ABSTRACT


The purpose of this study were to: (1) To determine whether there are differences in learning outcomes in chemistry learning using inquiry strategies were given a computer and artificial media, (2) To determine the Students creative chemistry learning using the inquiry strategy were given a computer and artificial media, (3) to determine the interaction between the student creative inquiry learning using media computer with artificial media in affecting learning outcomes. This study population is the entire X class of SMK Methodist 8 Field of the school year 2011/2012. Samples were taken as much as 2 class with a random sampling technique (random sampling), consisting of X RPL class and X TKJ class with two groups of an inquiry learning - Artificial Media (Z1) and an inquiry - Media computer in this case the combination Chemsketch and animated power point (Z2). Study sample amounted to 52 students and each group 26 students. Data collection instrument used test results to learn, as many as 25 multiple-choice questions. To obtain the data creativity, use the observation sheet. The method used is the method of quasi-experimental design with a 2x2. Analysis techniques to test anova two line (two way anova), followed by Levene's test. Test analysis used the Kolmogorov Smirnov and normality test and Levene's test for homogeneity test. The results showed that (1) There was no difference in student learning outcomes is a significant chemical using inquiry strategy which using computer media, with a value of 5.478 and the value of sig F test 0.00. Normalized gain for students with inquiry learning in artificial media (Z1) = 0.644 and the normalized gain for students with inquiry learning using of computer media (Z2) = 0.829. Then the learning students outcomes inquiry learning strategies using computer media better than students in using inquiry learning strategies using artificial media. (2) There’s no difference is significant student creativity that using inquiry strategies that using computer media, with a value is 3.206 and the value of sig F test 0.02. Normalized gain for students with inquiry learning using artificial media (Z1) = 0.460 and the normalized gain for students with inquiry learning using computer media (Z2) = 0.606. So that student creativity in inquiry learning strategies using computer media better than students in inquiry learning strategies using artificial media. (3) There is a significant relations in the creativity of students studying chemical bonding using strategy of inquiry which made with given the computer media, with a significance value of 0.781 > α = 0.05. The implications of this research is learning by inquiry strategies using computer media can enhance the creativity of students and student learning outcomes in comparison with the inquiry learning using artificial media.