

ABSTRACT

THE INFLUENCE OF RENDERFOREST APPLICATION LEARNING MEDIA ON LEARNING OUTCOMES OF PHASE A CLASS I STUDENTS IN INDONESIAN LANGUAGE LEARNING AT SDN JABAAN I

Keywords: Renderforest application learning media and learning outcomes

The purpose of this study is to ascertain how employing the Renderforest application learning medium affects first-class Indonesian language instruction at SDN Jabaan I. The research methodology employed in this study is quantitative, meaning that data was processed into statistics using a methodical manner. or a diagnosis associated with the issue brought forward. The experimental technique is the research design that is employed. A pre-experimental design (non-design) one-group pretest-posttest design is the design form of the experimental research technique that is employed. Class I of SDN Jabaan I, which comprises 17 pupils, served as the study's sample. Simple random sampling combined with a probability sampling approach produced the sample. The learning process may be greatly impacted by the selection of renderforest instructional materials. A sig value of $0.008 < 0.05$ was found based on the t test that was performed. The Renderforest application learning medium has a major impact on the learning results of SDN Jabaan I class I students studying Indonesian.