

## **ABSTRACT**

### **THE INFLUENCE OF PERCEPTIONS OF LEARNING ON SUBJECTS MATHEMATICS, COMPUTER MEDIA UTILIZATION AND ACHIEVEMENT MOTIVATION OF LEARNING MATHEMATICS IN PACKAGE C CENTER OF LEARNING SOCIETY TARUNA JAYA BANDAR LAMPUNG**

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*The purpose of this research was to analyze: 1) influence the perceptions of citizens on subjects of learning achievements learning math, 2) influence the utilization of computer media in learning achievement against learning math, 3) the influence of learning motivation of learning achievement against learning math, and 4) influence the perception of citizens learning on subjects, the utilization of computer media, and motivation to learn together to learn math achievement.*

*This type of research using regression techniques. The population in this research is the entire class of X consisting of 3 classes numbered 107 in high school C Pack equivalent Center Of Learning Society Taruna Jaya. Sampling techniques using proportional random sampling as many as 32 students. Data collected and analyzed using correlation poduck moment and regression.*

*The conclusion of the research was the influence there of: 1) the perception of students in subjects with learning achievements of students, with regression  $\hat{Y} = 2,181 + 0,877 X_1$  which increases 1 score variable perception of citizens will increase learning achievements learning math 3,058; 2) the utilization of computer media with the learning achievements of students, with regression  $\hat{Y} = 21,811 + 0,716 X_2$  which increases 1 score variable will increase the use of computer media score achievement learning math of 22,527; 3) motivation of learning with student learning achievement, with regression  $\hat{Y} = 4,324 + 0,887 X_3$  which increases 1 score will increase learning motivation variables score achievement learning math of 5,211; 4) perceptions of students on subjects, the utilization of computer media, learning motivation and learning achievements, together have regression  $\hat{Y} = 7,114 + 0,251 X_1 + 0,494 X_2 + 0,142 X_3$ , where rising 1 score variable perception of citizens learning on subjects, the utilization of computer media, learning and motivation, will increase achievement score of 8,001 studied mathematics.*

**Kata Kunci : Perception, the utilization of computers, media motivation  
learning, achievement mathematics**