

THE PROFILE OF STUDENTS' SELF-EFFICACY ON HYDROCARBON HYBRID LEARNING AND ANDROID- BASED- GAME

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Abstract

The profile of students' self-efficacy on hydrocarbon hybrid learning mediated by video conference and android-based-game has been analyzed. This research is a quantitative descriptive study. A total of 143 grade 11th students were cluster randomly selected from two public senior high school in Purworejo regency, Central Java, Indonesia. The samples were set into three different classes, namely Class CG-1 using android-based-game only, Class CG-2 using hybrid of video conference only, and Class E using both android-based-game and hybrid of video conference. The data of students' self-efficacy was obtained through questionnaire. The analysis of the profile students' self-efficacy was conducted by categorizing the score obtained from the questionnaire into ideal rating category. The results of this study showed that the profile of students' self-efficacy in the E class was highest.

Keywords: Android-based-game, hybrid learning, video conference, students' self-efficacy.