

**COMPARING THE RESULTS OF STUDENT
LEARNING THROUGH LECTURE METHOD LEARNING WITH THE
USE OF MULTIMEDIA-BASED DISCOVERY LEARNING ON THE
CONCEPT OF THE CELL**

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ABSTRACT

This event will be based on the research of the problem of low student learning outcomes against the material the cell caused by learning that tend to be boring to students. Students in the XI science class SMAN 16 Bandung of academic year 2016/ 2017. So its need a model, method, and learning media can make students become more active and creative in following the process of learning, so they can improve student learning outcomes. Sample student research are class XI science 1 and class XI science 4 with the number of students in each class as much as 33 students. The research method used quasi experiment or experiments with artificial desain non-equivalent control group design. The research consists of two variables. Free variables in the form of multimedia based discovery learning and lecture methods, variable bound in the form of student learning outcomes. Sampling technique is used with a Purposive Sampling technique. Sample gathering techniques with consideration of the criteria class the average value was almost balanced the study of biology. Data collection research done using test question in the form of an objective test (multiple choice) pretest and posttest consists of the content because the similar contens about 15 multiple choice question. Pretest is used to find out the capabilities of the students before learning and posttest are used to find out the results of learning students after learning. The results of the data analysis showed an increase in student learning outcomes with an average value of experimental class of 45.07 pretest and posttest average in class experiments amounted to 80.25. While the average value of a comparison class pretest 45.9 and reaches the value and average value reaches the value comparison class posttest 72.7. From the results it can be concluded that learning with the use of multimedia based discovery learning can be used as an alternative in learning activities to improve student learning outcomes.

Keywords: Multimedia based Discovery Learning, Learning Outcomes, Lecture Method, cell.