

**PENGEMBANGAN MEDIA PEMBELAJARAN BIOLOGI BERBANTUAN KOMPUTER UNTUK
MENINGKATKAN PENGUASAAN KONSEP DAN KETERAMPILAN PROSES SAINS SISWA**

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ABSTRACT

Biology is one of the subjects that are considered abstract and imaginative. So that students feel bored and tired at the time of learning going on. Therefore, in the delivery of a teacher takes the tools or media. Research on the response and increased yield of XI class students in learning biology by using animation to the material medium of human physiology, is performed to determine responses and improving learning outcomes and students' science process skills after learning. Used this kind of research is to design an experiment one group pretest - posttest design. This research was conducted on the SMA N Bale Endah Bandung by taking a sample of one class (41 students) purposively. Data retrieval is done by using four instruments, namely the observation sheets, questionnaires and cognitive tests and multiple choice data of science process skills. Data obtained from the research results were analyzed using kualitatif analysis and quantitative analysis. Observation data obtained with the help of video recorders showed that students who are actively involved in the learning process at the first meeting there, while 37% of students at the second meeting 54% of students. Data obtained from questionnaires that all students learn biology states using the media very nice animation. From the results of analysis of observation data and questionnaires is known that the use of animation media which had developed a positive response. Multiple-choice cognitive tests showed that 60.98% of students earn high gain with the category; 31.71% of students get the gain with the category and 7.31% were students gain the gain with a low category. From the hypothesis testing using the test results obtained Zhitung $Z_{9.128} > Z_{(0.05)} 1.64$ so that H_0 rejected and H_1 accepted. From the data may be drawn the conclusion that there is a significant influence of media use animation to improve students' learning outcomes in human physiology material with 95% confidence level.

Keywords: Response, the results of learning, science process skills, media animation, human physiology