ELECTRONIC MEDIA IMPACT

TO STUDENT’S LEARNING ACTIVITY IN CLASS XI IPA-4 AND

XI IPA-5 SMA NEGERI 1 BELITANG

THIS WRITINGS WAS PREPARED TO MEET THE BAHASA INDONESIA ASSIGNMENT IN ACADEMIC YEAR 2012-2013



PREPARED BY

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SMA NEGERI 1 BELITANG

2013

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MOTTO PAGE

1. Work like we don’t need money. Love like you never get hurt. Dancing like there’s no one watching you.( *Mark Twain* )
2. A thing that was undone, sometimes look impossible, we believe when we can do that job successfully. ( *Evelyn Underhill* )
3. Flower that won’t be lush forever is wise.

(William Cowper)

1. If you do something good to other, then you’ve do a good thing for yourself. *( Benyamin Franklin )*
2. Beauty is just outside skin. But the important thing is balance between mind, body, and soul. (*Jennifer Lopez* )
3. Silent is better then said some unimportant thing. ( *Pythagoraz )*
4. You can’t run from responsibility in the next day with avoid it today. (*Abraham Lincoln )*
5. Satisfaction make poor people being rich, and unsatisfaction make rich people being poor. (*Benjamin Franklin* )
6. If shame and fear to do a good thing still in someone side, then ensure for that people is he won’t advance even in one step. (*Soekarno* )
7. Mildness and kindness is not sign for weakness and depair, but manisfesation of a power. (*Kahlil Gibran* )

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LEGALIZATION PAGE

Writing entitled *Electronic Media Impact to Student’s Learning Activity in Class XI IPA-4 dan XI IPA-5 SMA Negeri 1 Belitang,* Has been legalized in date ………………… month ……………………..year 2013.

Sinrecenly, Belitang, ……. March 2013

Headmaster, Preceptor,

Karjiono, S.Pd., M.M. Asrofiyana Alsof, S.Pd.

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ABSTRACTION

Observation about “Electronic Media Impact to Student’s Learning Activity in

Class XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang.*”* , head for knowing how far electronic media affect in student activity in this modern era.

This observation using questionnaire method, because it’s more efficient and don’t take a long time and the data is easier to be collected.

30 questionnaires that we get back, author said that 70% students in XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang need eletronic media in their study. And 30% said that they don’t need electronic media in their study.

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FOREWORD

Gratitude Author to god, because with His help Author can done their writings titled *Electronic Media Impact to Student’s Learning Activity in Class XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang.*

Author realize that this writings won’t be success without help from another people, either direct or indirect. Because that, in this opportunity Author want to thanks to :

1. Mr. Karjiono, S.Pd., M.M. as headmaster of SMA Negeri 1 Belitang.
2. Mrs. Asrofiyana Alsof, S.Pd. as bahasa Indonesia teacher and as preceptor that give us helps and advices.
3. Students in XI IPA-4 and XI IPA-5 that help us to finish this writings.
4. And friends in XI IPA-5 that always give authors guidence and support.

Imperfection of someone become self-awareness for Author about lack of this writings. Therefore Author hope a good critic and advice to this writings’ perfection. Author also hope that this writings will give so many benefits for the other.

Penyusun

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CHAPTER I

**CHAPTER I**

**INTRODUCTION**

* 1. **Problem Background**

There’s no doubt that electronic media is an obligatory thing for every people in this day. Childrens, housewife, farmers, and etc. We’re using electronic media to help us when we do something.

The Student is one of electronic media user. Students often using electronic media to help them to finish their assignment that was given by the teachers. Electronic media can also make student to get information easily and socialize in social media that can be opened in electronic media like handphon, computer, and laptop. However, not just giving a positive effect, electronic media give negative effect for the student too. There isn’t rare that student choose to play some game and open social media with their electronic media in their learning activities. Therefore, Authors interested to make research about Electronic Media Impact to Student’s Learning Activity in Class XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang.

* 1. **Purpose**

Author’s purpose when choosing **“Electronic Media Impact to Student’s Learning Activity in Class XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang.”** is :

* + 1. Explain what’s electronic media.
    2. Explain what’s positive and negative effect of electronic media.
    3. Persuade student to use electronic media in a good purpose.
  1. **Problem Formula**
     1. Why electronic media is needed in learning process?
     2. How is student’s study interest after knowing about electronic media?
     3. How to use eletronic media properly?

