

ABSTRAK

Rony Andrian Ginting : Pemanfaatan Media Pembelajaran Sikupas Dalam Meningkatkan Hasil Belajar Siswa Kelas X Pada Mata Pelajaran Menggambar Teknik Smk Swasta Yapim Biru-Biru.

Penelitian ini bertujuan untuk mengetahui efektivitas hasil belajar siswa yang diajarkan menggunakan media pembelajaran kelas E-Learning Sikupas di SMK Swasta Yapim Biru-Biru. Desain penelitian yang digunakan pada penelitian ini adalah quasi eskperimen desigh , bentuk quasi eksperimen yang dipilih adalah pre-test post-test group design. Populasi penelitian adalah siswa jurusan teknik otomotif dan sampel penelitian ini adalah siswa kelas X-TKRO 1 berjumlah 39 orang dan X-TKRO 2 berjumlah 41 orang. Data hasil belajar siswa dari post-test yang berbentuk pilihan beganda. Hasil penelitian ini menunjukkan terdapat efektivitas berdasarkan perhitungan hasil belajar bahwa hasil belajar akhir mengalami perbedaan. Perbedaan hasil belajar ditunjukkan oleh nilai rata-rata prettest 39,03 sedangkan posttest 79,56. Sehingga hasil uji hipotesis yang didasari besaran nilai Gain sebesar 0,66 dengan kriteria sedang dan didasari dari nilai rata-rata nilai akhir termasuk dalam kategori efektif, sehingga H_0 diterima H_a ditolak Kesimpulannya adalah terdapat efektivitas dalam peningkatan hasil belajar yang signifikan dalam menggunakan media e-learning sikupas. dari hasil penelitian ini didapati bahwa media e-learning sikupas dapat meningkatkan hasil belajar siswa secara signifikan

Kata Kunci: E-learning Sikupas, Hasil Belajar

THE
Character Building
UNIVERSITY

ABSTRACT

Rony Andrian Ginting : The Utilization Of Sikupas Learning Media In Improving Learning Outcomes Of Tenth Grade Students On Drawing Technique Lesson Smk Swasta Yapim Biru-Biru

The aim of this study to find the effectiveness of students' learning outcomes that thought by using learning media sikupas E-Learning in SMK Swasta Yapim Biru-Biru. The research design used in this study was Quasi-Experimental Design. The form of quasi-experimental design that chosen were the Pre-Test Post-Test Group Design. The population in this study was students majority in automotive engineering and samples in this study were 39 students of X-TKRO 1 and 41 students of X-TKRO 2. The student's data learning outcomes from post-test were the form of multiplechoice. The result of this study showed there was effectiveness based on the calculating learning outcomes, it indicated that final learning form outcomes have difference. The difference in learning outcome was indicated by the pre-test average score of 39,03 while the post-test were 79,56. The result of hypothesis testing based on the amount of Gain value is 0,66 with moderate criteria and based on average value of the final value were indicated in effective category. Ho is accepted and Ha rejected. The conclusion was there was effectiveness in increasing significant learning outcomes in using sikupas E-learning media. The research result, it found that sikupas E-learning media can significantly improve student's learning outcomes.

Keywords: Sikupas E-Learning, Student's Outcomes

THE
Character Building
UNIVERSITY