Discovery Learning Model in Improving Results   Study Student School Base

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Abstract
Technology-based learning model using e-learning will change the learning culture in the learning process. Where the learning process will be very flexible because it can beadjusted to the time and conditions of the students this research uses the literature review method. The general aim of writing this article is to measure the quality of e-learning seen from the level of quality of e-learning learning, namely the quality of learning design, learning activities, delivery strategies, interactions between students and students and students and teachers, learning support services, student interactions with teaching materials, collaboration, feedback systems, and learning assessment. With the very rapid progress of information technology, it is now encouraging various changes in aspects of life, especially in education. To meet these demands, it is appropriate to prepare students' and learners' competencies in the use of information technology in learning activities, namely e-learning based learning.

Keyword: E-learning, learning outcomes, students

1. INTRODUCTION

The rapid development of information and communication technology (ICT), the need will draft and mechanism education and learning based on technology information (IT) has become unavoidable. The concept that later became known as e-learning already influence process changeover learning traditional to digital learning, both in terms of content and education systems, is experiencing changes every year in terms of curriculum, learning strategies, methods learning, and etc. To Slameto (Mardianto), learning is "a process of individual effort to achieve new changes in collective behavior as a result of experience individuals in interacting with the environment". Based on this opinion, we It can be concluded that learning is a conscious effort to change thought patterns and behavior and get knowledge based on experience. Education will always be oriented towards developing technology. in accordance with Article 1 Paragraph 2 of Law Number 20 of 2003 which states "Education national is education Which based on Pancasila, customized with the development of science and technology, and is rooted in religion and values sublime culture national Indonesia. In today's global era, whether you agree or not, whether you want to or not, must relate with technology specifically technology information. This matter because this technology has influenced our daily lives. Therefore that, we should no 'stutter' technology. Lots research result show that who which late control information, so late also get opportunities to advance. This journal itself discusses about how Discovery learning Improves outcomes study school students base. With thus, e-learning is learning which its implementation supported by technological services such as telephone, audio, videotape, satellite transmission or computers. However, it should be remembered that the use of satellites and computers presents opportunities that will only be possible if significant investments have been made implemented For practice power in all level, to finance development material in various media, And give certainty will convenience access for public which become target.

2. RESEARCH METHODOLOGY

The method used in this research is the method literature review. Where a series of methods are used, namely by collecting several data which taken from various source trusted that is book, journal and etc Which then the data will be processed by author. study literature alone is technique collection data with stage studies review to the book- books, literature, notes and reports that are related to the problem solved.

3. RESULT AND DISCUSSION

E-Learning is indeed is a technology learning which relatively new in Indonesia. For simplify term, so electronics learning abbreviated become e-learning. This word consists of two parts, namely 'e' which is an abbreviation for 'electronics' and 'learning' which means 'learning'. E-Learning means learning by using electronic device assistance services. So in the implementation of e-learning uses audio, video or computer device services or a combination of the three. However, it is important to realize that the use of e-Learning in this learning requires an electricity network. On the other hand, the condition of the area Indonesia which very wide and resident which lots, not yet everything can enjoy flow electricity. Thus, the use of e-learning based learning is only can enjoyed by resident which in its territory already available network electricity. Learning media is a tool used by educators to help in convey information to participant educate. With usingmedia learning so can stimulate participant educate for more motivated follow activity learning. Media can in the form of tool which used in teach or material in learning. Benefits from use instructional Media in process learn how to teach among them standardization in delivery material lesson so that student no feel bored because of with use media or method which the same, make process learning more interesting and effective, can streamline time and energy such as learning about learn characteristics from animal so no need far away for come to garden animal, can grow attitude positive student for follow activity learning and can improve student learning outcomes.

The function of using media learning that is can interesting attention student especially with use something which new and interesting, can to clarify when deliver material or information , can   avoid misunderstandings to material which explained, can unite difference from various type style student learning, can overcome limitations room, time and cost, as well as can achievement objective learning which effective. There are various learning media its type, that is :

1. Print media is media that comes from text, images and so on. which can support process learning. For example that is book, module, magazines, pictures, poster, map, wall magazine, and etc, as well as can also which projected like OHP or slide projector.
2. Media audio is media which based on voice. For example that is broadcast radio, CD or DVD, podcasts, song, music, files mp3, telephone, lab Language and other- other.
3. Media audio visual that is media which can be seen and heard by showing picture And audio in a way simultaneously. For example that is film, television and video.
4. Mulmedia interactive that is media learning based on multimedia which equipped with tool controller and can used by users. For example that is games and application based on android other.
5. Media reality is a object found in the environment around. For example, plants, rocks, eye money and others.
6. E-Learning is media learning based on electronic which utilise computer, laptop or mobile phone which can connected with internet network. For example, website, teacher's room, zenius, google classroom, and other and so on.

The concept of learning using e-learning media not only focused on teachers which provide teaching materials, but with existence tool electronic which connected with network Internet for student can in a way actively involved in process learn how to teach and also use media learning e-learning can used when and where just with method access to system Which used by online. Using this media will not only increase students' knowledge but also increase students' knowledge can lighten the burden of a teacher because some of the teacher's functions can be taken over transfer in a program computer, laptop or mobile phone. In use media learning e-learning there is excess and the drawbacks each, including:

1. Excess
   a) More easy for absorbed because of use facility multimedia which in the form of a picture, text, animation, voice or video;
   b) Much more effective in financing;
   c) Available in 24 O'clock per day.
2. Weakness
   a) Lack of interaction between teacher with teacher;
   b) Lack of source power man which understand Internet;
   c) Lack of mastery in using tools electronic; as well as
   d) Students can feel frustrated if they do not have access to something. Material lesson because of equipment (software and hardware) which not enough adequate.

Benefit use media e-learning in learning that is can streamline cost, nature flexible in choose time and place for access it, and provide opportunities for students to independently so that they are which hold all over control on success in process learning. Results study alone is a results which achieved after pass learning process teach, interaction with the environment use to obtain knowledge knowledge which will produce behavior in demand in accordance with objective learning expected. With use media learning based on e-learning bring influence in improvement results study student based on from a number of the reference that writer read but must think about road go out from deficiency in use instructional media e-learning.

4. CONCLUSION

From description on can concluded that there is influence in media usage learning to results study students.The results that is experienced an increase in learning outcomes student by means of power educator more creative and innovative in the use of e-learning media, what will be used so that learners no fast feel bored, and use media learning e-learning this can used when and anywhere are suggestion which given writer that is power educator must more think about how road go out from a number of weakness in use media this learning.

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