

# USING AN INTERACTIVE LEARNING BOOK BASED ON INTERACTIVE AND DISCOVERY LEARNING TO ENHANCE STUDENT INTERACTION AND ACHIEVEMENT

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## Abstract

This research aimed 1) to develop an interactive learning book based on interactive learning and discovery learning and 2) to examine student interaction and achievement after using an interactive learning book. The purposive sample group was 20 undergraduate students. Instruments were an interactive learning book, a content-appropriateness questionnaire, an observation checklist, pre-test and post-test, and a satisfaction questionnaire. Data were analyzed by using mean, standard deviation, t-test, and content analysis. The research results were 1) an interactive learning book was verified by experts as high quality at 4.33 and piloted with high satisfaction at 4.46. 2) The means of interactive learning observed by a teacher was high in interaction at 3.80. The mean of discovery learning was high at 4.26. The post-test scores were higher than before, significantly different at 0.05. The results indicate that an interactive learning book based on interactive learning and discovery learning can enhance student interaction and achievement with positive impact.

Keywords: Interactive Learning Book, Interactive Learning, Discovery learning, Student Interaction, Achievement

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