

**FEASIBILITY TEST COMPUTER-BASED LEARNING MEDIA  
(VIRTUAL LAB) ON TEACHING SOLUBILITY AND SOLUBILITY  
PRODUCT**

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**ABSTRACT**

This thesis is explained about the feasibility test of computer based learning media (virtual lab) on teaching solubility and solubility product. This research aimed to know the perception of student and the feasibility of the learning media; that built by Macromedia Flash Pro 8; the feasibility is shown by the student's achievement from the pre-test and post test data. The population of this research is students of second year in Methodist 1 Senior High School Medan. The samples were two classes which selected by random sampling method. The experiment class is taught by learning media (virtual lab) while the control class is taught by conventional method. The research instrument is the questioner for the student's perception and the achievement test for the feasibility media, the research instrument is standardized by the expert valuator and empiric validity. Data is analyzed by two kind of analysis program they were Microsoft Excel for Windows 2003 and SPSS. The result of the achievement test is 10 valid items and the reliability value is 1.04.

The learning media is built to know the students perception of the media and students achievement in learning solubility and solubility product, the student answered the question before the teaching treatment (pre test) and after teaching treatment (post test), while the questioner answered by the students to know the perception and data will used to know the feasibility of media. The research result shown that the data are normal distribution and sample is homogenous. The student perception is shown that the media is enough feasts in every category, the scale of result data is 70.44-82.70%. For students achievement data we got the media is valid and reliable and the reliability value from alpha value is 1.105. The last one is the hypothesis test by independent sample t-test the value is 0.144 it is bigger than significant value 0.05 so the hypothesis is accepted. It can be concluded that the computer based learning media is feasible to use on teaching solubility and solubility product.