

**USE OF MULTIMEDIA BASED ON VIDEO ANIMATION IN LEARNING  
NERVOUS SYSTEM ON STUDENT LEARNING  
RESULTS IN HIGH SCHOOL  
STATE 4 KARAWANG**

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***ABSTRACT***

This study aims to determine how the influence of the use of video animation on nervous system learning on student learning outcomes in SMA Negeri 4 Karawang. The subjects in this study were class XI MIPA-5, SMA Negeri 4 Karawang, which were sampled as many as 32 students by using the Pre-Experimental Design method with the One-Group Pretest-Posttest Design research design. The parameters measured were cognitive, affective, psychomotor, and student response questionnaires. Based on the results of the statistical test with the t-test a significant level of 0.05 significantly improves student learning outcomes. This shows that the activities of presentation, question and answer, deduction, and analysis when implementing animated video have increased cognitive abilities C1 (remembering), C2 (student understanding), C3 (application), C4 (analysis activity). the video. Students who get an increase in student learning outcomes on average have an N-Gain result of 0.69 in the medium category and the highest score obtained is 95 and the lowest score is 67. The assessment results on the affective aspects show that the assessment results get an average of 3.39 with good criteria , which means students are enthusiastic and active in using video animation learning media. The results of the research on the psychomotor aspects showed that the results of the student assessment got an average of 3.44 with good criteria, which means students were skilled and thorough in explaining the contents of the video. Thus it can be concluded that video animation learning can improve student learning outcomes

***Keywords:*** *Student learning outcomes, attitudes, skills.*