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* 1. **Data Collecting Method**

In this research, author use Questionnaire method. Because this method is more efficient and didn’t take a long time for the process. And data that we need is faster and more accurate.

* 1. **Research Benefit**

Student hopefully can :

* + 1. Understand what’s eletronic media.
    2. Understand positive and negatife effect from eletronic media.
    3. Utilize eletronic media properly.
    4. Know about every single eletronic media that can be used in learning process.

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CHAPTER II

**BAB II**

**DISCUSSION**

**2.1 Definition of Electronic Media**

Electronic media is a media that use electronic or electromechanic for user to access the contain. This term has a contradict with static media (specially print media), which today are most often [created electronically](http://en.wikipedia.org/wiki/Desktop_publishing), but don't require electronics to be accessed by the end-user in the [printed](http://en.wikipedia.org/wiki/Printed) form. The primary electronic media sources familiar to the general public are better known as [video recordings](http://en.wikipedia.org/wiki/Video), [audio recordings](http://en.wikipedia.org/wiki/Sound_recording_and_reproduction), [multimedia presentations](http://en.wikipedia.org/wiki/Multimedia), [slide presentations](http://en.wikipedia.org/wiki/Presentation_program), [CD-ROM](http://en.wikipedia.org/wiki/CD-ROM) and [online](http://en.wikipedia.org/wiki/Online) content. Most [new media](http://en.wikipedia.org/wiki/New_media) are in the form of [digital media](http://en.wikipedia.org/wiki/Digital_media).

Advantages of Electronic Media, is :

a. Electronic media is sort of fast when it comes to spread news to the society.

b. Electronic media has audio visual that help their audience to understand about the news, specially in television.

c. Electronic media reach society in a wide range.

d. Bring news direct from the place.

e. Show the occurance of an event.

f. Can be used up to every person, even a mental backwardness person.

Disadvantages of Electronic Media, is :

a. News provision in electronic media cannot repeat their show.

b. Electronic media cannot be printed.

**2.2 Electronic Media in Learning Process**

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Technology role in 21 century had been boosted very fast. Fast technology and information is also in telematics sector that was part of IT world, if we discuss about IT world it has a very big range, let’s think a bit about everything around us, that was education world about affect of telematic in education. In the presence of technology and information mainly in telematics is a big help for learing and teaching process. Beneficiaries of telematics in education world is very much, such as:

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**2.2.1. *E-learning***

Almost in every education institution’s website put E-learning module, What’s E-learning mean actually? E-learning ia acronym of Electronic Learning, a new way in teaching and learning process with using electronic media specially internet as it’s teaching process. E-learning as basic and logic consecuence from technology, information and communication development.

E-learning is a sample of development of education world in conventional way (face-to-face in class) to the way that is more open via internet. This thing can be happening because there’s telematics technology that can connect teacher and their student. This activity is like give student the study material, hold and exam, send assignment or homework, score check can be done in internet. E-learning development was supported with the presence of so many education website that was built to ease education access by everyone that who want to study without limited by age, gender and time.

**2.2.2. E-Book**

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Every school must have material that appropriate with the curriculum, in the older era they distribute books directly, certainly this’s not effective, to ease them to make a soft book and don’t need to print it in book publisher, we have this book, this book called *e-book* or electronic book. Electonic book or *e-book* is one of technology that use computer to display multimedia information in simple and dynamic one. Inside an *e-book* can integrate sound, graphic, image, animation, or a film. So, information that present is richer than a conventional book. The most simple *e-book* just move conventional book to be electronic form that can be displayed in the computer.

**2.2.3. Electronic Library**

Some school make an electronic library to collect book that they got from internet. Library that usually just have archives can be helped by information and technology and from internet to change library concept from passive to agressive and can interact with user. The Library of Congress is one of the biggest library in the world. This day, partial of information in this library can be accessed via internet.

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**2.2.4. Electronic Mail (*email*)**

To support communication in the recent era, we can use email, and it’s not the era that you need to face someone if you want to consult something, with the spesific application like email a lecturer, organizer, parents and student can communate easily. In outside activity, college student that face a problem will ask it in *email*.

**2.2.5. *Video Teleconference***

Concomitant of multimedia technology development and cheap connection make learning activity can be done whenever and wherever using teleconference technology. This’s very effective in business either in education. Presence of this technology enables student or college student over the world to communicate each other. This technology can be used as discussion facility, simulation and can be used to take a role in learning acitivity that has function to grew confident and teamwork that was public-spirited.

