

ABSTRAK

Susi Rahayu : Pengembangan Materi Ajar Pembuatan Belahan Gulbi Celana Berbasis Media Interaktif *Articulate Storyline* Kelas XI Tata Busana SMK Pariwisata Imelda Medan. Skripsi. Fakultas Teknik. Universitas Negeri Medan. 2025.

Penelitian ini dilatar belakangi oleh penguasaan siswa terhadap materi belahan gulbi pada celana panjang wanita masih kurang mendalam dan sistematis. Selain itu, media pembelajaran yang ada belum mampu memfasilitasi siswa secara optimal dalam memahami proses pembuatan gulbi pada celana panjang wanita. Dari permasalahan tersebut penelitian ini bertujuan untuk (1) Mengembangkan materi ajar pembuatan belahan gulbi pada celana panjang wanita berbasis media interaktif *Articulate Storyline*. (2) Mengetahui kelayakan materi ajar pembuatan belahan gulbi celana berbasis media interaktif *Articulate Storyline* pada kelas XI Tata Busana SMK Pariwisata Imelda Medan.

Metode penelitian digunakan yaitu *Research and Development* (R&D) dengan model pengembangan ADDIE, yang meliputi tahapan *Analysis*, *Design*, *Development*, *Implementation* dan *Evaluation*. Penelitian ini dilakukan di SMK Swasta Pariwisata Imelda Medan dengan subjek uji coba penelitian adalah siswa Kelas XI Tata Busana yang berjumlah 28 peserta didik. Teknik pengumpulan data berupa observasi, wawancara dan angket yang diberikan kepada ahli materi, ahli media, guru pengampu dan subjek uji coba. Data yang terkumpul dianalisis dengan teknik analisis deskriptif kuantitatif dan kualitatif.

Hasil penelitian pengembangan materi ajar pembuatan belahan gulbi celana berbasis media interaktif *articulate storyline* didapatkan skor presentase: 1) validasi ahli materi 95% “Sangat Valid”, 2) validasi ahli media 83.7% “Sangat Valid”, 3) hasil uji coba keterbacaan mendapat nilai 81% “Sangat Layak”, 4) uji coba lapangan mencapai 91,8% “Sangat Layak”, 5) Respon guru mendapatkan nilai sebesar 97.3% “Sangat Layak”. Berdasarkan hasil penelitian tersebut diketahui bahwa pengembangan materi ajar belahan gulbi celana melalui media interaktif *Articulate Storyline* mendapatkan penilaian positif dari semua pihak, sehingga dapat disimpulkan pengembangan materi ajar belahan gulbi celana dengan media interaktif *articulate storyline* layak digunakan dalam proses pembelajaran dikelas dan membantu meningkatkan pengetahuan dan pemahaman siswa dalam pembuatan gulbi pada celana panjang Wanita secara mandiri.

Kata Kunci: Materi Ajar, Gulbi, Media Interaktif , *Articulate Storyline*

ABSTRACT

Susi Rahayu: Development of Teaching Materials for Making Gulbi Pants Slits Based on Articulate Storyline Interactive Media for Class XI Fashion Design, Imelda Tourism Vocational School, Medan. Thesis. Faculty of Engineering, State University of Medan. 2025.

This research is motivated by the students' mastery of the material on the gulbi slit on women's trousers which is still not in-depth and systematic. In addition, the existing learning media has not been able to facilitate students optimally in the process of making gulbi on women's trousers. From these problems, this research aims to (1) Develop teaching materials for making gulbi slits on women's trousers. (2) Determine the feasibility of teaching materials for making gulbi slits on trousers based on interactive media Articulate Storyline in class XI Fashion Design at Imelda Tourism Vocational School, Medan.

The research method used is Research and Development (R&D) with the ADDIE development model, which includes the stages of Analysis, Design, Development, Implementation and Evaluation. This research was conducted at Imelda Medan Private Tourism Vocational School with the research trial subjects being 28 Class XI Fashion Design students. Data collection techniques were in the form of observation, interviews and questionnaires given to material experts, media experts, teachers and trial subjects. The collected data were analyzed using quantitative and qualitative descriptive analysis techniques.

The results of the research on the development of teaching materials for making gulbi slits for trousers based on interactive media articulate storyline obtained percentage scores: 1) material expert validation 95% "Very Valid", 2) media expert validation 83.7% "Very Valid", 3) the results of the readability trial received a score of 81% "Very Eligible", 4) field trials reached 91.8% "Very Eligible", 5) Teacher responses received a score of 97.3% "Very Eligible". Based on the results of the study, it is known that the development of teaching materials for gulbi slits for trousers through interactive media Articulate Storyline received positive assessments from all parties, so it can be concluded that the development of teaching materials for gulbi slits for trousers with interactive media articulate storyline is suitable for use in the learning process in the classroom and helps improve students' knowledge and understanding in making gulbi on women's trousers independently.

Keywords: Teaching Materials, Gulbi, Interactive Media, Articulate Storyline