Perancangan Modul Pembelajaran Berbasis Interactive Multimedia Learning

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Abstract

The term educational technology is often associated with, and encompasses, instructional theory and learning theory. While instructional technology covers the processes and systems of learning and instruction, educational technology includes other systems used in the process of developing human capability. This paper describes the design of a learning module based on the interactive multimedia learning to foster scientific conceptualization of physics for 10 grader students. A further aim is to develop and gain experience in applying new teaching concepts from conventional education into digital form, both content and system perspectives. Interactive module enables students to do self-learning easily, conveniently.

Keywords: Learning, Interactive Multimedia Learning, Educational Technology