**2.2.6. Tele-education and Long-Distance Exercise in *Cyber System***

This can be done in developed region for connection problem and supporting equipment. Because education and long-distance exercise need an ease access and data transfering, experience and source to increase professionality of quality and skill from indonesia’s human source. This connection hopefully could reach and mobilize another society potention, including in business in order to build up indonesia’s economic, both formal or nonformal education in “*cyber system*”.

**2.2.7. Positive and Negative Impact of telematics in Education**

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Every technology development or something new must have a good effect both direct or indirect, surely there’s a good and bad effect. The good and bad impact of electronic media, as like below

**2.2.7.1. Positive :**

a. Extremely help human’s job and make it more efficient.

b. Do teaching and learning process everywhere

c. Ease our life.

d. Make a long-distance people being closer without time and location limit.

e. Encourage human to study harder with this developed technology.

**2.2.7.2. Negative :**

a. Technology abuse to corrupt datas (crakcer) or cybercrime by irresponsible person.

b. Very possible for telematics as transnational crime to be happened, and will raise crime percentage around the society.

c. Privaci will not be protected because everyone always connected with the technology.

d. Social aspect as college student will be decreased because it’s rarely to met in real world (spoiled by technology) making human looks so fool.

**2.3 How to use Technology properly.**

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In this globalisation era, technology development being boosted. We cannot deny that technology is one of a primary need for every single human, for communcation, work or just intertainment. Elder, adult, teenager, and even kid this day always using technology in their activity.

At October 2008 until May 2009, Caesar Foundation, an american nonprofit organization do a survey involving 2000 3rd elementary school untuk 3rd senior highschool student. Based on the survey, it’s revealed that child and teenager from 8 until 18 years old has spent 7,5 hours per day to access intertainment via handphone, computer, and another electronic media.

However, the problem is how to wisely use this advancement technology. Because, high technology will bring a good and bad impact too. It’s up to how user use it.

Below is sample of advanced technology and how to prevent it to be abused.

* + 1. ***Handphone***

One of the developed technology evidence is *handphone*. Every teenager and even children have *handphone*. How it couldn’t be? In this modern and instant era, handphone has a very reasonable price and it’s very easy for teenager to bought it, including *Blackberry.* Source (twitter : @duniatahu) Said that about 20 million indonesian population use that *smartphone*.

But, is that existence of developed technology has been used in a good way?

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Initially, *handphone* was created to ease human communication. However, now inside *handphone* there’s feature that provide internet service. As much as it proper, this feature could be used to help teenager and children’s education. Such as, ease them to do assignment from the teacher, because they can search what they want in internet. We can do it via *google, wikipedia, yahoo answer* and many more. But, result of developed technology could be abused by *handphone* user .

* + 1. **Social Media**

Who doesn’t know about *facebook, twitter, yahoo* and their friends? That' sample of trending socila media that was used by teenager and children. Especially now, we can access its easily using computer, i-pad and *handphone*.

In 2009, Pondok Pesantren Putri communcation forum (FMP3) once prohibite everyone using social media exessively. This prohibition is exist because there’s exaggerated friendship like finding lover and have a courtship in *facebook* or *twitter.* Majelis Ulama Indonesia (MUI) had done the same thing. Because according to MUI, *facebook* has so many negative impact for teenager. Example, girl teenager abduction via *facebook.*

The researcher said that social media make a bad impact to teenager and children. Such as, they become lazy to activite outside and also lazy to study, less socialize in real world, and can be a victim or crybercrime and undermine the grammar.

Actually , Social media should be used in positive way, like broadcasting about some information, social and skill development facility, friends, teacher, or parents communication medium, or it can be used to search foreigner friends from over the world. Thing that need to be noted is don’t use dirty words or racist word to because it’ll create a quarrel.

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Actually, Social media can be used as a facility to keep our cultural sustainability. As example, spread it in group or making note in *facebook* about Indonesia’s cultures, in order to tell foreigner about indonesia’s cultures. If foreigner know about how rich indonesia is, it’ll minimize culture plagiarism from another country.

That’s sample of technology development and how to use it. Teenage should know how to use it wisely and do not abuse itu. There’s many more technology development that can’t be mentioned one by one. The most important thing is how to use it properly and don’t make a bad impact for their user. For every parent, we need to watch our child carefully when they’re using result of technology and limit their time to use it to prevent for be abused.

