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Rossy Agustriyanda, 2019

**PENERAPAN SCAFFOLDING MENGGUNAKAN MULTIMEDIA BERBANTUAN GAME PETUALANGAN
UNTUK MENINGKATKAN PEMAHAMAN EKSTRAPOLASI SISWA KELAS X PADA MAPEL
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- Silabus
- RPP Kelas Kontrol
- RPP Kelas Eksperimen

Lampiran 2

- *Flowchart*
- *Storyboard*

Lampiran 3

- Judgement instrumen soal

Lampiran 4

- Hasil Validasi Soal

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Lampiran 5

- Instrumen Validasi Media
- Instrumen Validasi Materi

Lampiran 6

- Soal *Pretest* dan *Posttest*
- Instrumen Respon Siswa Terhadap Multimedia

Lampiran 7

- Hasil *Pretest* dan *Posttest*
- Hasil Uji Normalitas
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- Hasil Uji Dua Rata-rata

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- Surat Permohonan Izin Penelitian
- Surat Balasan dari Sekolah
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- Daftar Riwayat Hidup