# ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media adobe flash professional CS5 dalam pembelajaran Pendidikan Agama Islam materi asmaul husna untuk peserta didik SMA/SMK kelas X dan untuk mengetahui kelayakan media pembelajaran interaktif berdasarkan penilaian dua guru Pendidikan Agama Islam dan respon dari dua belas peserta didik.

Penelitian ini merupakan penelitian pengembangan R&D (*Research and Development*). Prosedur pengembangan media pembelajaran berbasis adobe flash professional CS5 terdiri dari 10 tahap, yaitu pra penelitian, mengumpulkan informasi, desain awal produk, desain tampilan produk, pembuatan produk, uji coba produk, validasi produk, revisi produk, uji kelayakan produk, pembuatan produk masal. Instrumen penilaian yang digunakan untuk menilai kelayakan media pembelajaran interaktif berbasis *adobe flash professional CS5* adalah lembar angket. Media pembelajaran interaktif ini direspon oleh dua orang guru dan dua belas peserta didik kelas X SMA Negeri 1 Cawas Klaten. Data nilai kualitas yang diperoleh masih dalam bentuk data kualitatif kemudian diolah menjadi data kuantitatif. Data kuantitatif dianalisis kemudian dikonversi menjadi tingkat kelayakan produk secara kualitatif dengan pedoman menurut kriteria kategori penilaian.

Penelitian ini menghasilkan media pembelajaran interaktif asmaul husna berbasis *adobe flash professional CS5* kelas X. Hasil validasi berdasarkan penilaian ahli media adalah Layak (B) dengan persentase 76%. Berdasarkan penilaian ahli materi adalah Sangat Layak (A) dengan persentase 81,33%. Berdasarkan penilaian *peer review* adalah Sangat Layak (A) dengan persentase 86%. Berdasarkan penilaian dua guru Pendidikan Agama Islam adalah Sangat Layak (A) dengan persentase 83%. Sedangkan berdasarkan respon dua belas peserta didik kelas X SMA Negeri 1 Cawas Klaten adalah Sangat Layak (A) dengan persentase 86,67%. Dengan demikian media pembelajaran interaktif asmaul husna berbasis *adobe flash professional CS5* kelas X sangat layak digunakan dalam kegiatan pembelajaran.

*Key Word:* Pengembangan Media Pembelajaran, *Adobe Flash Professional CS5,* Materi Asmaul Husna

# ABSTRACT

This study were aimed to develop adope flash professional CS5 media in the Islamic education learning of asmaul husna for students grade X in senior high school or vocational high school and to know the feasibility of the interactive learning media based on the scoring of two teachers and the respond of 12 students.

It was a Research and Development study. The development procedures of adope flash professional CS5 learning media consist of 10 stages: pre-study, information collection, the initial design of the product, the display design of the product, product creation, product experiment, product validation, product revision, product feasibility testing, massive product creation. The scoring instrument used to score the feasibility of the interactive learning media based adope flash professional CS5 was questionnaire. This interactive learning media was responded by two teachers and 12 students of grade X in SMA N 1 Cawas Klaten. The data quality score were still in the form of qualitative data which were then being processed into quantitative data. The quantitative data were analyzed, then were converted into levels of product feasibility qualitatively using the guidline in criteria of assessment categories.

This study resulted an interactive learning media asmaul husna based adope flash professional CS5 for grade X. The validation result based on two media expert scoring was Good (B) with the percentage of 76%. Based on the material expert scoring was Very Good (A) with the percentage of 81.33%. Based on the peer review scoring was Very Good (A) with the percentage of 86%. Based on the scoring of two teachers were Very Good (A) with the percentage of 83%. Moreover, based on the respond of 12 students grade X in SMA N 1 Cawas Klaten was Very Good (A) with the percentage of 86.67%. So, it can be concluded that interactive learning media asmaul husna based adope flash professional CS5 was very good to be used in the teaching and learning process.

Keywords: the development of learning media, Adobe Flash Professional CS5, asmaul husna