ABSTRACT

Ship is a type of vehicle and the type of water in any form, and is driven by mechanical power using power angina tau postponed. Vessels including the type of vehicle power dynamic support, underwater vehicles, and floating equipment and floating buildings that do not move.

Aid ship structure recognition learning in general in support of nautical subjects and Teknika built to assist instructors in introducing and explaining the material in the parts of the ship. In addition, these learning tools will provide exercises to measure the level of achievement attained by a cadet - Taruni itself. The system also uses Adobe Flash CS3 applications.

Learning tool in general the introduction of ship structures in support of nautical subjects and Teknika can assist in teaching and learning at SMK Sinar Bahari Shipping Palembang to be more effective and efficient so that cadets can learn self - Taruni so the department head role can only be reduced and facilitators for cadets - Taruni . And with this learning tool - Taruni cadets can measure the level of achievement attained by a cadet - Taruni themselves , by answering quiz questions contained in the Learning Aid Ship Structures General Introduction In Support of Nautical Subjects and Teknika.

Keywords: Learning Media, Adobe Flash CS3, Ships.