

TITLE : Electronic Media Development of the RMU-eDL Project on the Topic of
“Algorithm Computer Programming For Jigsaw Cooperative
Learning Technique”

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ABSTRACT

The purposed of this research were to develop Electronic Media of the RMU-eDL Project on the Topic of Algorithm Computer Programming For Jigsaw Cooperative Learning Technique to have quality. Develop the learning activity with Jigsaw Cooperative Learning Technique with Electronic Media to have quality. Study an effectiveness of the learning activity with Jigsaw Cooperative Learning Technique with Electronic Media. Compare the pre-test mean scores to post-test mean scores of student who studied with the learning activity with Study an effectiveness index of the learning activity with Jigsaw Cooperative Learning Technique with Electronic Media. Study the satisfaction of the student who studied with the learning activity with Study the learning retention of the students after using the Electronic Media.

Results of the research were as follows : The average opinion of the experts on Electronic Media assisted instruction was the high ($\bar{x}=4.44$, S.D.=0.51). The average level of the quality of the Jigsaw Cooperative Learning Technique was high ($\bar{x}= 4.50$, S.D =0.51). The value of the Jigsaw Cooperative Learning Technique efficiency regarding the standardized criteria was 81.00/82.77. The effectiveness index of lesson was 0.7719. The post-test mean scores was significantly higher than the pre-test mean scores before learning at .05 level. The student's overall satisfaction with the learning activity with project with Electronic Media was very high level ($\bar{x}=3.88$, S.D.=0.44). The finding indicated that the learning retention of the students was in the standardized criteria after 7 and 30 days of the instruction.