

ABSTRACT

Aprilia Ayu Widiyari, 2021. Use of Interactive Lectora Inspire Software on Motion Materials in Improving Learning Outcomes During the COVID-19 Pandemic. Advisor one: Dr. H. Uus Toharrudin, M.Pd. and Advisor two: 6. Dr. Iwan Setia Kurniawan, M.Pd.

One of the obstacles in developing interactive learning media is the lack of mastery of interactive media development technology by teachers, so that the development of interactive learning materials with computers is less than optimal. The purpose of this study was to test the effectiveness of interactive learning on the Lectora inspire software-assisted motion system material in improving learning outcomes. The data collection method used a questionnaire distributed to 36 respondents with the population in this research sample being Class XI MIPA students at SMA Negeri 1 Soreang. The data analysis method used in this study is a pre-experimental design, namely the One Group Pre-test and Post-test research design with the Wilcoxon test using the SPSS application. The results of this study indicate that the effectiveness of using Lectora Inspire interactive software on motion material can improve student learning outcomes with a p-value of 0.006 where $p\text{-value} < = 0.05$.

Keywords: Lectora Inspire, Learning Outcomes, Motion System