**2.4 Student Interest After Knowing About Electronic Media**

Student usually use electronic media to help them to finish their assignment. Student will encounter change of their study way after know about electronic media. They can be more diligent or yet be more lazy. Unfortunately, mostly of them got their interest decreased little by little in every time. This’s happening because they thing it’ funnier to play *games*, *browsing*, or just open their social media rather than take attention on their teacher. It’s not that rare they can spend their study time in home to play some game.

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**2.5 Data Analysis**

Dari 30 siswa kelas XI IPA-4 dan XI IPA-5 penyusun mendapatkan hasil sebagai berikut :

1. Since when you know about electronic media?

Is it since Elementary School, Junior Highschool, or Senior Highschool ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | SD | SMP | SMA |
| 26 | 4 | 0 |

* Siswa yang menjawab **SD** dari 30 siswa adalah x 100% = 86,7%
* Siswa yang menjawab **SMP** dari 30 siswa adalah x 100% = 13,3%
* Siswa yang menjawab **SMA** dari 30 siswa adalah x 100% = 0%

Jadi dapat diambil kesimpulan,siswa yang memilih **SD** = 86,7%, **SMP** = 13,3%, dan **SMA** = 0%. Dengan demikian media elektronik sudah dikenal sejak SD oleh siswa kelas XI IPA-4 dan XI IPA-5.

1. From where you know about electronic media?

Is it from family, friends, or your environment ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Keluarga | Teman | Lingkungan |
| 15 | 2 | 13 |

* Siswa yang menjawab **keluarga** dari 30 siswa adalah x 100% = 50%
* Siswa yang menjawab **teman** dari 30 siswa adalah x 100% = 6,7%
* Siswa yang menjawab **lingkungan** dari 30 siswa adalah x 100% = 43,3%

Jadi dapat diambil kesimpulan, siswa yang memilih **keluarga** = 50%, **teman** = 6,7%, dan **lingkungan** = 43,3%. Dengan demikian media elektronik dikenal dari keluarga.

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1. What’s the most thing you frequently open with electronic media?

Is itgame*,* social media, or internet ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Game | Jejaring social | internet |
| 5 | 5 | 20 |

* Siswa yang menjawab ***game*** dari 30 siswa adalah x 100% = 16,7%
* Siswa yang menjawab **jejaring** sosial dari 30 siswa adalah x 100% = 16,7%
* Siswa yang menjawab **internet** dari 30 siswa adalah x 100% = 66,6%

Jadi dapat diambil kesimpulan, siswa yang memilih ***game*** = 16,7%, **jejaring sosial** = 16,7%, dan **internet** = 66,6%. Dengan demikian siswa kelas XI IPA-4 dan

XI IPA-5 lebih sering membuka internet di media elektronik.

1. Do you think electronic media affect your study activity?

Is it yes, it’s normal , or no?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Biasa saja | Tidak |
| 26 | 2 | 2 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 86,7 %
* Siswa yang menjawab **biasa saja** dari 30 siswa adalah x 100% = 6,7%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 6,7%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 86,7%, **biasa saja** = 6,7%, dan **tidak** = 6,7%. Dengan demikian media elektronik berpengaruh terhadap kegiatan belajar kelas XI IPA-4 dan XI IPA-5.

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1. Is electronic media is needed in your daily study in school ?

Is it yes, little bit, or no?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Sebagian | Tidak |
| 15 | 15 | 0 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 50%
* Siswa yang menjawab **sebagian** dari 30 siswa adalah x 100% = 50%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 0%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 50%, **sebagian** = 50%, dan **tidak** = 0%. Dengan demikian media elektronik dibutuhkan dalam proses belajar siswa kelas XI IPA-4 dan XI IPA-5.

1. Is electronic media make you more enthusiastic rather than studying?

Is it yes, it’s normal, or no ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Biasa saja | Tidak |
| 10 | 20 | 0 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 33,4%
* Siswa yang menjawab **biasa saja** dari 30 siswa adalah x 100% = 66,6%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 0%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 33,3%, **biasa saja** = 66,6%, dan **tidak** = 0%. Dengan demikian media elektronik tidak berpengaruh terhadap semangat belajar siswa kelas XI IPA-4 dan XI IPA-5.

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1. Is electronic media give bad impact for you

Is it yes, little bit, or no?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Sebagian | Tidak |
| 4 | 26 | 0 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 13,3%
* Siswa yang menjawab **sebagian** dari 30 siswa adalah x 100% = 86,7%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 0%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 13,3%, **sebagian** = 86,7%, dan **tidak** = 0%. Dengan demikian sebagian media elektronik membawa dampak negatif.

