

Khusnul Khotimah, 2023. *Pengembangan Media Pembelajaran Interaktif Berbasis Pendekatan Kontekstual Menggunakan Articulate Storyline Terhadap Motivasi Belajar Siswa*. Skripsi. Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing: Ana Yuniasti Retno Wulandari.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan media, respons siswa, dan motivasi belajar siswa sebelum dan sesudah penggunaan media pembelajaran interaktif berbasis pendekatan kontekstual menggunakan *articulate storyline*. Media yang dikembangkan menggunakan materi getaran, gelombang, dan bunyi kelas VIII SMP/MTs. Penelitian ini termasuk jenis penelitian R&D dengan menggunakan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, and Evaluate*). Desain penelitian menggunakan *one group pretest-posttest*. Sampel penelitian pada uji perorangan dan kelompok kecil yaitu siswa kelas VIII-C dan kelompok besar yaitu siswa kelas VIII-B UPT SMPN 24 Gresik yang dipilih melalui teknik *purposive sampling*. Instrumen uji coba yang digunakan adalah lembar validasi ahli media, ahli materi, angket respons siswa, dan angket motivasi belajar siswa terhadap media. Berdasarkan hasil penelitian dapat disimpulkan bahwa: (1) Hasil validitas ahli media dan ahli materi mendapatkan kategori sangat valid dan reliabel. (2) Hasil respons siswa terhadap penggunaan media pembelajaran interaktif berbasis pendekatan kontekstual mendapatkan kategori sangat baik. (3) Terdapat perbedaan motivasi belajar siswa sebelum dan sesudah penggunaan media pembelajaran interaktif berbasis pendekatan kontekstual menggunakan *articulate storyline* pada materi getaran, gelombang, dan bunyi dengan nilai t hitung $< -t$ tabel ($-19,429 < -2,040$).

Kata kunci : *articulate storyline*, media pembelajaran interaktif, motivasi belajar, pendekatan kontekstual

Khusnul Khotimah, 2023. *Development of Interactive Learning Media Based on a Contextual Approach Using Articulate Storyline for Student Learning Motivation*. Thesis, Natural Science Education Study Program, Faculty of Education, Trunojoyo University of Madura. The Advisor: Ana Yuniasti Retno Wulandari.

ABSTRACT

The research aimed to determine the feasibility of the media, students' responses, and student learning motivation before and after use of interactive learning media based on contextual approaches using articulate storylines. The material of vibration, wave, and sound on grade VIII SMP/MTs was chosen in the development of media. The type of research was R&D with the ADDIE development model. One group pretest-posttest design was used in the study. The subject used were students of UPT SMPN 24 Gresik grade VIII-C as a one to one-trial and small group, as well grade VIII-B as a large group trial with a purposive sampling technique. The instruments used were media and material expert validation sheets, students' responses and student learning motivation questionnaires towards the media. Based on data analysis, it was concluded that: (1) Media and material expert get a very valid and reliable category. (2) The results of students' responses to used an interactive learning media based on a contextual approach is a very good category. (3) There are differences in students learning motivation before and after use of interactive learning media based on a contextual approach to vibrations, waves, and sounds with a calculated $t_{count} < -t_{table}$ ($-19,492 < -2,040$).

Keywords : articulate storyline, interactive learning media, motivation to learn, contextual approach