The practicality included learning management by teachers and response of students toward the learning. The phases conducted were are follows: (1) writing general goals in SK/KD, (2) conducting instructional analysis, (3) identifying primary behavior/characteristic of grade XI IPA students, (4) formulating leaning objectives, (5) arranging a reference of benchmark test, (6) arranging learning strategy, (7) developing learning media by employing Adobe Flash Cs4 Professional, (8) designing and implementing formative evaluation in term of media validation, (9) revision, and (10) conducting try out. The results indicated that (1) the development process of learning media included identification phase, media development phases, try out and evaluation phases, (2) criterion of learning package which has been achieved: (a) valid based on the evaluation of the experts, (b) practical based on teacher competence in managing the learning which was in extremely high category and response of students, and (c) effective based on the classical mastery which achieved 86% that students have achieved the mastery and activities of students and teachers were implemented.