ABSTRACT

Afrilia Syafitri, 2023, Development of Informatics Learning Media Using the Articulate Storyline.3 Application Class X at SMK Dhuafa Padang, Bachelor of Informatics Engineering Education, Faculty of Teaching Science and Education, University of Putra Indonesia.

This research and development is motivated by the problem of limited Informatics learning media at SMK Dhuafa Padang in the 2022/2023 academic year. This happens because there is no learning media that attracts students' interest in learning. Therefore the author seeks to design interesting learning media for students. This study aims to determine the Validity, Practicality and Effectiveness of Making Learning Media Applications in Class X Informatics Subject at SMK Dhuafa Padang Ta 2022/2023. This study uses research development methods (research & development). The research subjects were 40 people. The research model used is the development research model (ADDIE model), with the design development steps as follows. (1) Analyze, (2) design, (3) development, (4) Implementation and (5) Evaluate. The results of the validity test by the experts as a whole the validator test assessment of Learning Media Applications in Class X Infomartics Subject at SMK Dhuafa Padang is 85.40%, so that the validity level can be interpreted as valid to use. The results of the practicality test assessment as a whole the practicality assessment of the Application of Learning Media in Informatics Class X Subject at SMK Dhuafa Padang is 92.65%, so that the level of practicality can be interpreted as very practical to use. The results of the overall effectiveness test assessment of the effectiveness of the Learning Media Application in the Eye Informatics Class X at SMK Dhuafa Padang is 92.70% so that the level of effectiveness can be interpreted to be very effective. In conclusion, based on the assessment along with expert input as well as the results of field trials of the Learning Media Application as a learning medium, it has been tested for feasibility, superiority, and can be used in the learning process in class X Informatics at SMK Dhuafa Padang.

Keywords: Articulate Storyline.3, Informatics, Learning Media,

ABSTRAK

Afrilia Syafitri, 2023, Pengembangan Media Pembelajaran Informatika Menggunakan Aplikasi Articulate Storyline.3 Kelas X di SMK Dhuafa Padang, Sarjana Pendidikan Teknik Informatika Fakultas Keguruan Ilmu dan Pendidikan Universitas Putra Indonesia.

Penelitian dan pengembangan ini dilatar belakangi oleh permasalahan keterbatasan media belajar Informatika yang ada di SMK Dhuafa Padang tahuna ajaran 2022/2023. Hal ini terjadi karena tidak adanya media pembelajaran yang menarik minat belajar bagi siswa. Oleh karena itu penulis berupaya merancang media pembelajaran yang menarik bagi siswa. Penelitian ini bertujuan untuk mengetahui Validitas, Praktikalitas dan Efektifitas Pembuatan Aplikasi Media Pembelajaran Pada Mata Pelajaran Informatika Kelas X Di SMK Dhuafa Padang Ta 2022/2023. Penelitian ini menggunakan metode pengembangan penelitian (*research & development*). Subjek penelitian berjumlah 40 orang. Model penelitian yang digunakan adalah model penelitian pengembangan (ADDIE model), dengan desain langkah-langkah pengembangannya adalah sebagai berikut. *(1)Analyze, (2)design, (3) development, (4) Implementation dan (5) Evaluate.* Hasil uji validitas oleh para ahli secara keseluruhan penilaian uji validator terhadap Aplikasi Media Pembelajaran Pada Mata Pelajaran Infomartika Kelas Xdi SMK Dhuafa Padang sebesar 85,40%, sehingga tingkat validitas dapat di interprestasikan valid digunakan. Hasil penilaian uji praktikalitas secara keseluruhan penilaian praktikalitas terhadap Aplikasi Media Pembelajaran Pada Mata Pelajaran Informatika Kelas X di SMK Dhuafa Padang 92,65%, sehingga tingkat praktikalitasnya dapat di interprestasikan sangat praktis digunakan.Hasil penilaian uji efektifitas secara keseluruhan penilaian efektifitas aplikasi media pembelajaran pada mata pelajaran Informatika Kelas X di SMK Dhuafa Padang sebesar 92,70% sehingga tingkat efektifitasnya dapat di interprestasikan sangat efektif digunakan. Kesimpulannya, berdasarkan penilaian beserta masukan ahli serta hasil dari uji coba lapangan Aplikasi Media Pembelajaran sebagai media pembelajaran sudah teruji kelayakan, keunggulan, dan dapat digunakan pada proses pembelajaran pada mata pelajaran Informatika kelas X SMK DhuafaPadang.

Kata Kunci : *Articulate Storyline.3*,Informatika,Media Pembelajaran,