

DEVELOPMENT OF INTERACTIVE MULTIMEDIA KIOSK SYSTEM ENTITLED 'EXPLORING INDONESIA' IN 2D ENVIRONMENT

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ABSTRACT

This is an Interactive Information Kiosk System in 2D environment where this system will present information about Indonesia. The purpose of this project is to introduce Indonesia such as its population, politic, culture, tourism and so on. This is an interactive system because the system is designed with sections, menus for users to navigate which information that they want to view. This system consists of multimedia elements such as video, animation, audio, image and text where the user can interact with them, this system is benefit for all levels of the users which means it can be accessed by anyone who would like to know more about Indonesia. This system can e used as teaching platform to teach students on the knowledge about Indonesia. It is also served as a useful tourism kiosk system for those who want to travel to Indonesia. This system actually will run in the Web browser, but firstly all the elements that contain in this system will be creating in Adobe Flash CS3, then the author will use Adobe Dreamweaver to compile the elements.