

ABSTRAK

JIHAN ZAHARA. Pengembangan Media Pembelajaran Interaktif Berbasis *Articulate Storyline* Pada Mata Pelajaran Pendidikan Pancasila di Kelas II SD Panca Budi T.A 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Tujuan penelitian untuk mengetahui (1) Kelayakan media pembelajaran interaktif berbasis *Articulate Storyline* pada mata pelajaran Pendidikan Pancasila di kelas II materi “Menjaga Persatuan dan Kesatuan di Rumah dan Sekolah”, (2) Praktikalitas media pembelajaran interaktif berbasis *Articulate Storyline* pada mata pelajaran Pendidikan Pancasila di kelas II materi “Menjaga Persatuan dan Kesatuan di Rumah dan Sekolah”, dan (3) Keefektifan media pembelajaran interaktif berbasis *Articulate Storyline* pada mata pelajaran Pendidikan Pancasila di kelas II materi “Menjaga Persatuan dan Kesatuan di Rumah dan Sekolah”. Jenis penelitian ini adalah penelitian dan pengembangan (*research and development*). Subjek dari penelitian ini adalah siswa kelas II-1 SD Panca Budi Medan yang berjumlah 20 orang dan objek pada penelitian ini adalah media pembelajaran *Articulate Storyline*. Penelitian ini menggunakan model ADDIE yang terdiri dari 5 tahapan yaitu *analysis* (analisis), *design* (desain), *development* (pengembangan), *implementation* (implementasi), *evaluation* (evaluasi). Hasil penelitian menunjukkan bahwa kelayakan media pembelajaran interaktif berbasis *Articulate Storyline* berdasarkan hasil validasi ahli materi 81,3% pada kriteria sangat layak dan hasil validasi ahli media 88% pada kriteria sangat layak. Praktikalitas media diperoleh melalui hasil penilaian oleh ahli praktisi pendidikan yaitu guru kelas, yaitu termasuk pada kriteria sangat praktis dengan perolehan hasil validasi 83%. Efektivitas diperoleh melalui *pretest* dan *posttest*, hasil nilai efektifitas pada *pretest* mencapai 55% termasuk tingkat capaian “tidak efektif” dan *posttest* mencapai 95% termasuk dalam kategori “sangat efektif”. Sehingga dapat disimpulkan bahwa proses pembelajaran menggunakan produk media pembelajaran interaktif berbasis *Articulate Storyline* pada mata pelajaran Pendidikan Pancasila di kelas II SD Panca Budi Medan layak, praktis, dan efektif untuk digunakan dalam pembelajaran.

Kata Kunci: Media Pembelajaran Interaktif, *Articulate Storyline*, Pendidikan Pancasila

ABSTRACT

JIHAN ZAHARA. Development of Interactive Learning Media Based on Articulate Storyline for Pancasila Education Subject in Grade II of Panca Budi Elementary School A.Y. 2023/2024. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2024.

The research aims to determine (1) the feasibility of interactive learning media based on Articulate Storyline for Pancasila Education subject in Grade II covering the topic "Maintaining Unity and Harmony at Home and School", (2) the practicality of interactive learning media based on Articulate Storyline for Pancasila Education subject in Grade II covering the topic "Maintaining Unity and Harmony at Home and School", and (3) the effectiveness of interactive learning media based on Articulate Storyline for Pancasila Education subject in Grade II covering the topic "Maintaining Unity and Harmony at Home and School". This type of research is research and development. The subjects of the study are 20 students from Grade II-1 of Panca Budi Elementary School, Medan, and the object of the study is the Articulate Storyline learning media. This research uses the ADDIE model, which consists of 5 stages: analysis, design, development, implementation, and evaluation. The results indicate that the feasibility of interactive learning media based on Articulate Storyline, based on expert validation results, is 81.3% for material experts, categorized as highly feasible, and 88% for media experts, also categorized as highly feasible. Practicality of the media is confirmed through assessment by educational practitioners, namely classroom teachers, with a validation result of 83%, indicating high practicality. Effectiveness is determined through pretest and posttest evaluations, with the pretest effectiveness at 55%, classified as "ineffective", and the posttest effectiveness at 95%, classified as "highly effective". Thus, it can be concluded that the learning process using interactive learning media based on Articulate Storyline for Pancasila Education subject in Grade II of Panca Budi Elementary School, Medan, is feasible, practical, and effective for learning purposes.

Keywords: Interactive Learning Media, Articulate Storyline, Pancasila Education