ABSTRACT

Adita Ayu Retno. **(2018) "The Role Of Technology Of The Smartphone Technology In The Learning Process Of The Performance Of Student In Subjects Learning Achievement In The Knowledge Study Of PPKn In SMK Nasional Bandung".**

The study aims to find out how the role of technology of the Smartphone in the learning process of the performance of student achievement on the subject of PPKn. The study in the background to the use of smartphones in the learning process does have an impact on student achievement especially in PPKn subjects. The formulation of a problem in this study is: What is the role of smartphone technology in the learning process towards student achievement in PPKn subjects. This study using descriptive approach qualitative, in this study which is the subject is the subject Teachers of PPKn and learners of SMK Nasional Bandung. Data Collection And Research Instruments In Qualitative Methods, Namely Observation, Interviews, Questionnaires, Study Documentation. The Results Of This Study Are As research: Through interviews, the role that smartphone technology in the learning process towards student achievement in PPKn subjects in general at SMK Nasional Bandung for the use of smartphone technology in the learning process is very instrumental and helps students and if to improve student achievement it has no impact learning to use smartphone. However, because smartphone technology is very instrumental in the learning process especially in PPKn subjects the teacher still allows students to use smartphones in the learning process. Questionnaire results that the writer describes, the use of smartphone technology is very helpful in finding information in the learning process. This can be seen above in diagram 4.4, states 56% of students agree that the use of smartphone technology makes it easy to find material and information during learning, while 44% answered agree . And if for smartphone use can improve learning achievement can be seen in diagram 4.7 states 44% doubt that smartphone use does not improve learning achievement while 40% agree, 4% agree, and 12% disagree.

Keywords: Smartphone Technology, Learning Process, Learning Achievement