

ABSTRACT

Utari Sri, 2024, Design and Manufacture of Interactive media that articulates a web-based storyline in Class X Informatic Odd Semester at SMK Negeri 9 Padang Academic Year 2023/2024. Bachelor of Informatics Engineering Education, Faculty of Teaching Science and Education, Faculty of Teaching Science and Education, University of Putra Indonesia.

This research aims to determine the validity, practicality and effectiveness of the interactive media Articulate Storyline in Informatics Subjects. This research uses the research development method (Research & Development). The research subjects were 40 people. The research model used is the ADDIE development research model with the design of the development steps as follows: (1) Analyze, (2) design, (3) development, (4) Implementation, and (5) Evaluate. Results of the validity test by experts, overall assessment of the validator's evaluation for the Web-Based Interactive Media Application using Articulate Storyline for the 10th Grade Informatics Subject at SMK Negeri 9 Padang is 85.20%, indicating a validity level that can be interpreted as highly valid. The practicality test results, with an overall practicality assessment for the Interactive Media using Articulate Storyline for the 10th Grade Informatics Subject at SMK Negeri 9 Padang at 89.25%, suggest a high level of practicality. The effectiveness test results, with an overall effectiveness assessment for the Articulate Storyline-based Web Media for the 10th Grade Informatics Subject at SMK Negeri 9 Padang at 90.06%, indicate a very effective interpretation. In conclusion, based on expert assessments and feedback, as well as the results of field trials, the Web-Based Interactive Media using Articulate Storyline has been proven to be valid, practical, and highly effective for use in the learning process for the 10th-grade Informatics subject at SMK Negeri 9 Padang.

Keywords: Articulate Storyline, Web, Informatics, Interactive Media

ABSTRAK

Sri Utari, 2024, Perancangan dan Pembuatan Media Interaktif *Articulate Storyline* Berbasis *Web* pada Mata Pelajaran Informatika Kelas X di SMK Negeri 9 Padang Semester Ganjil Tahun Ajaran 2023/2024, Sarjana Pendidikan Teknik Informatika Fakultas Keguruan Ilmu Dan Pendidikan Universitas Putra Indonesia.

Penelitian ini bertujuan untuk mengetahui Validitas, Praktikalitas serta Efektifitas Media Interaktif *Articulate Storylinr* pada Mata Pelajaran Informatika. Penelitian ini menggunakan metode pengembangan penelitian (Research & Development). Subjek penelitian berjumlah 40 orang. Model penelitian yang digunakan adalah model penelitian pengembangan ADDIE dengan desain langkah-langkah pengembangannya adalah sebagai berikut: (1) *Analyze*, (2) *design*, (3) *development*, (4) *Imlementation*, dan (5) *Evaluate*. Hasil uji validitas oleh para ahli secara keseluruhan penilaian uji validator terhadap Aplikasi Media Interaktif *Articulate Storyline* Berbasis *Web* Pada Mata Pelajaran Informatika Kelas X di SMK Negeri 9 Padang sebesar 85,20%, sehingga tingkat validitas dapat di interpretasikan Sangat Valid digunakan. Hasil penilaian uji praktikalitas secara keseluruhan penilaian praktikalitas terhadap Media Interaktif *Articulate Storyline* Berbasis *Web* Pada Mata Pelajaran Informatika Kelas X di SMK Negeri 9 Padang 89,25%, sehingga tingkat praktikalitasnya dapat di interpretasikan Sangat Praktis digunakan. Hasil penilaian uji efektifitas secara keseluruhan penilaian efektivitas Media *Articulate Storyline* Berbasis *Web* Pada Mata Pelajaran Informatika Kelas X di SMK Negeri 9 Padang sebesar 90,06% sehingga tingkat efektifitasnya dapat di interpretasikan Sangat Efektif digunakan. Kesimpulannya, berdasarkan penilaian beserta masukan ahli serta hasil dari uji coba lapangan Media *Articulate Storyline* Berbasis *Web* sebagai media pembelajaran sudah teruji kelayakan, keunggulan, dan dapat digunakan pada proses pembelajaran pada mata pelajaran Informatika Kelas X di SMK Negeri 9 Padang.

Kata Kunci : *Articulate Storyline*, *web*, Informatika, Media Interaktif