

**THE DEVELOPMENT OF COMPUTER-BASED LEARNING MEDIA  
AND ITS EFFECT ON LEARNING OUTCOME IN INTERACTIONS  
IN ECOSYSTEM TOPIC FOR GRADE VII SMP NEGERI 3  
MEDAN ACADEMIC YEAR 2013/2014**

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**ABSTRACT**

The aim of this study was to develop computer-based learning media in order to overcome the difficulties of students in understanding interaction in ecosystem topic and to know the effect of the learning media on learning outcome of students. This study was consisted of two stages. The first stage was developmental stage of learning media which has followed by validation process in order to get the feasibility on material and media aspect using questionnaire. Validation result showed that all of assessment aspect had been very good category. The aspect of assessment that valued by material expert were material, readability, and media program interaction; by media expert were navigation button, grafity, readability, and media program interaction; by small group testing were navigation button, grafity, readability, media program interaction, material and usage; by big group testing were material, grafity and usage. The second stage was implementation stage to see the effect of learning media on learning outcome of students. Population was all of grade VII students of SMP Negeri 3 Medan. Sample was consist of two classes which taken with cluster random sampling technique. Based on the calculation of t-test,  $t_{count} = 6.555 > t_{table} = 2.405$  at the level significance of 0.01, means that  $H_a$  is accepted and  $H_0$  is rejected. Based on the result, it can be conclude that there is an effect of computer-based learning media on students' learning outcome. Overall, computer-based learning media gave good effect to students' learning outcome in interaction in ecosystem topic for grade VII SMP Negeri 3 Medan academic year 2013/2014.

**Keywords:** *Computer-based learning media, Learning outcome, Interaction in Ecosystem*