LEARNING ANALYSIS OF MEANING ASPECTS AND BIOGRAPHY TEXT USING MODEL OF MULTIMEDIA USING MULTIMEDIA IN STUDENT CLASS X SMA N 1 JALANCAGAK SUBANG YEAR LESSON 2016/2017

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ABSTRACT

Learning to analyze biographical texts is always related to writing skill. In relation to that, the authors are interested in doing learning research to analyze the aspects of meaning and linguistic in biographical texts by using the game model through multimedia in grade X students SMA N 1 Jalancagak Subang Lesson Year 2016/2017. The authors formulate the problems that the authors propose namely: 1) Can the authors plan, implement, and assess learning to analyze aspects of meaning and linguistics in biographical texts by using the model of the game through multimedia in students class X SMA N 1 Jalancagak Subang ?; 2) Can the students of grade X SMA N 1 Jalancagak Subang analyze the aspects of meaning and linguistic in biographical text exactly ?; and 3) Effective game model through multimedia used in learning to analyze aspect of meaning and linguistic in biography text at student of class X SMA N 1 Jalancagak Subang ?. The model used by the authors is the method of quasi-experimental research with research techniques literature study, observation, testing, test and analysis. There are also results of his research are: 1) The authors are able to plan, implement, and assess learning to analyze aspects of meaning and linguistic in biographical texts by using the game model through multimedia on students of class X SMAN 1 Jalancagak Subang. This is evidenced by the results of planning assessment of learning amounting to 4,0, and implementation of learning amounting to 3,6, which is included very good category. 2) Student class X SMAN 1 Jalancagak Subang able to analyze the aspect of meaning and linguistic in biography text by using game model through multimedia. This is evident from the average pretest value of 58,5 and the postes average of 83,96. The increase was 24.76. 3) The game model through effective multimedia is used in learning to analyze aspects of meaning and linguistic in biographical texts. This can be proved by the result of statistical test of tcount> ttable ie 5,73 > 2.04, 95% confidence level with 5% significant level and degrees of freedom 29. The authors conclude that learning to analyze aspects of meaning and language biography text dengang using game model through multimedia works well.

Keywords: Learning, analyzing, aspects of meaning, language, biography text, game model, multimedia.