

ABSTRACT

Linda Akmaliah, 2018, Use of Interactive Modules to Improve Student Learning Outcomes in Class XI Cell Material in Pasundan 3 High School Bandung. Under the guidance of H. Dadi Setia Adi, M.Sc., Ph.D., and Dra. Hj. Lilis Suhaerah, M.Kes.

Learning is a goal to change a person or individual to be better with activities carried out through the senses and experience by consciously increasing his knowledge. This study aims to prove that the use of interactive modules can improve student learning outcomes in class XI cell material. The research method of One-Group Pretest-Posttest Design is that the researcher wants to measure the improvement of student learning outcomes before and as difficult as using an interactive module that is measured in the form of a test that is with multiple choice and non-test questions in the form of affective and psychomotor. The sample in this study were students of XI MIPA 2 in Pasundan 3 High School Bandung who were given questions in the form of an objective test of 20 multiple choice questions as an initial test (pretest) and a final test (posttest) to measure students' abilities before and after being treated with the use of modules interactive on cell material. he results of the study of pretest and posttest data of the pretest mean value of 44.44 and posttest of 75.93. Researchers test hypotheses where the results of pretest and posttest there are significant differences that occur increase in student learning outcomes with the use of interactive modules on cell material, from hypothesis testing obtained t table t table value $0.000 < 0.05$. Increased student learning outcomes occur also in the affective and psychomotor domains, in the affective domain, the mean value is 85.64 and the psychomotive domain is obtained with an average value of 85.18.

Keywords: Student learning outcomes, Interactive Module, Cell Material