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THE DEVELOPMENT OF JAVA 2 MICRO EDITION BASED AND CHEMISTRY ENCYCLOPEDIA "CHEMISTCLOPEDIA" AN INDICATE AND LEARNING MEDIA FOR SENIOR HIGH SCHOOL STUDENTS

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This research is a development research in Chemistry education almost learning media using Java 2 Micro Edition called Chemistclopedia and medium on the topic of Macromolecule for students of XII grade of the development method contains nine main steps which are in line Research and Development model. The development product was trained and Chemistry contents as well as peers. After the revision the products was then measured on quality as an independent chemistry 5 Chemistry teachers. Data were collected using a set of Lyken analyzed using descriptive statistics. Chemistropedia, a Java 2 Microbenistry encyclopedia on the topic of Macro-molecule was well developed to be used as independent learning.

International Post Graduate Conference on Science and Mathematics (IPCSM 2013), Tg. Malim, Malaysia.

'Research In Science and Mathematics Catalyse Sustainable Future'

THE DEVELOPMENT OF MOBILE GAME "SCIENTIST ACADEMY" AN CHEMISTRY LEARNING MEDIA FOR INDEPENDENT EXPERIMENTS

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materials. Time the media can be played many times without limitation of places and times, the hand media facilitating independent learning would be essential for students to be In them a major issue dealing with education in order to improve the quality of learning This research developed mobile game "Scientist Academy" as learning media on Instituted from ADDIE (Analyze, Design, Development, Implementation, and Evaluation) purpose of students to the use of media was also measured. The development method mund in quality based on teachers' assessment, but very good based on students' mobile apparatus and the connection are easily accessed by Indonesian students, mindunts. The media was reviewed and assessed by chemistry teachers and students way of neid-base solution, reaction kinetic, and chemical equilibrium for senior high inureating presentation of materials and questions of the game enhanced students to in the game was eligible to be used as innovative and creative chemistry learning in agreement with R&D model. The development product was reviewed by tenchers and field-tested to 87 senior high school students. The Mobile game with the "Scientist Academy" was fun and interesting, providing easiness of deademy" that was compatible to Android mobile phone was well-developed, and

THE DEVELOPMENT OF JAVA 2 MICRO EDITION BASED MOBILE CHEMISTRY ENCYCLOPEDIA "CHEMISTCLOPEDIA" AS INDEPENDENT LEARNING MEDIA FOR SENIOR HIGH SCHOOL STUDENTS

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ABTRACT

This research is a development research in Chemistry education aiming to produce Chemistry media using Java 2 Micro Edition called *Chemistclopedia* as an independent learning medium on the topic of Macro-molecule for students of XII grade of Senior High Schools. The development method contains nine main steps which is in line with Borg and Gall's Research and Development model. The development product was reviewed by the exact multimedia and Chemistry contents as well as peers. After the revision based on the reviews, the products was the measured on quality as an independent chemistry learning medium by 5 Chemistry teachers. Data were collected using a set of Lykert scale Questionnaire, and analyzed using descriptive statistics. Chemistclopedia, a Java 2 Micro Enfont based mobile Chemistry encyclopedia on the topic of Macro-molecule was well developed and was eligible to be used as independent learning.

Keywords: Chemistry encyclopedia; independent learning media; mobile media; macromolecule.

Introduction

Learning media is needed by teachers and students so that the teaching-learning activities would be effective and efficient, but the learning media hasn't been maximally used yet, because of the assumption that using those media would be troublesome, expensive, difficult, and only taken as entertainment (Thomas W. A. S., 2005: 76-81).

Whereas if students' learning source were only their teachers, they will stuck in memorizing learning, where those memories could easily be erased when they stop learning about that. This learning method tends to make students bored, or worse dislike science learning (Widodo, 2008: 24).

Schramm stated that media can be categorized into complicated, expensive and simple media. Schramm also categorized media based on its coverage, which is (1) wide and all at once, i.e. TV, radio, and facsimile; (2) limited to certain room, i.e. movie, video, slide, posser, and audio tape; (3) media for individual learning, i.e. books, modules, computerized learning programme, and telephones. Kozma (1991: 2) described the distinct characteristic of learning media were technology, mechanical and electronic aspect which determined the function shape, and other physical characteristics.

Technology evolution and the availability of large number of electrons media, the idea of matching e-media with appropriate teaching and learning styles has been expected since the late 90's. There are many studies on the effectiveness of combining styles in educational systems (Najjar, 1996). Various kinds of the evolution of the evolution of technology. The usage of mobile phone which increased to 5-bit and the idea of matching matching.

