

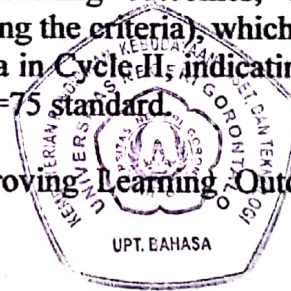
ABSTRACT

NURCHOLIS. Student ID Number. 411418104. The Application of Interactive Multimedia-Based Mathematical Learning on the Android RNT Application to Improve Student Learning Outcomes in Geometry Transformation Topic in Class IX of SMP Negeri 3 Suwawa. Undergraduate Thesis. Gorontalo. Mathematics Education Program, Department of Mathematics, Faculty of Mathematics and Natural Sciences, Universitas Negeri Gorontalo. 2022

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This study aimed to enhance student's learning outcomes in mathematics through the use of interactive multimedia-based applications on Android devices. The research conducted in this study is a Classroom Action Research (CAR) carried out over two learning cycles in Class IX of SMP Negeri 3 Suwawa for the academic year 2022-2023, involving 27 students. Data collection in this research utilized three assessment aspects; student activity sheets, teacher observations, and student learning outcome tests. The success indicators for this study are observation of student engagement in the learning process reaching active and highly active criteria, observation of teacher instructional management reaching good and excellent levels based on observed aspects of the learning process, and mathematics test scores indicating an overall outcome of at least 80% among all students, meeting the minimum passing grade criteria (KKM=75). The research findings demonstrated that the use of interactive multimedia-based Android applications improved students' learning outcomes in the specific topic of geometry transformation, particularly on reflection and translation. This was observed through (1) an improvement in teacher instructional management observed in Cycle I, rated as good, which further increased to excellent in Cycle II; (2) an increase in student engagement observed during the learning process, rated as active in Cycle I and highly active in overall in Cycle II; (3) a minimum of 80% improvement in mathematics learning outcomes, with 11 students achieving proficiency in Cycle I (not meeting the criteria), which then increased to 24 students meeting the proficiency criteria in Cycle II, indicating that the overall student's outcomes aligned with the KKM=75 standard.

Keywords: Interactive Multimedia, Improving Learning Outcomes, Geometry Transformation



LEMBAR PENGESAHAN SKRIPSI

Skripsi yang berjudul : “Penerapan Pembelajaran Matematika Berbasis Multimedia Interaktif Pada Aplikasi Android RNT Untuk Meningkatkan Hasil Belajar Siswa Materi Transformasi Geometri di kelas IX SMP Negeri 3 Suwawa”

Oleh

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Telah diperiksa dan disetujui

Hari/Tanggal : Rabu, 14 Juni 2023

Waktu : 10.30-12.00 WITA

Tempat : Ruang Dosen Matematika/ Via Google Meet

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