

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis *Articulate Storyline* pada mata pembelajaran pendidikan pancasila kelas IV UPTD SDN Patereman 2 yang valid, efektif, dan menarik. Penelitian ini menggunakan model penelitian ADDIE (*analysis, design, development, implimentation, dan evaluation.*) yang dikembangkan oleh TEGEH. Subjek penelitian adalah 19 siswa kelas IV UPTD SDN Patereman 2. Hasil penelitian menunjukkan bahwa produk media pembelajaran interaktif berbasis *Articulate Storyline* kelas IV mata pembelajaran Pendidikan Pancasila yang dikembangkan telah dinyatakan valid, efektif, dan menarik. Kevalidan produk dinilai oleh ahli media, ahli materi, dan ahli desain pembelajaran dengan hasil masing-masing sebesar 97,5% (ahli media), 85% (ahli materi), 88,3% (ahli desain pembelajaran). Keefektifan dinilai dari observasi aktifitas guru (89,5%) dan observasi peserta didik (92,1%), penilain diri siswa (91,6%), penilaian teman sejawat (92,9%) dan hasil belajar siswa (92,6%). Kemenarikan dinilai dari angket respon guru dan peserta didik. Angket respon guru menunjukkan presentase 97,5%, dengan kategori menarik. Angket respon siswa menunjukkan presentase 98,3%.

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

ABSTRACT

This study aims to develop interactive learning media based on Articulate Storyline in the learning subjects of Pancasila education class IV UPTD SDN Patereman 2 which is valid, effective, and interesting. This research uses the ADDIE research model (analysis, design, development, implementation, and evaluation) developed by TEGEH. The research subjects were 19 grade IV students of UPTD SDN Patereman 2. The results showed that the Articulate Storyline-based interactive learning media products for grade IV Pancasila Education learning subjects developed were declared valid, effective, and interesting. Product validity was assessed by media experts, material experts, and learning design experts with respective results of 97.5% (media experts), 85% (material experts), 88.3% (learning design experts). Effectiveness was assessed from teacher activity observation (89.5%) and learner observation (92.1%), student self-assessment (91.6%), peer assessment (92.9%) and student learning outcomes (92.6%). The attractiveness is assessed from the teacher and learner response questionnaires. The teacher response questionnaire showed a percentage of 97.5%, with an interesting category. The student response questionnaire showed a percentage of 98.3%.

Keywords: *Interactive Media, Articulate Storyline, Pancasila Education*