

THE EFFECT OF THE USE OF GRAPHIC MEDIA ON PROCESSES AND STUDENT LEARNING OUTCOMES

(Quasi Experiment Research in Class V SDN 077 Sejahtera Bandung)

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ABSTRACT

This research is motivated by the problem of suboptimal media and the learning process and low student learning outcomes. The purpose of this study is to determine the effect of the use of graphic media in the process and student learning outcomes in Theme 3 Subthemes 3 Learning 1, 2, and 3. This research method is a quantitative method, with the research design used is quasi experiment. The sample in this study was students of class V-E as a control class using conventional methods and V-F as an experimental class using graphic media in learning at SDN 077 Sejahtera Bandung. The research instrument used was the observation sheet and test. Based on the results of the study concluded: 1) The learning process in the control class using conventional methods is less attractive and passive than the experimental class using graphic media. 2) The average results of the control class is lower than the experimental class. 3) There are differences in learning outcomes between classes using conventional methods and classes using graphic media. 4) There is a significant influence on the use of graphic media on student learning outcomes.

Keywords: Graphic Media, Process, Learning Outcomes