

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF UNTUK
MENDUKUNG *FLIPPED CLASSROOM* PADA MATERI BANGUN
RUANG KELAS V SD**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif menggunakan *Articulate Storyline 3* guna mendukung model *flipped classroom* pada materi Bangun Ruang untuk siswa kelas V SD. Pengembangan media menggunakan model ADDIE yang terdiri dari tahapan *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Materi disusun berdasarkan kurikulum, kemudian dirancang menjadi media interaktif yang menarik dan mudah dipahami. Setelah dikembangkan, media ini diuji dan diperbaiki berdasarkan masukan dari ahli sebelum diterapkan dalam pembelajaran. Hasil uji validitas oleh ahli menunjukkan tingkat kelayakan 78,00%, 96,36%, dan 96,84%, yang menandakan bahwa media ini telah memenuhi standar kualitas dan layak digunakan. Uji kepraktisan yang melibatkan respon guru 94,66%, uji coba perorangan 95,75% dan kelompok kecil 89,99%, dengan aspek tampilan, materi, dan pengoperasian yang dinilai memenuhi standar kepraktisan. Media ini dinyatakan menarik, mudah digunakan, serta mampu meningkatkan minat belajar siswa dengan sedikit penyempurnaan pada penyampaian materi. Uji efektivitas menggunakan *Paired Samples Test* menunjukkan peningkatan signifikan dalam hasil belajar siswa, dengan rata-rata selisih 27,27. Nilai t-hitung 7,84 lebih besar dari t-tabel 2,08 dan p-value $0,00 < 0,05$, yang mengindikasikan bahwa media ini efektif dalam meningkatkan pemahaman siswa terhadap materi Bangun Ruang. Dengan demikian, media pembelajaran interaktif ini layak digunakan sebagai alat bantu dalam pembelajaran *flipped classroom* di sekolah dasar.

Kata kunci: Media Pembelajaran Interaktif, *Flipped Classroom*, ADDIE, Bangun Ruang, Efektivitas.

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA TO SUPPORT
FLIPPED CLASSROOM IN SOLID FIGURE MATERIAL FOR 5TH GRADE
ELEMENTARY STUDENTS**

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ABSTRACT

This study aims to develop interactive learning media using Articulate Storyline 3 to support the flipped classroom model in teaching Solid Figures for 5th-grade elementary students. The development process follows the ADDIE model, which consists of the stages of Analysis, Design, Development, Implementation, and Evaluation. The material was arranged based on the curriculum, then designed into engaging and easy-to-understand interactive media. Once developed, the media was tested and revised based on expert feedback before being implemented in teaching. The validity tests by experts showed feasibility levels of 78.00%, 96.36%, and 96.84%, indicating that the media meets quality standards and is appropriate for use. Practicality tests, involving teacher responses (94.66%), individual trials (95.75%), and small group trials (89.99%), assessed the aspects of appearance, content, and operability, all of which met practicality standards. The media was found to be engaging, easy to use, and capable of increasing students' learning interest, with minor improvements needed in content delivery. An effectiveness test using the Paired Samples Test showed a significant improvement in student learning outcomes, with an average difference of 27.27. The calculated t-value of 7.84 was greater than the t-table value of 2.08, and the p-value was $0.00 < 0.05$, indicating that the media is effective in improving students' understanding of Solid Figures. Therefore, this interactive learning media is deemed suitable to be used as a teaching aid in the flipped classroom approach at the elementary school level.

Keywords: *Interactive Learning Media, Flipped Classroom, ADDIE, Solid Figures, Effectiveness.*