

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON  
*ARTICULATE STORYLINE 3* TO INCREASE INTEREST AND  
LEARNING OUTCOMES OF GRADE 5 STUDENTS IN THE SUBJECT  
OF SCIENCE AND SCIENCES HARMONY IN ECOSYSTEMS IN  
ELEMENTARY SCHOOLS**

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**ABSTRACT**

This study aims to produce an interactive media based on *articulate storyline 3* in the 5th grade science learning material of ecosystem harmony learning material to increase students' interest and learning outcomes, which have content validity, practicality, and effectiveness. This study uses the ADDIE Model consisting of 5 stages of analysis, design, development, implementation and evaluation. The object of this development research is the validity, practicality, and effectiveness of articulate storyline-based interactive media 3. The subjects in this development research are experts, students, cognitive learning outcomes, and student learning interests. The data collection methods used are observation, interviews, questionnaires, and documentation studies. The results of the research developed are valid, practical and quite effective applied in the learning process, as evidenced by the results of the review of media experts, which is 0.82 with very high qualifications. The response results from the individual test obtained a result of 96.10% with very high qualifications. The results of the small group test obtained a result of 96.48% with very high qualifications. The results of the t-test on the students' learning outcomes obtained a t-value calculated  $> t$  table at a significance level of 5%, namely  $15.81 > 2.00$ , so that  $H_0$  was rejected and  $H_1$  was accepted. Furthermore, the results of the t-test on students' interest obtained a t-value calculated  $> t$  table at a significance level of 5%, namely  $12.07 > 2.00$ , so that  $H_0$  was rejected and  $H_1$  was accepted. The *N-gain score* test on student learning outcomes obtained a result of 0.73 which is in the criteria *for high gain scores* and based on the category of interpretation of gain effectiveness based on percentages, the *N-gain score* obtained is 73% including in the category of quite effective. In the learning interest of students, the result was 0.70 which was in the criterion of high score gain and based on the category of interpretation of gain effectiveness based on percentage, the *N-gain score* obtained was 70% included in the category of sufficient effectiveness. So it can be concluded that interactive media based on *articulate storyline 3* is effective in elementary schools

Keywords: interactive media based on *articulate storyline 3*, learning outcomes and interests, harmony in the ecosystem

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
*ARTICULATE STORYLINE 3* UNTUK MENINGKATKAN MINAT DAN  
HASIL BELAJAR SISWA KELAS 5 DALAM MATA PELAJARAN IPAS  
MATERI HARMONI DALAM EKOSISTEM DI SEKOLAH DASAR**

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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan suatu media interaktif berbasis *articulate storyline 3* pada pembelajaran IPAS kelas 5 materi pembelajaran harmoni ekosistem untuk meningkatkan minat dan hasil belajar siswa, yang memiliki validitas isi, kepraktisan, dan efektivitas. Penelitian ini menggunakan Model ADDIE terdiri dari 5 tahap analisis, desain, tahap pengembangan, implementasi dan evaluasi. Objek pada penelitian pengembangan ini yaitu validitas kepraktisan dan efektivitas media interaktif berbasis *articulate storyline 3*. Subjek pada penelitian pengembangan ini adalah para ahli, siswa, hasil belajar kognitif, dan minat belajar siswa. Metode pengumpulan data yang digunakan yaitu observasi, wawancara, angket/kuisisioner, studi dokumentasi. Hasil penelitian yang dikembangkan adalah valid, praktis dan cukup efektif diterapkan dalam proses pembelajaran, yang dibuktikan dengan hasil review ahli media yaitu 0,82 dengan kualifikasi sangat tinggi. Hasil respons dari uji perorangan memperoleh hasil 96,10 % dengan kualifikasi sangat tinggi. Hasil uji kelompok kecil memperoleh hasil 96,48 % dengan kualifikasi sangat tinggi. Hasil uji-t pada hasil belajar siswa memperoleh nilai t hitung > t tabel pada taraf signifikansi 5% yaitu 15,81 > 2,00, sehingga H<sub>0</sub> ditolak dan H<sub>1</sub> diterima. Selanjutnya Hasil uji-t pada minat siswa memperoleh nilai t hitung > t tabel pada taraf signifikansi 5% yaitu 12,07 > 2,00, sehingga H<sub>0</sub> ditolak dan H<sub>1</sub> diterima. Uji *N-gain score* pada hasil belajar siswa memperoleh hasil yaitu 0,73 yang berada pada kriteria *gain score* tinggi dan berdasarkan kategori tafsiran efektivitas *gain* berdasarkan persentase, nilai *N-gain score* yang diperoleh adalah 73% termasuk pada kategori cukup efektif. Pada minat belajar siswa memperoleh hasil yaitu 0,70 yang berada pada kriteria *gain score* tinggi dan berdasarkan kategori tafsiran efektivitas *gain* berdasarkan persentase, nilai *N-gain score* yang diperoleh adalah 70% termasuk pada kategori cukup efektif. Jadi dapat disimpulkan Media interaktif berbasis *articulate storyline 3* efektif digunakan di Sekolah Dasar

Kata Kunci : media interaktif berbasis *articulate storyline 3*, hasil dan minat belajar, harmoni dalam ekosistem