

ABSTRACT

Dwi Retno Asih. 2018. The use of Interactive Multimedia to increase the students' learning outcomes in the animal tissue concept. Preceptor I H. Dadi Setia Adi, Msc, Ph.D. and Preceptor II Drs. Yusuf Ibrahim. M.Pd. M.P.

This study aims to determine the use of interactive multimedia in the increasing of students' learning outcomes in the concept of animal tissue. The research method used was Pre-Experimental Design with using research design of One-Group Pretest-Posttest design. The population in this study consisted of all students of class XI MIPA SMA Negeri 12 Bandung. The subject of this study was determined by purposive sampling technique ; they are students of class XI MIPA 5 in SMA 12 Bandung. The instrument used to measure cognitive domains in the form of 20 objective questions, an instrument for evaluating the affective and psychomotor domains in the form of observation sheets and questionnaires to determine students' responses. The results of the study on cognitive aspects obtained an average pretest score of 35.86 and an average posttest score of 76 and the results of the N-Gain test obtained a score of 0.61 with the medium category. Then, the results of the research on the affective aspects get an average score of 78 with a good category, and on the psychomotor aspect got an average score of 79.46 with good category. Meanwhile, the results of questionnaires from all students obtained a positive response of 72.69% with a category of more than half of students. From the research data, it can be concluded that the use of interactive multimedia can increase student learning outcomes on the concept of animal tissue.

Keyword : *Students' Learning Outcomes, Interactive Multimedia, Animal Tissue*