

**PENGEMBANGAN KONTEN INTERAKTIF MENGGUNAKAN  
ARTICULATE STORYLINE 3 BERBASIS DISCOVERY LEARNING PADA  
MATA PELAJARAN ANTROPOLOGI DI SMA NEGERI 1 UBUD**

Oleh

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**ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan konten interaktif pada mata pelajaran Antropologi serta mengetahui respon guru dan siswa terhadap Pengembangan Konten Interaktif Menggunakan Articulate Storyline 3 Berbasis *Discovery Learning* Pada Mata Pelajaran Antropologi. Penelitian ini merupakan jenis penelitian pengembangan (R&D) dengan menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Melalui penelitian ini dapat memudahkan guru dalam memfasilitasi kebutuhan dalam kegiatan belajar mengajar, dan mampu meningkatkan minat belajar dan pemahaman peserta didik dalam belajar. Penelitian dilaksanakan di kelas XI Peminatan Bahasa SMA Negeri 1 Ubud pada 36 peserta didik dan seorang guru pengampu mata pelajaran Antropologi. Pada penelitian ini menggunakan instrument penelitian berupa angket. Hasil penelitian untuk uji kevalidan konten interaktif berasal dari hasil perhitungan validasi ahli yakni ahli isi, ahli desain dan media pembelajaran dan memperoleh nilai rata-rata 1,00 yang termasuk dalam kriteria sangat valid. Untuk hasil uji efektivitas menggunakan rumus  $N-Gain$  yang memperoleh nilai sebesar 0,72 yang termasuk dalam kriteria efektif. Serta hasil uji respon peserta didik terhadap pengembangan konten interaktif ini mendapatkan nilai rata – rata sebesar 67,5 yang masuk dalam kategori sangat valid, dan respon guru dengan nilai rata – rata 49 yang masuk dalam kategori sangat valid.

**Kata Kunci :** Konten Interaktif, *Articulate Storyline*, Antropologi, *Discovery Learning*

**THE DEVELOPMENT OF INTERACTIVE CONTENT USING  
ARTICULATE STORYLINE 3-BASED DISCOVERY LEARNING IN THE  
SUBJECTS OF ANTHROPOLOGY AT SMA NEGERI 1 UBUD**

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**ABSTRACT**

*This study aims to produce interactive content on the subjects of Anthropology and determine the response of teachers and students towards the Development of Interactive Content Using Articulate Storyline 3-Based Discovery Learning In the Subjects of Anthropology. This research is a type of research development (R&D) by using a model ADDIE (Analyze, Design, Development, Implementation, Evaluation). Through this research can facilitate the teacher in facilitating the needs in teaching and learning activities, and to increase interest in learning and understanding of learners in the learning. The research was conducted in class XI Peminatan Bahasa SMA Negeri 1 Ubud on 36 students and a teacher lecturer lesson Anthropology. In this research, using the research instrument in the form of a questionnaire. The results of the research to test the validity of interactive content derived from the results of the calculation of the validation of an expert i.e., the content, design experts and the media of learning and obtaining an average value of 1.00 are included in the criteria are very valid. For test results of the effectiveness of using the formula of N-Gain obtained value was 0.72 which is included in the criteria effectively. As well as the results of the test response of students to the development of interactive content get the average value amounted to 67.5 in the category of very valid, and the response of teachers with an average value of 49 in the category of very valid.*

**Keywords** : *interactive content, Articulate Storyline, Antrophology, Discovery Learning*