

ABSTRAK

Suci Hardiyanti, NIM 4172141033 (2022). Pengembangan Multimedia Interaktif Berbasis *Articulate Storyline 3* Pada Materi Klasifikasi Hewan Kelas X MIA SMA/MA Tahun Pelajaran 2020/2021.

Penelitian ini bertujuan untuk mengembangkan multimedia interaktif berbasis *Articulate Storyline 3* pada materi klasifikasi hewan, menghasilkan multimedia interaktif yang layak berdasarkan penilaian dari ahli materi dan ahli media, mengetahui respon guru dan siswa, serta mengetahui tingkat efektivitas multimedia interaktif berbasis *Articulate Storyline 3*. Penelitian ini dilakukan menggunakan model pengembangan 4D. Multimedia interaktif divalidasi oleh dua orang ahli materi dan dua orang ahli media, serta diujicobakan kepada guru Biologi dan 56 siswa kelas X. Pengumpulan data dilakukan dengan validasi ahli, angket respon guru dan siswa, serta tes kognitif hasil belajar siswa. Penilaian ahli materi dan ahli media diperoleh penilaian sangat layak dengan masing-masing nilai diperoleh persentase 94,7% dan 90,25%. Data angket respon guru dan siswa diperoleh penilaian sangat baik dengan masing-masing nilai diperoleh persentase 90% dan 92,2%. Hasil belajar siswa menggunakan multimedia interaktif berbasis *Articulate Storyline 3* mengalami peningkatan hasil *n-gain* sebesar 0,81 atau 81% dengan kategori tinggi. Data tersebut menunjukkan bahwa multimedia interaktif berbasis *Articulate Storyline 3* pada materi klasifikasi hewan sangat layak dan efektif untuk digunakan dalam pembelajaran kelas X MIA SMA/MA.

Kata kunci: Multimedia interaktif, *Articulate Storyline 3*, Klasifikasi hewan, Efektivitas, Hasil belajar siswa.



ABSTRACT

Suci Hardiyanti, NIM 4172141033 (2022). Development of Interactive Multimedia Based on *Articulate Storyline 3* on Class X Animal Classification Materials for SMA/MA SMA/MA in the 2020/2021 academic year.

The purpose of this research is to develop interactive multimedia based on *Articulate Storyline 3* on animal classification, to produce appropriate interactive multimedia based on assessments from material experts and media experts, determine teacher and student responses, and determine the level of effectiveness of interactive multimedia based on *Articulate Storyline 3*. This research was conducted using a 4D development model. The interactive multimedia was validated by two material experts and two media experts, and tested on Biology teachers and 56 students of class X. Data collection was carried out by expert validation, teacher and student response questionnaires, and cognitive tests of student learning outcomes. The assessment of material experts and media experts obtained a very decent assessment with each percentages of 94.7% and 90.25%. The teacher and student response questionnaire data obtained a very good assessment with each score obtained a percentage of 90% and 92.2%. Student learning outcomes using interactive multimedia based on *Articulate Storyline 3* experienced an increase in n-gain of 0.81 or 81% in the high category. These data indicate that interactive multimedia based on *Articulate Storyline 3* on animal classification material is very feasible and effective to be used in class X MIA SMA/MA.

Keywords: Interactive multimedia, *Articulate Storyline 3*, Classification of animals, effectiveness, student learning outcomes.

