

## ABSTRAK

**Deti khoeriah. 2016. Enhance students' creativity in making media-based instructional videos directly on the concept of mushrooms. Pembimbing 1 Drs. Yusuf Ibrahim, M.Pd., M.P. dan pembimbing 2 Cita Tresnawati.S.Pd.,M.Pd.**

The background of this research from observations and interviews in one private high school city of Bandung which shows the creativity of students in science subjects classified as low-biology and one factor learning method used at the time KBM make students bored and passive. This study aims to prove there a natural increase student creativity in the classroom on the concept of mushrooms. And the method used is the method eksperimen (pre-experimental design). The study design is a One-group pretest-posttest design. The subject of this research is class x MIPA in one of the private high school in the city of Bandung In odd semester 2016-2017 school year, the class X Mathematics and Natural determined by using purposive sampling. parameter measured in this study ialahmhasi student learning is cognitive, affective and psychomotor. Intrumenya form of 25 multiple choice questions to measure the cognitive and non-intrumenya tests that measure affective and psychomotor. The results of this study get the average value of pretest and posttest this study continue t test and obtained by t test results significantly, for  $t > t_{table}$  for 2457 > 1.65. The results of data processing address that hypothesis  $H_0$  ditolak. sehingga can be a significant difference anatar students before learning menggunakan live video-based instructional media. Meanwhile, affective and psychomotor padaranah and psychomotor data showed the average students meet the criteria either. So we can say the use of media-based instructional videos directly into science learning in the subject matter fungus can meningkatkan student learning outcomes.

Keywords: creativity, media learning and the concept of mushrooms.