ABSTRACT

Aliska, 2019, Use of High School Biology Learning Media Assisted by Android Applications to Improve Student Learning Outcomes in Class XI Cell Material in Pasundan 1 High School Bandung. Under the guidance of Dr. Yusuf Ibrahim, M.P., M.Pd., and Dr. Hj. Mia Nurkanti, 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 their knowledge. The results of this study aim to prove that the use of application-assisted learning media can improve student learning outcomes in class XI cell material. This research method Pretest-Posttest Control Group Design is that researchers want to measure the increase in student learning outcomes before and after the use of application-assisted learning media that is measured in the form of tests with multiple choice questions and non tests in the form of affective and psychomotor assessment (experimental class), while (class control) with multiple choices. The sample in this study were students of class XI MIPA 1 and XI MIPA 2 in Pasundan 1 Bandung High School who were given questions in the form of objective tests as many as 20 multiple choice questions as the initial test (pretest) and final test (posttest) to measure students' abilities before and after being given treatment with the use of application-assisted learning media on cell material. The results of the pretest and posttest data were the average pretest score of 44.33 and posttest 74.17 (experimental class), while the average value of the pretest was 42.83 and posttest was 60.50 (control class). The researcher tested the hypothesis test where the results of the pretest and posttest had significant differences in the increase in student learning outcomes with the use of assisted learning media applications on cell material, from the hypothesis test obtained t table the value of t table 0.000 <0.05. Improvement of student learning outcomes occurs also in effective and psychomotor shutter, in the affective domain obtained an average value of 87.14 and psychomotor domains obtained an average value of 86.27.

Keywords: Student learning outcomes, Application-Aided Media, Cell Material