

## DAFTAR ISI

KATA PENGANTAR .....	<b>Error! Bookmark not defined.</b>
UCAPAN TERIMA KASIH.....	<b>Error! Bookmark not defined.</b>
ABSTRAK .....	<b>Error! Bookmark not defined.</b>
<i>ABSTRACT</i> .....	<b>Error! Bookmark not defined.</b>
DAFTAR ISI.....	1
DAFTAR TABEL.....	<b>Error! Bookmark not defined.</b>
DAFTAR GAMBAR .....	<b>Error! Bookmark not defined.</b>
DAFTAR LAMPIRAN.....	<b>Error! Bookmark not defined.</b>
BAB I PENDAHULUAN .....	<b>Error! Bookmark not defined.</b>
1.1. Latar Belakang .....	<b>Error! Bookmark not defined.</b>
1.2. Rumusan Masalah .....	<b>Error! Bookmark not defined.</b>
1.3. Batasan Masalah.....	<b>Error! Bookmark not defined.</b>
1.4. Tujuan.....	<b>Error! Bookmark not defined.</b>
1.5. Manfaat Penelitian.....	<b>Error! Bookmark not defined.</b>
1.6. Definisi Operasional.....	<b>Error! Bookmark not defined.</b>
1.7. Hipotesis Penelitian .....	<b>Error! Bookmark not defined.</b>
BAB II LANDASAN TEORI.....	<b>Error! Bookmark not defined.</b>
2.1. Pengembangan Multimedia .....	<b>Error! Bookmark not defined.</b>
2.2. Multimedia Interaktif .....	<b>Error! Bookmark not defined.</b>
2.3. Pengertian Game atau Permainan.....	<b>Error! Bookmark not defined.</b>
2.4. Pengertian <i>Game Puzzle</i> .....	<b>Error! Bookmark not defined.</b>
2.5. Metode Discovery Learning .....	<b>Error! Bookmark not defined.</b>
2.5.1. Langkah Persiapan Metode Discovery Learning.....	<b>Error! Bookmark not defined.</b>
2.5.2. Prosedur Aplikasi Metode <i>Discovery Learning</i> .....	<b>Error! Bookmark not defined.</b>
2.6. Pemahaman .....	<b>Error! Bookmark not defined.</b>
2.7. Teori Belajar & Pembelajaran .....	<b>Error! Bookmark not defined.</b>

Zulfarisyi Kenedy, 2016

RANCANG BANGUN MULTIMEDIA INTERAKTIF BERBASIS GAME PUZZLE MENGGUNAKAN METODE  
DISCOVERY LEARNING UNTUK MENINGKATKAN PEMAHAMAN PADA MATA PELAJARAN JARINGAN  
DASAR SMK

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

2.8.	Mata Pelajaran Jaringan Dasar .....	<b>Error! Bookmark not defined.</b>
<b>BAB III METODOLOGI PENELITIAN .....</b>		
3.1.	Metode Penelitian.....	<b>Error! Bookmark not defined.</b>
3.1.1.	Metode Penelitian dan Pengembangan (R&D).....	<b>Error! Bookmark not defined.</b>
3.2.	Desain Penelitian .....	<b>Error! Bookmark not defined.</b>
3.2.1.	Analisis.....	<b>Error! Bookmark not defined.</b>
3.2.1.	Desain.....	<b>Error! Bookmark not defined.</b>
3.2.1.	Pengembangan .....	<b>Error! Bookmark not defined.</b>
3.2.1.	Implementasi .....	<b>Error! Bookmark not defined.</b>
3.2.1.	Penilaian.....	<b>Error! Bookmark not defined.</b>
3.3	Lokasi dan Sampel Penelitian .....	<b>Error! Bookmark not defined.</b>
3.4	Instrumen Penelitian.....	<b>Error! Bookmark not defined.</b>
3.5	Teknik Analisis Data .....	<b>Error! Bookmark not defined.</b>
3.6	Alur Penelitian.....	<b>Error! Bookmark not defined.</b>
<b>BAB IV HASIL PENELITIAN DAN PEMBAHASAN.....</b>		
4.1.	Hasil penelitian.....	<b>Error! Bookmark not defined.</b>
4.1.1.	Tahap Analisis.....	<b>Error! Bookmark not defined.</b>
4.1.1.	Tahap Desain.....	<b>Error! Bookmark not defined.</b>
4.1.2.	Tahap Pengembangan .....	<b>Error! Bookmark not defined.</b>
4.1.3.	Tahap Implementasi .....	<b>Error! Bookmark not defined.</b>
4.1.4.	Tahap Penilaian .....	<b>Error! Bookmark not defined.</b>
4.2.	Pembahasan Penelitian .....	<b>Error! Bookmark not defined.</b>
<b>BAB V KESIMPULAN DAN SARAN.....</b>		
5.1.	Kesimpulan.....	<b>Error! Bookmark not defined.</b>
5.2.	Saran .....	<b>Error! Bookmark not defined.</b>

DAFTAR PUSTAKA ..... **Error! Bookmark not defined.**

LAMPIRAN

**Zulfarisyi Kenedy, 2016**

*RANCANG BANGUN MULTIMEDIA INTERAKTIF BERBASIS GAME PUZZLE MENGGUNAKAN METODE  
DISCOVERY LEARNING UNTUK MENINGKATKAN PEMAHAMAN PADA MATA PELAJARAN JARINGAN  
DASAR SMK*

Universitas Pendidikan Indonesia | [repository.upi.edu](http://repository.upi.edu) | [perpustakaan.upi.edu](http://perpustakaan.upi.edu)