

ABSTRAK

NUR IZHARNI. Pengembangan Konten Media Interaktif *Articulate Storyline* 3 dalam Layanan Informasi dengan Topik Regulasi Diri dalam Belajar Siswa Kelas VIII SMP Negeri 1 Percut Sei Tuan. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024

Penelitian ini bertujuan untuk mengembangkan media interaktif menggunakan *software* berupa *articulate storyline* 3 dalam layanan informasi bagi siswa SMP Negeri 1 Percut Sei Tuan dengan fokus topik regulasi diri dalam belajar. Jenis penelitian ini merupakan penelitian dan pengembangan *research and development* (R&D). Penelitian ini menggunakan model pengembangan 4-D (*four-D*), yang terdiri dari 4 langkah utama yaitu: *Define* (Pendefinisian), *Design* (Perancangan), *Develop* (Pengembangan), *Disseminate* (Penyebaran). Teknik pengumpulan data dalam penelitian pengembangan ini menggunakan wawancara, observasi dan angket. Wawancara dilakukan dengan guru bimbingan konseling, angket berupa lembar validasi diberikan kepada ahli materi, ahli media dan praktisi lapangan, angket berupa lembar respon dan lembar kerja peserta didik diberikan kepada siswa pada subjek penelitian. Subjek penelitian ini adalah ahli materi, ahli media, praktisi lapangan yakni guru bimbingan konseling dan 28 siswa kelas VIII-9 SMP Negeri 1 Percut Sei Tuan Tahun Ajaran 2023/2024. Teknik analisis data penelitian ini berupa analisis data deskriptif kualitatif dan analisis data deskriptif kuantitatif. Hasil uji validasi oleh validasi ahli materi sebesar 3,63, validasi ahli media sebesar 3,83, validasi praktisi lapangan 3,93 dengan keseluruhan tergolong kategori “Sangat Valid” sehingga layak untuk digunakan. Pada uji kepraktisan melalui lembar respon peserta didik diperoleh hasil sebesar 94% dengan kategori “Sangat Praktis”. Pada uji keefektifan melalui lembar kerja peserta didik diperoleh hasil sebesar 95% dengan kategori “Sangat Efektif”. Dengan demikian secara keseluruhan dapat disimpulkan bahwa media interaktif *articulate storyline* 3 dengan topik regulasi diri dalam belajar yang telah dikembangkan valid, praktis dan efektif.

Kata Kunci: *Articulate Storyline* 3, Regulasi Diri dalam Belajar

ABSTRACT

NUR IZHARNI. Development of Interactive Media Content Articulate Storyline 3 in Information Services with the Topic of Self-Regulation in Learning for Class VIII Students of SMP Negeri 1 Percut Sei Tuan. Skripsi. Medan: Faculty of Education UNIMED, 2024

This research aims to develop interactive media using software, namely Articulate Storyline 3, in providing information services for students of SMP Negeri 1 Percut Sei Tuan with a focus on the topic of self-regulation in learning. This type of research is a research and development (R&D) study. The research utilizes the 4-D (four-D) development model, consisting of four main steps: Define, Design, Develop, and Disseminate. Data collection techniques in this development research include interviews, observations, and questionnaires. Interviews were conducted with guidance and counseling teachers, while validation questionnaires were given to subject matter experts, media experts, and field practitioners. Response sheets and worksheets were distributed to the students who were the subjects of the study. The subjects of this study included subject matter experts, media experts, field practitioners specifically guidance and counseling teachers), and 28 students from class VIII-9 of SMP Negeri 1 Percut Sei Tuan for the Academic Year 2023/2024. Data analysis techniques included qualitative descriptive analysis and quantitative descriptive analysis. The validation test results by the subject matter experts yielded a score of 3.63, media experts 3.83, and field practitioners 3.93, all of which fell into the "Very Valid" category, indicating its suitability for use. The practicality test through student response sheets yielded a result of 94%, categorized as "Very Practical". The effectiveness test through student worksheets yielded a result of 95%, categorized as "Very Effective". Therefore, it can be concluded that the Articulate Storyline 3 interactive media with the topic of self-regulation in learning that has been developed is valid, practical, and effective overall.

Keywords: Articulate Storyline 3, Self-Regulation in Learning