

Rizki Fatihatul. 2022. *Pengembangan Media Interaktif Berbasis Articulate Storyline Tema 8 Subtema 1 Kelas V SDN Manukan Kulon Surabaya*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Bagus Rahmad Wijaya.

ABSTRAK

Tujuan penelitian adalah mengetahui tingkat kevalidan, keefektifan, dan kepraktisan pengembangan media interaktif berbasis *articulate storyline* tema 8 subtema 1 kelas V. Penelitian pengembangan ini berpedoman pada model ADDIE yang terdiri dari lima tahap, yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini adalah siswa kelas V SDN Manukan Kulon Surabaya. Teknik pengumpulan data dilakukan dengan wawancara, observasi, angket, tes, dan dokumentasi. Berdasarkan hasil penelitian, diperoleh rata-rata persentase kevalidan produk sebesar 89,99% dengan kategori sangat valid. Keefektifan produk ditinjau dari persentase angket respon guru dan respon siswa pada kelompok kecil memperoleh rata-rata 80,25%, angket respon kelompok besar 87,78%. Keefektifan juga memperoleh persentase ketuntasan klasikal pada kelompok kecil 88,88% dan kelompok besar 100%. Berdasarkan indikator tersebut, maka produk pengembangan efektif untuk digunakan. Kepraktisan produk diperoleh dari persentase hasil observasi guru kelompok kecil sebesar 83,88% dan kelompok besar 84,72%, serta hasil observasi siswa kelompok kecil sebesar 80,95% dan kelompok besar 81,45%. Berdasarkan hasil penelitian, maka media interaktif berbasis *articulate storyline* tema 8 subtema 1 kelas V adalah produk yang valid, efektif, dan praktis untuk digunakan.

Kata kunci: Pengembangan, Media Interaktif, *Articulate Storyline*

Rizki FatihatuL Adha. 2022. *Development of Articulate Storyline-Based Interactive Media Theme 8 Sub-theme 1 Class V SDN Manukan Kulon Surabaya*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Bagus Rahmad Wijaya.

ABSTRACT

The purpose of this study is to determine the level of validity, effectiveness, and practicality of Interactive media Development based on articulate storyline theme 8 subtheme 1 Class V. This development research is guided by ADDIE model which consists of five stages, namely analysis, design, development, implementation, and evaluation. The subject of this study is the fifth grade students of SDN Manukan Kulon Surabaya. Data collection techniques carried out by interviews, observations, questionnaires, tests, and documentation. Based on the results of the study, obtained the average percentage of product validity of 89.99% with a very valid category. The effectiveness of the product in terms of the percentage of teacher response questionnaire and student response in the small group obtained an average of 80.25%, large group response questionnaire 87.78%. Effectiveness also obtained the percentage of classical completeness in the small group of 88.88% and the large group of 100%. Based on these indicators, the development product is effective to use. Practicality of the product obtained from the percentage of teachers ' observations of small groups of 83.88% and large groups of 84.72%, as well as student observations of small groups of 80.95% and large groups of 81.45%. Based on the research results, the interactive media based on articulate storyline theme 8 subtheme 1 Class V is a valid, effective, and practical product to use.

Keywords: *Development, Interactive Media, Articulate Storyline*