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## **Abstract**

This research was the development research, i.e. developing a multimedia interactive learning over a matter of principle, that is, Logic. The learning strategy follows the Merrill's strategy (in Component Display Theory or CDT, especially those related to the rule relation between display), and the principle of animation (pointer animation) in learning via multimedia (multimedia, modality principle, spatial and temporal contiguity). The software of its development using the Authoring tool Adobe Captivate 9. The results of this research were two effective interactive multimedia learning modules (computer-based and mobile-based) that had the quality of good—very good. With the modules, the learner will have the option of learning and be more motivated (via a computer or mobile device) to learn independently repeatable and meaningful, such that the ability of the learner in applying concepts, procedures and basic principles of Logic can be achieved.

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## **Index Terms**

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## **Keywords**

Multimedia learning, pointer animation, computer-based learning, mobile-based learning