

ABSTRAK

Zulfa Ashilah Aziz, “Pengembangan Media Pembelajaran Interaktif Berbasis *Articulate Storyline 3*”

Penggunaan media pembelajaran dengan inovasi teknologi sangat dibutuhkan siswa dalam memahami materi yang disampaikan guru pada proses pembelajaran. Namun, kurangnya ketersediaan dan kreativitas guru dalam menciptakan media pembelajaran yang inovatif berpengaruh terhadap mutu pembelajaran siswa. Tujuan penelitian ini untuk mengembangkan media pembelajaran interaktif berbasis *Articulate Storyline 3*, dan mengetahui kelayakan media pembelajaran tersebut ditinjau dari validitas dan praktikalitas. Penelitian ini adalah penelitian dan pengembangan (*Research and Development*) dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Subjek penelitian ini adalah peserta didik kelas VIII SMP Bakti Nusantara 666, validator ahli media, dan validator ahli materi. Objek penelitian ini adalah media pembelajaran interaktif berbasis *Articulate Storyline 3*. Pengumpulan data pada penelitian ini menggunakan lembar validitas dan lembar praktikalitas berskala 5. Media pembelajaran interaktif berbasis *Articulate Storyline 3* dinyatakan layak digunakan pada proses pembelajaran berdasarkan penilaian yaitu validitas oleh ahli media dan ahli materi dengan kriteria sangat valid, dan praktikalitas media yang diujicobakan pada skala besar dan pada skala kecil dengan kriteria praktis.

Kata kunci: Media Pembelajaran, Media Pembelajaran Interaktif, *Articulate Storyline 3*, Media Pembelajaran Interaktif Berbasis *Articulate Storyline 3*

ABSTRACT

Zulfa Ashilah Aziz, "Development of Interactive Learning Media Based on Articulate Storyline 3"

The use of learning media with technological innovation is very necessary for students to understand the material presented by the teacher in the learning process. However, the lack of teacher availability and creativity in creating innovative learning media affects the quality of student learning. The aim of this research is to develop interactive learning media based on Articulate Storyline 3, and determine the feasibility of this learning media in terms of validity and practicality. This research is research and development (Research and Development) with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The subjects of this research were class VIII students at SMP Bakti Nusantara 666, media expert validators, and material expert validators. The object of this research is interactive learning media based on Articulate Storyline 3. Data collection in this research used validity sheets and practicality sheets on a scale of 5. Interactive learning media based on Articulate Storyline 3 was declared suitable for use in the learning process based on assessments, namely validity by media experts and material experts with The criteria are very valid, and the practicality of the media is tested on a large scale and on a small scale with practical criteria.

Keywords: Learning Media, Interactive Learning Media, Articulate Storyline 3, Interactive learning media based on Articulate Storyline 3