

**PENGEMBANGAN MULTIMEDIA INTERAKTIF BERBASIS  
ARTICULATE STORYLINE 3 MATERI BOLA VOLI KELAS X SMAN 1  
TEGALDLIMO**

**Oleh**

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**Prodi Pendidikan Jasmani Kesehatan Dan Rekreasi**

**ABSTRAK**

Tujuan Penelitian ini yaitu membuat pengembangan multimedia pembelajaran interaktif berbasis aplikasi *Articulate Storyline 3* materi passing bola voli kelas X SMAN 1 Tegaldlimo.

Metode penelitian yang digunakan yaitu menggunakan model ADDIE. Metode yang dilakukan dalam mengumpulkan data yaitu wawancara, dan penyebaran kuesioner. Validasi multimedia interaktif meliputi tujuh tahapan yaitu: validasi oleh ahli desain media pembelajaran, validasi ahli media pembelajaran, validasi isi pembelajaran, validasi praktisi, uji perorangan, uji kelompok kecil, dan uji lapangan.

Hasil validasi dari uji coba ahli desain media pembelajaran mendapatkan dengan persentase 90,00% mendapatkan kriteria sangat baik, validasi dari uji coba ahli media pembelajaran mendapatkan nilai dengan persentase 95,83 % mendapatkan kriteria sangat baik, hasil uji coba kevalidan media mendapatkan 1,00% yaitu berada pada kriteria validitas isi sangat tinggi, uji coba ahli isi pembelajaran mendapatkan nilai dengan persentase 91,66% mendapatkan kriteria sangat baik, hasil validasi praktisi media pembelajaran mendapatkan nilai dengan persentase 94,11% mendapatkan kriteria sangat baik, hasil uji coba perorangan 90,99% mendapatkan kriteria sangat baik, uji coba kelompok kecil mendapatkan nilai persentase 80,49 mendapatkan kriteria baik, dan uji coba lapangan mendapatkan nilai dengan persentase 90,32% mendapatkan kriteria sangat baik.

Disimpulkan bahwa hasil dari Pengembangan Multimedia Interaktif Berbasis *Articulate Storyline 3* Materi Bola Voli Kelas X SMAN 1 Tegaldlimo hasil di atas maka pengembangan multimedia interaktif berbasis aplikasi *Articulate storyline 3* dikatakan valid dan layak digunakan dalam pembelajaran di sekolah atau dalam penelitian.

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

**DEVELOPMENT OF INTERACTIVE MULTIMEDIA BASED ON  
ARTICULATE STORYLINE 3 VOLLEYBALL MATERIALS FOR CLASS  
X SMAN 1 TEGALDLIMO**

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**ABSTRACT**

*The purpose of this study is to develop interactive learning multimedia based on the Articulate Storyline 3 application for passing volleyball for class X SMAN 1 Tegaldlimo.*

*The research method used is the ADDIE model. The methods used in collecting data are interviews, and distributing questionnaires. The interactive multimedia validation includes seven stages: validation by learning media design experts, learning media expert validation, learning content validation, practitioner validation, individual testing, small group testing, and field testing.*

*The validation results from the learning media design expert trial got a percentage of 90.00% getting very good criteria, the validation from the learning media expert trial got a score with a percentage of 95.83% getting very good criteria, the media validity test results getting 1.00 % which is in the very high content validity criteria, the learning content expert trial gets a score with a percentage of 91.66% getting very good criteria, the validation results of learning media practitioners get a score with a percentage of 94.11% getting very good criteria, the results of individual trials 90.99% got very good criteria, small group trials got a percentage value of 80.49 got good criteria, and field trials got scores with a percentage of 90.32% got very good criteria.*

*It was concluded that the results of the development of interactive multimedia based on the articulate storyline 3 Volleyball Material for Class X SMAN 1 Tegaldlimo resulted in the development of interactive multimedia based on the articulate storyline 3 application that was valid and suitable for use in learning at school or in research.*

***Keywords:*** *Development, Articulate Storyline, Interactive*