12. VALIDITY ANALYSIS OF ANDROID-BASED DISCOVERY LEARNING LEARNING MODEL TO IMPROVE THE UNDERSTANDING OF THE PHYSICAL CONCEPTS.

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#2344 Review

SUMMARY REVIEW EDITING

Submission

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Article

VALIDITY ANALYSIS OF ANDROID-BASED DISCOVERY LEARNING LEARNING MODEL TO IMPROVE THE UNDERSTANDING OF THE PHYSICAL CONCEPTS

ABSTRACT

This study aims to determine the validity of the discovery learning model assisted by android-based crossword puzzle media in order to see the improvement in the concept of physics. This increase can be seen from the results of the validity of the instrument whether or not the instrument used is feasible. This research method is development research (Dovelopmental Research) with the development design of Kemp et al (1994) which consists of (1) instructional problems, (2) learner charity, (3) task analysis, (4) instructional, (5) content sequencing , (6) instructional strategic, (7) instructional delevery, (8) evaluation instruments, and (9) instructional response. The results obtained through two validator experts, the validated device was included in the very valid criteria, so it could be concluded that the instrument was very suitable for use.

Preliminary

The vision of national education is the realization of an empowering and empowering institution so that the Indonesian people develop into qualified people so that they are able and proactive to

education. Baharudin (2010) explains that technology is a large umbrella covering most of the technical equipment for processing and conveying information. The use of relevant software and hardware

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Margin comments:

user — Perlu ditambahkan penguatan terkait:
1. Karakteristik konsep fisika yang sesuai dibelajarkan dengan crossword puzzle
2. Keunggulan penggabungan discovery learning + crossword puzzle game dalam pembelajaran.
3. Crossword puzzle digunakan sebagai media evaluasi atai media pembelajaran

ASUS — Jangan ditulis berulang, cukup sekali saja.

ASUS — Yang akan diukur apa? Yang improve concep pemahamannya?

ASUS — Kenaikan apa yang dimaksud?

ASUS — Jangan ditulis berulang