1. Are your daily life really rely on electronic media?

Is it yes, little bit, or no ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Sebagian | Tidak |
| 6 | 15 | 9 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 20%
* Siswa yang menjawab **sebagian** dari 30 siswa adalah x 100% = 50%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 30%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 20%, **sebagian** = 50%, dan **tidak** = 30%. Dengan demikian siswa kelas X IPA-4 dan XI IPA-5 bergantung pada media elektronik hanya sebagian saja.

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1. What’s your opinion if students were prohibited to bring electronic media in school?

Is it agree, don’t agree, or don’t know?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Setuju | Tidak setuju | Tidak tahu |
| 6 | 21 | 3 |

* Siswa yang menjawab **setuju** dari 30 siswa adalah x 100% = 20%
* Siswa yang menjawab **tidak setuju** dari 30 siswa adalah x 100% = 70%
* Siswa yang menjawab **tidak tahu** dari 30 siswa adalah x 100% = 10%

Jadi dapat diambil kesimpulan, siswa yang memilih **setuju** = 20%, **tidak setuju** = 70%, dan **tidak tahu** = 10%. Dengan demikian siswa kelas XI IPA-4 dan XI IPA-5 tidak setuju apabila dilarang membawa media elektronik ke sekolah.

1. Have you been using eletronic media properly?

Is it yes, little bit, or no ?

|  |  |  |  |
| --- | --- | --- | --- |
| Students Quantity | Ya | Sebagian | Tidak |
| 14 | 16 | 0 |

* Siswa yang menjawab **ya** dari 30 siswa adalah x 100% = 46,7%
* Siswa yang menjawab **sebagian** dari 30 siswa adalah x 100% = 53,3%
* Siswa yang menjawab **tidak** dari 30 siswa adalah x 100% = 0%

Jadi dapat diambil kesimpulan, siswa yang memilih **ya** = 46,7%, **sebagian** = 53,3%, dan **tidak** = 0%. Dengan demikian siswa kelas XI IPA-4 dan XI IPA-5 sudah memanfaatkan sebagian media elektronik dengan baik.



CHAPTER III

**CHAPTER III**

**CLOSING**

**3.1 Conclusion**

Based on research **“Electronic Media Impact to Student’s Learning Activity in Class XI IPA-4 and XI IPA-5 SMA Negeri 1 Belitang.”** we can conclude that :

3.1.1 Students in XI IPA-4 dan XI IPA-5 mainly need electronic media for their learning process.

3.1.2 Students in XI IPA-4 dan XI IPA-5 often use eletronic media to search about information that can be found in internet, either for teaching and learning needs or another information they need.

3.1.3 Most student in XI IPA-4 dan XI IPA-5 still doesn’t know how to use electronic media properly. Because they still using electronic media for unimportant thing like playing some games.

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**3.2 Advice**

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3.2.1 Students should use electronic media in their leisure time, or when they really need it for their assignment.

3.2.2 Students will not abuse electronic media to do something negative, like browsing porn and etc.

3.2.3 Teacher should give a punishment for students who browse something unnecessary when teaching and learning process is still on going.

3.2.4 School should make a rule to prohibite using electronic media and only allow it when it’s necessary, to minimize negative impact from electronic media.

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**ATTACHMENT**

Questionnaire

Title : Electronic Media Impact to Student’s Learning Activity in Class

XI IPA-4 dan XI IPA-5 SMA N 1 Belitang

Choose one of the answer of the questions that you think is right for you!

1. Since when you know about electronic media?
2. Elementary b. Junior c. Senior
3. From where you know about electronic media?
4. Family b. Friend c. Environment

1. What’s the most thing you frequently open with electronic media?
2. Game b. Social Media c. Internet

1. Do you think electronic media affect your study activity?
2. Yes b. Biasa saja c. Tidak

1. Is electronic media is needed in your daily study?
2. Ya b. Sebagian c. Tidak
3. Is electronic media make you more enthusiastic rather than studying?
4. Ya b. Biasa saja c. Tidak

1. Is electronic media give a bad impact for you?
2. Ya b. Sebagian c. Tidak

1. Are your daily life really rely on electronic media ?
2. Ya b. Sebagian c. Tidak
3. What’s your opinion if students were prohibited to bring electronic media to school?
4. Setuju b. Tidak setuju c. Tidak tahu
5. Have you been using eletronic media properly?
6. Ya b. Sebagian c. Tidak