

ABSTRACT

Deri Adiyanto, 2018. the use of multimedia animation in improving student learning outcomes in Virus material. Preceptor I Dr. Hj. Mia Nurkanti, M.Kes and Preceptor II Dr. H. Uus Toharudin, M.Pd.

The aim of this research is to explore the use of multimedia animation in improve student learning outcome in Virus material. This research design of Nonequivalent Control Group Design. The subjects in this research are determined by purposive sampling technic; they are students of X MIPA-3 and X MIPA-5 SMA Negeri 1 Jatiwangi in the 2018-2019 in school year. The result of this research shows that in the cognitive aspect of the experimental class obtain an average Pretest score is 35 and the average score of the Postest is 80 and then the result og N-Gain is 0,69 as medium category. Meanwhile, in the control class to obtain the average score of the pretest of 25 and the average score of the postest of 75 as well as from the result of the examp N-Gain test score of 0,62 with the medium category. Then, result of the research on the affective aspect of the experimental class obtained an average score of 85 as very good category while the control class to obtain an avergae score of 83 with very good category and aspect of psychomotor development in the experimental class obtained an average score of 87 with very good category while the control class obtained a score of the 83 with very good category. This show that the experimental class scored higher than the control class. From all those data of this research conclue that the use of multimedia animation can improve student learning outcomes in Virus material.

Keywords: *Students' Learning Outcomes, Multimedia Animation, Virus*