PLAGIARISM SCAN REPORT

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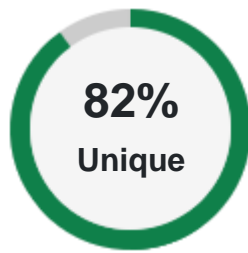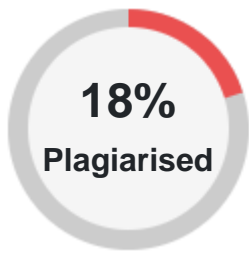**Exclude Url** : None

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In the essence, technological advances and their effects in life are the items we cannot avoid. However, we can take wise action against ourselves, the family, and also the broader community for this increasingly powerful technological progress isn't to shift our identity as individuals who have the norm and also the noble values of character. However, as members of society, and particularly as parents, we must take a representative and preventive action, to the most extent possible to prevent the negative effects of technology on our kids, especially teenagers who are golden generations who are going to be the successor of our struggle to make a nation that Morality and culture within the future. Each learner has different abilities to capture the teachings given by the teacher. The difference in the ability to capture information then directs the learner into love or not on the topic. Learners were able to absorb information tend to be sort of a lesson, but learners who are weak in capturing information will tend to dislike this lesson. the training process is commonly confronted with abstract material and beyond the experience of everyday learners, in order that this material becomes a difficult and difficult to know teaching student. Visualization is a method which will be done to create concrete things more abstract. Image visualization of two-dimensional or three-dimensional model is usually done in learning. Multimedia may be a combination of text, image, sound, animation and video, a number of these components or all components are incorporated into a coherent program. Multimedia could be a computer system that produces it easy to mix text, graphics, audio, video, and animation within the type of presentations, controlled by interactive, creative, and fun computer programs. Learning by using multimedia develops the idea of conventional learning that can't meet the requirements of learners in learning. Mishra and Sharma (2005) argue that the aim of media research is to spot characteristics (abilities and limitations) which might then be applied within the Instructional Design stage, thus avoiding the use of faulty tools certainly pedagogical purposes. Smaldino, Rusell, Heinich, and Molenda (2008). They argue that the aim of the media is to facilitate communication and learning. Examples such as video, television, diagrams, print materials, computer programs, then forth. Smith (2006) explains that multimedia is that the integration of text, graphics, sound, and video or animation during a computer-based environment. the net may be a multimedia environment, it is simple to imagine combining multimedia into instructional tutorials to enhance the educational experience. in keeping with Seels and Richey (1994), utilization is an activity using processes and resources to find out. That is, within the learning process to use learning resources which will help teachers and learners. A process that may be an experience and might lead to a change in attitude or behaviour or associated with that understanding from not knowing to being know and not understanding understood. Clark and Mayer (2008) who explained that the presentation within the style of multimedia can encourage learners to interact in active learning by mentally representing material like text and pictures and mentally making connections between pictorial and oral representations. Spector, Ohrazda, Schaack, and Wiley (2005) suggest that the speed of learning is expounded to how quickly the human brain processes incoming information (the speed of information processing), the power to integrate new knowledge into existing cognitive structures (associative learning skills) and also the ability to figure out the principles that underlie perceived data (inductive reasoning skills). According to the Association for Communication and Technology Education (AECT) at Miarso (1994) "The use of efforts for learners to interact with learning resources and components of the educational system", within the learning process students try and actively gain knowledge from various learning sources Such as teachers, medium, electronic media and learning environments. consistent with Seels and Richey (2002), the employment of technology within the field of education is an activity undertaken for the benefit of the training process through the usage of learning resources so learning objectives can be achieved and behavioural changes. there's a difference associated with the educational proposed by McArdle (2010), i.e. learning may be a knowledge that results in the power of learners that they are doing not have the power before the educational process. the reason shows that the training process ends up in the goals of competence to be achieved by learners,

where they're going to gain a particular ability. But they will not be able to gain that ability if not through the training process. Seels and Richey (2002: 189- 190), that the use of multimedia learning will be used effectively and efficiently must follow the following steps, namely, preparation, implementation, and follow-up.

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Multimedia is a computer system that makes it easy to combine text, graphics, audio, video, and animation in the form of presentations, controlled by interactive, creative, and fun computer programs.

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today's learners seek a learning environment that is not as obsolete as traditional classrooms but that is specifically engineered to support thinking.components and importance of an effective learning environment.nevertheless, a learning environment is a great attribute to the success of the learner.

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self-directed learning: a four-step process. learning independently can be challenging, even for the brightest and most motivated students.students need various skills and attitudes towards learning for successful independent study. this step involves students conducting a self-evaluation...

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