ABSTRACT

Nisa Solihah. 2018. Comparison of MA Student Learning Results Using Animated Multimedia-Based Learning with Monopoly Games. Advisor I Dr.Mia Nurkanti, M.Kes and Advisor II Dr. H. Uus Toharudin, M. Pd.

This study aims to determine the comparison of learning outcomes of MA students using multimedia-based animation learning with monopoly games. The research method used is Quasi Experimental Design using the research design of Matching Pretest-Posttest Comparison Group Design. The subject of this study was determined by purposive sampling technique, namely students of class X MIA-A and X MIA-C in MAN 1 Bandung City in the odd semester of 2018-2019 school year. The results of the study on the cognitive aspects obtained an average score using multimedia animation Pretests values of 429.60 and the average Posttest score of 81.71 and the results of the N-Gain test obtained a score of 0.74 with the medium category while the cognitive aspects of learning using monopoly with Pretests value of 33.8 and Posttest value of 75.00 and the results of the N-Gain test obtained a score of 0.62 with the medium category. Then the results of research on the affective aspects of learning using multimedia animation get an average score of 81 while learning that uses monopoly 75 with good categories and psychomotor aspects using multimedia animation get an average score of 80 in learning using an average score monopoly of 76 in good category. The results of questionnaires from all students obtained a positive response to multimedia animation learning by 91.4% with almost all categories and monopoly games by 84.7%. From the results of the research data it can be concluded that there is a comparison of student learning outcomes using multimedia animation and monopoly learning.

Keywords*: Student Learning Outcomes, Multimedia animation, Monopoly, Virus*