ABSTRACT

Akmal Hakim. The development of media learning to the cd interactive learning with the scientific approach rendering on the subjects of an exponent and a logarithm class x high school 106 jakarta. Skripsi. Jakarta: Program Studi Pendidikan Matematika, Fakultas Matematika dan Ilmu Pengetahuan Alam, Universitas Negeri Jakarta, August 2017.

This research was intended to produce media learning mathematics to students class X. Learning media were created because the lack of learning based math technology schools are so as to make students less motivated to learn and difficult to understand exponent and logarithms matter. Based on analysis needs, material developed was matter exponent and logarithms by scientific approach. Scientific approach having component parts learning that is observed , questions , explore , think , and communication.

This research uses the methods of research and development. This research through five steps. The first step of preliminary research phase is done by spreading the now needs analysis to students of class X. The second step is planning starting with draw up an outline media content as a guideline in the preparation of the media learning. The third step in the development of starting with prepare a draft. Media learning used to trial field. The next stage of the trial of the field a small group of involving teachers and students. The last, namely the field a large group of students who involving more many students.

Results from the media learning developed has tested by teachers is very well with percentage 88,49%. Based on the results of the trial of a small group that was conducted on students obtained the percentage of the average 84,66% which means very good. Based on the results of the trial of a large group that was conducted on students obtained the percentage of the average 87,6% which means very good. The results of the tryouts is indicated that media learning mathematics developed by this has good for used to the process teaching class X high school.

Keyword: interactive, learning media, Research and Development, scientific approach, Exponent and Logarithm