



1. **What is the purpose of the study?** The purpose of the study is to investigate the effect of the use of a mobile learning application on the learning outcomes of students in a mathematics course.

2. **What is the research design?** The research design is a quasi-experimental design, specifically a pre-test post-test control group design.

3. **What are the independent and dependent variables?** The independent variable is the use of the mobile learning application. The dependent variable is the learning outcomes of the students.

4. **What are the research hypotheses?** The research hypotheses are: H1: The use of the mobile learning application will have a positive effect on the learning outcomes of students. H2: The use of the mobile learning application will have a significant effect on the learning outcomes of students.

5. **What are the data collection methods?** The data collection methods are a pre-test and a post-test, using a mathematics test as the instrument.

6. **What are the data analysis methods?** The data analysis methods are a t-test and a significance test.

7. **What are the results of the study?** The results of the study show that the use of the mobile learning application has a positive effect on the learning outcomes of students, and that the effect is significant.

8. **What are the conclusions and recommendations?** The conclusion is that the use of the mobile learning application is effective in improving the learning outcomes of students. The recommendation is that the mobile learning application should be used more widely in mathematics courses.

 The logo for Quartile Group, featuring a stylized 'Q' icon and the text 'QUARTILE GROUP'.

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