ABSTRACT

This research was conducted in SMA Negeri 1 Ciranjang Cianjur City based on the background of the low learning outcomes. The purpose of this study is to improve student learning outcomes by implementing 3-dimensional animation learning media. The method used is Quasi Experiment, with design is Nonequivalent Control Group Design. The research subjects were class XI MIPA SMAN 1 Ciranjang. The instrument used was 12 multiple choice questions. The results showed an average pretest score of 50.76 and an average posttest of 85.47, in students in the experimental class. In the control class shows the average value of the pretest results of 48.24 and the average value of the posttest results of 80.91. The results of the N-Gain hypothesis indicate the significance value is 0.0335, the value <0.05 then Ho is rejected. So it can be said that in this study there was a significant increase in learning outcomes on the material structure and function of cells, between students who use 3-dimensional learning media compared with students who use ordinary learning models. The results of the assessment in the affective domain of learning using 3-dimensional animation on student cell material showed 76% good response. The results of the assessment in the psychomotor domain of learning using 3-dimensional animation on student cell material showed 94% good response.

Keywords: Learning Outcomes, 3 Dimension Animation, Cell.