

RINGKASAN

Abstrak : Tujuan penelitian adalah untuk menganalisis pengaruh penggunaan *gadget*, lingkungan belajar di sekolah, dan system *full day school* terhadap hasil belajar siswa SMAN 4 Purwokerto. Penelitian ini menggunakan pendekatan kuantitatif dengan metode survey. Populasi penelitian ini adalah seluruh siswa SMAN 4 Purwokerto. Untuk menganalisis hipotesis menggunakan analisis regresi linier berganda. Kesimpulannya yaitu : 1. Penggunaan *gadget* berpengaruh positif terhadap hasil belajar siswa SMAN 4 Purwokerto; 2. Lingkungan belajar di sekolah berpengaruh positif terhadap hasil belajar siswa SMAN 4 Purwokerto; 3. Sistem *full day school* berpengaruh positif terhadap hasil belajar siswa SMAN 4 Purwokerto.

Kata Kunci : Penggunaan *Gadget*, Lingkungan Belajar di Sekolah, Sistem *Full Day School*, Hasil Belajar.

SUMMARY

Abstract : *The purpose of the study was to analyze the influence of using gadgets, the learning environment in schools, and the full day school system on the learning outcomes of students of SMAN 4 Purwokerto. This study used a quantitative approach with a survey method. The population of this study was all students of SMAN 4 Purwokerto. The hypothesis was analyzed by using multiple linear regression analysis. The conclusions were: 1. The use of gadgets had a positive effect on the learning outcomes of students of SMAN 4 Purwokerto; 2. The school learning environment had a positive effect on the learning outcomes of students of SMAN 4 Purwokerto; 3. The full day school system had a positive effect on the learning outcomes of students of SMAN 4 Purwokerto.*

Keywords : *Using Gadgets, Learning Environment in Schools, Full Day School System, Learning Outcomes.*