

Research Project Title	The Creation of a Multimedia Computer Instruction to Encourage Classifying Skills in Living thing for Students in Primary Year 2
Research Project Credits	6
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Academic Year	2013

#### Abstract

This creation aimed to create a multimedia computer instruction to encourage classifying skills in Living thing. The purposes of this research were: 1) to create and evaluate quality a multimedia computer instruction to encourage classifying skills in Living thing for students in Primary year 2 2) to evaluate the effectiveness of multimedia computer instruction 3) to compare achievement scientific strand before and after learning with computer multimedia instruction 4) research the satisfaction of students with a multimedia computer game instruction created. The sampling group were 38 students in Primary year 2 room four (2/4), starting from the second semester academic year 2014 at Naluang school, Thugkru District , Bangkok. The tools consisted of 1) the multimedia computer instruction to encourage classifying skills in Living thing. 2) the quality assessment form 3) efficacy assessment form 4) authentic assessment form 5) satisfaction assessment form. This research result showed that content's quality was good with the mean score at ( $\bar{X}$  =4.76, S.D.= 0.47 ) the quality of a multimedia computer instruction was very good with the mean score at ( $\bar{X}$  =4.38, S.D. = 0.55) it efficiency was higher than a criteria set 86.83/83.50 This mean that the educational achievements of students were higher after the study, the statistical level was at .05. The students' satisfactions toward the multimedia computer game instruction were good with the mean score at ( $\bar{X}$  =4.74, S.D. = 0.62), which was at a very satisfactory figure. The research results show that the quality lessons and can resolve higher achievement.

Keywords : Multimedia Instruction / Classifying skill