

shellyn Shellyn Roudhotul Apriana:

We have reached a decision regarding your submission to Edudikara: Jurnal Pendidikan dan Pembelajaran, "PENGARUH PENGGUNAAN MEDIA AUDIO VISUAL FLASH PLAYER TERHADAP HASIL BELAJAR MATA PELAJARAN PKN KELAS 4 SD MUHAMMADIYAH 2 KRIAN".

Our decision is to: Accept Submission

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Pengaruh Penggunaan Media Audio Visual Flash Player terhadap Hasil Belajar Mata Pelajaran PKn di Sekolah Dasar

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The purpose of this study was to determine student learning outcomes using audio-visual media flash player in 4th grade PKN elementary school learning, because at this time students' interest in learning about PKN and the Pancasila values contained therein greatly decreased. It is hoped that foreign cultures that enter the era of globalization will not make the next generation of the nation forget their own culture, so that PKN SD learning is very important to be applied from an early age. This study uses experimental quantitative methods, researchers use experimental quantitative methods because the data obtained is more accurate, and in order to find out whether the audio visual flash player learning media can improve