

ABSTRAK

Wulan Dari, NIM 4171111059 (2024). Pengembangan Media Pembelajaran Interaktif Berbasis *Articulate Storyline* pada Materi Sistem Persamaan Linear Dua Variabel di SMP Swasta Pembangunan Pangkalan Susu.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif berbasis *articulate storyline* pada materi sistem persamaan linear dua variabel. Penelitian ini merupakan penelitian pengembangan atau *Research and Development (R&D)* dengan menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data menggunakan lembar angket penilaian ahli materi, ahli media, praktisi pembelajaran dan respon siswa. Validasi media pembelajaran dilakukan oleh 2 dosen jurusan matematika dan 3 guru matematika SMP Swasta Pembangunan Nasional Pangkalan Susu. Media yang dikembangkan diujicobakan kepada 23 siswa kelas VIII SMP Swasta Pembangunan Pangkalan Susu. Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *android* menggunakan *articulate storyline* pada materi bangun ruang sisi datar memperoleh rata-rata persentase 94,73% dengan kriteria “sangat valid” oleh penilaian ahli materi dan ahli media, memperoleh rata-rata persentase 92,9% dengan kriteria “sangat praktis” oleh penilaian praktisi pembelajaran, dan memperoleh rata-rata persentase 81,8% dengan kriteria “sangat efektif” oleh penilaian siswa. Media pembelajaran juga dikatakan efektif jika dilihat dari skor hasil belajar siswa yaitu diperoleh persentase ketuntasan sebesar 100%. Dengan demikian berdasarkan hasil penilaian ahli materi, ahli media, praktisi pembelajaran, dan siswa dapat dikatakan bahwa media pembelajaran interaktif berbasis *articulate storyline* pada materi sistem persamaan linear dua variabel telah teruji valid, praktis dan efektif untuk digunakan dalam pembelajaran.

Kata Kunci: Penelitian Pengembangan, Media Pembelajaran, Interaktif, *Articulate Storyline*.

ABSTRACT

Wulan Dari, NIM 4171111059 (2024), *Development of Interactive Learning Media Based on Articulate Storyline in the Material System of Linear Equations in Two Variables at SMP Swasta Pembangunan Nasional Pangkalan Susu.*

This study aims to determine the validity, practicality, and effectiveness of-based learning media android using articulate storylines on the flat-sided space structure developed. This research is a research development or Research and Development (R&D) using the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). The data collection technique used a questionnaire on the assessment of material experts, media experts, learning practitioners and student responses. The validation of learning media was carried out by 2 lecturers in the department of mathematics and 3 mathematics teachers at SMP Swasta Pembangunan Nasional Pangkalan Susu. The developed media was tested on 23 students on grade eight of SMP Swasta Pembangunan Nasional Pangkalan Susu. The results showed that interactive learning media based on articulate storylines on system of linear in two variables materials obtained an average percentage of 94,73% with the criteria of "very valid" by the assessment of material experts and media experts, obtaining an average percentage of 92,9% with the criteria of "very practical" by the assessment of learning practitioners, and obtained an average percentage of 81,8% with the criteria of "very effective" by student assessments. Learning media is also said to be effective if it is seen from the score of student learning outcomes, namely the percentage of completeness is 100%. Than, based on the results of the assessment of material experts, media experts, learning practitioners, and students, it can be said that interactive learning media based on articulate storylines on system of linear in two variables materials have been tested to be valid, practical and effective for use in learning.

Keywords: *Research and Development, Learning Media, Intercative, Articulate Storyline.*