

NILAI POSTTEST KELAS EKSPERIMEN

NORES	NO ITEM SOAL																				SKOR TOTAL	NILAI
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
1	1	1	1	1	1	1	1	0	0	1	1	1	1	1	1	1	1	1	0	1	17	85
2	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	1	17	85
3	1	1	0	1	1	0	1	1	1	1	1	0	1	1	0	1	1	0	1	1	15	75
4	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	18	90
5	1	1	1	1	1	1	1	1	0	0	1	1	1	1	1	1	0	1	1	1	17	85
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	19	95
7	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	18	90
8	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	0	1	1	0	1	16	80
9	1	1	1	1	1	1	0	1	1	0	0	1	0	1	1	0	1	1	1	1	15	75
10	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	19	95
11	1	1	1	1	1	0	0	1	1	1	1	1	1	1	1	0	1	1	1	1	17	85
12	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	0	1	1	17	85
13	1	1	1	0	1	1	1	1	1	0	1	1	1	1	1	0	1	1	0	1	16	80
14	1	1	1	1	1	1	1	0	1	1	0	1	1	1	1	1	1	1	0	1	17	85
15	1	1	1	1	0	1	0	1	1	0	1	1	0	1	1	1	1	1	1	1	16	80
16	1	1	0	1	1	1	1	0	0	1	1	1	1	1	0	1	1	1	0	1	15	75
17	1	1	1	0	0	0	1	1	1	1	0	1	1	1	1	1	0	1	1	1	15	75
18	1	1	1	1	1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	18	90
19	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	1	1	1	17	85
20	1	0	0	1	1	1	1	1	1	1	0	0	0	1	1	1	1	1	1	1	15	75
21	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	0	1	1	17	85
22	1	1	1	0	1	1	1	1	1	0	0	1	1	1	0	0	1	1	1	1	15	75
23	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	0	0	1	1	1	16	80
24	1	0	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1	0	1	1	16	80
25	1	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	0	0	1	16	80

Dwi Muliasari, 2014

Pengaruh Penggunaan Model Pembelajaran Role Playing Terhadap Peningkatan Hasil Belajar Psikomotor Siswa Pada Kompetensi Dasar Merencanakan Perjalanan Bisnis Di Kelas XII AP

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

26	1	1	1	0	0	1	1	1	1	1	1	1	0	0	0	1	1	1	1	1	1	1	15	75
27	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	18	90
28	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	19	95
29	1	1	0	1	1	1	1	1	0	1	1	0	1	1	1	0	1	0	1	1	1	1	15	75
30	1	1	0	1	1	0	1	0	1	1	1	1	1	0	1	0	1	1	1	1	1	1	15	75
31	1	0	1	1	1	0	1	1	1	0	1	1	0	1	1	1	1	0	1	1	1	1	15	75
32	1	1	1	0	1	1	0	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	16	80
33	1	1	1	1	0	1	1	1	0	1	0	1	1	1	0	1	0	1	1	1	1	1	15	75
34	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	18	90
35	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	20	100
36	1	1	1	1	1	1	0	0	1	1	0	1	1	1	1	1	1	0	1	1	1	1	16	80
37	1	1	1	1	1	1	1	0	1	1	0	0	1	1	1	0	1	1	1	1	1	1	16	80
38	1	1	1	0	1	1	1	0	1	1	1	1	0	0	0	1	1	1	1	1	1	1	15	75
39	1	1	1	1	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	0	0	1	16	80
40	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	0	0	1	1	1	17	85

Dwi Muliasari, 2014

Pengaruh Penggunaan Model Pembelajaran Role Playing Terhadap Peningkatan Hasil Belajar Psikomotor Siswa Pada Kompetensi Dasar Merencanakan Perjalanan Bisnis Di Kelas XII AP

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