

**PENGEMBANGAN MEDIA PEMBELAJARAN  
BERBASIS PROYEK BERBANTUAN *ARTICULATE  
STORYLINE 3* UNTUK MENINGKATKAN  
KREATIVITAS SISWA PADA MUATAN SENI MUSIK  
KELAS IV SD**

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**ABSTRAK**

Penelitian pengembangan ini memiliki empat tujuan, yaitu: menghasilkan rancang bangun media pembelajaran berbasis proyek berbantuan *articulate storyline 3*, menganalisis validitas isi media pembelajaran berbasis proyek, menganalisis respon siswa terhadap media pembelajaran berbasis proyek, dan menganalisis efektivitas media pembelajaran berbasis proyek terhadap kreativitas siswa kelas IV SD. Penelitian pengembangan ini menggunakan model ADDIE, yaitu: analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini adalah media pembelajaran berbasis proyek, sedangkan objek penelitiannya yaitu validitas isi materi, desain, media, respon siswa, dan efektivitas media. Metode pengumpulan data yang digunakan adalah wawancara, observasi, dan angket/kuisisioner. Pengumpulan data menggunakan instrument pedoman observasi, lembar rating scale, dan angket/kuisisioner. Hasil penelitian menyatakan: media pembelajaran berbasis proyek yang dihasilkan menunjukkan indeks validitas dengan kualifikasi validitas isi tinggi, materi pada media pembelajaran berbasis proyek memperoleh indeks validitas dengan kualifikasi validitas isi tinggi, tingkat pencapaian respon siswa terhadap media pembelajaran berbasis proyek berbantuan *articulate storyline 3* dengan kualifikasi sangat baik, perolehan nilai signifikansi (2-tailed) pada uji-t berkorelasi mendapatkan skor sebesar 0,000 atau  $p < 0,05$  (taraf signifikansi 5%), sehingga media pembelajaran berbasis proyek berbantuan *articulate storyline 3* efektif guna meningkatkan kreativitas siswa kelas IV SD.

**Kata Kunci:** Pengembangan, Media pembelajaran berbasis proyek berbantuan *articulate storyline 3*, Kreativitas siswa.

# **DEVELOPMENT OF PROJECT-BASED LEARNING MEDIA ASSISTED BY ARTICULATE STORYLINE 3 TO INCREASE STUDENT CREATIVITY IN GRADE IV ELEMENTARY SCHOOL MUSIC CONTENT**

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## **ABSTRACT**

*This development research has four objectives, namely: producing project-based learning media design assisted by articulate storyline 3, analyzing the validity of project-based learning media content, analyzing student responses to project-based learning media, and analyzing the effectiveness of project-based learning media on the creativity of grade IV elementary school students. This development research uses the ADDIE model, namely: analysis, design, development, implementation, and evaluation. The subject of this research is project-based learning media, while the object of research is the validity of material content, design, media, student response, and media effectiveness. The data collection methods used were interviews, observations, and questionnaires. Data collection using observation guideline instruments, rating scale sheets, and questionnaires. The results of the study stated: the resulting project-based learning media showed a validity index with high content validity qualifications, the material on project-based learning media obtained a validity index with high content validity qualifications, the level of achievement of student responses to project-based learning media assisted by articulate storyline 3 with very good qualifications, the acquisition of significance scores (2-tailed) on the correlated t-test getting a score of 0, 000 or  $p < 0.05$  (significance level 5%), so that project-based learning media assisted by articulate storyline 3 is effective in increasing the creativity of grade IV elementary school students.*

**Keywords:** *Development, Project-based learning media assisted by articulate storyline 3, Student creativity*