

## ABSTRACT

Thesis Title : A Comparative Study of Prathomsuksa 6 Students'  
Learning Achievement in Life Experience Group Subject  
Learning through Interactive Comic Book and Comic  
Book

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The purposes of this research were :

- 1) to construct and test the efficiency of the interactive comic book and the comic book in Life Experience Group Subject for Prathomsuksa Six;
- 2) to compare the learning achievements of students, who learned through the interactive comic book and through the comic book;
- 3) to study the students' opinions about the interactive comic book.

The samples of this study were 60 Prathomsuksa Six students of Wat Wettawandhammawat, studying in the first semester of 1999. Their academic achievement was very close. The subjects were divided into two groups, 30 each.

Then, randomly selected one group to be an experiment group, learning through the interactive comic book, and a control group, learning through the comic book.

The instruments were: 1) the interactive comic book and the comic book constructed by researcher; 2) a learning achievement test which has a reliability of 0.70 and 3) a rating scale0-type opinionnaire about the interactive comic book.

This experiment study was Randomized Control Group Pretest-Posttest Design. Experimental procedures included administering a pretest to both groups. Let the experimental group and the control group learned through the interactive comic book and the comic book respectively, administering a posttest to both groups and opinionnaire to the experimental group.

The results of the study indicated that the interactive comic book and the comic book had an efficiency of 60.97 and 53.04 respectively. The learning achievement of the experimental group learning through the interactive comic book was higher than the control group at 0.01 level of significance. The experimental group demonstrated "Very much satisfaction" on the interactive comic book.