## **ABSTRACT**

## Tita Roswita. (2020). The Effects of Digital Media Application in Civics Education Course towards Nationalism of XI Grade Students

This study aims to indicate the effects of Digital Media in Civics Education Course towards Nationalism of XI grade students. This study based on the application of Digital Media which developed rapidly among students. The application of digital media was intensively high, meanwhile the Nationalism of students were low. Therefore, Civics Education Course needed to improve the Nationalism of Students. Hence, the problem formulation of this study were: How much good was the development of students' nationalism through the application of digital media in Civics Education Course of XI grade at SMA Bina Dharma 2 Bandung, How was the application of digital media in Civics Education Course towards the Nationalism of XI grade students, and How was the significant effects of digital media application towards XI grade students nationalism in Civics Education Course at SMA Bina Dharma 2 Bandung. This study used Survey method with Quantitative Approach. Besides, the subjects and objects of this research were XI grade students of SMA Bina Dharma 2 Bandung. The data collection and research instrument used in this study were questionnaire that distributed to the students as the concrete data, and documentation conducted at SMA Bina Dharma 2 Bandung. The sample of this study was 59 students. The results showed that (1). The nationalism of students was Less with the average of 3.28. (2). The use of Digital media in Civics Education Course was categorized as Sufficient with the average of 3.33. (3) The application of digital media had the effects contribution towards the nationalism of students about 0.599 or 59.9%. It can be concluded that the nationalism of XI grade students at SMA Bina Dharma 2 Bandung were affected by the application of digital media in Civics Education Course for 59.9%, while the remaining 40.1% were affected by other factors which were not observed.

Key words: Digital Media Application, Nationalism, Students.