

ABSTRACT

Daryanti. 2021. The Development Of Interactive Multimedia Based On Articulate Storyline 3 On The Theme Of Leadership In Sixth Grade Elementary School. Thesis. Postgraduate Program of Universitas Negeri Padang.

This research is based by some problems found by researcher during *Preliminary Research*. The student's , who are not intersted in the learning media used during the pandemic and l reduced study time during the new normal. This research is an educational model design research by using Plomp model wich consists preliminary reseach, prototyping phase, assessment phase with the aim of producing interavtive multimedia based on articulate storyline3 on the theme of class VI elementary leadership. The product testing was carried out sixth grade elementary school El-Ma'arif, Luhak Nan Duo Pasaman Barat, following the learning the theme leardership in sixth grade elementary school El-Ma'arif academic year 2020/ 2021. The instrument used for this research were interviews, observation, and questioner. The researcher asked several experts to validate instrument to make sure that they were valid and reliable. Based on the assessment results of the validators on validity, practicality and effectiveness of interactive multimedia-based articulate storyline 3 in the new normal learning period obtained very valid results with an average value of 0.96 , very practical with an average value of 0.83 from 1,000 students from teachers and effective with a value of 80.26 % . Based on the assessment, interactive multimedia based on articulate storyline3 on the theme of class VI elementary leadership can be used in the new normal learners.

Keyword : Interactive multimedia, new normal learning, development research.

ABSTRAK

Daryanti. 2021. Pengembangan Multimedia Interaktif Berbasis *Articulate Storyline 3* Pada Tema Kepemimpinan Kelas VI SD. Tesis. Program Pascasarjana Universitas Negeri Padang.

Penelitian ini dilatar belakangi oleh beberapa masalah yang ditemukan peneliti pada penelitian awal. Peserta didik yang merasa tidak tertarik dengan media pembelajaran yang dipakai pada masa pandemi serta berkurangnya waktu belajar pada masa normal baru. Penelitian ini merupakan penelitian pendidikan dengan model *design research* dengan model Plomp (20013: 15) yakni dengan tahap *preliminary reseach, prototyping phase, assessment phase* dengan tujuan menghasilkan multimedia interaktif berbasis *articulate storyline 3* pada tema kepemimpinan. Uji coba produk dilakukan pada peserta didik kelas VI semester II SD EL-Ma'arif Luhak Nan Duo Pasaman Barat tahun ajaran 2020/2021. Instrumen yang digunakan yaitu pedoman wawancara, ceklis observasi, dan angket. Untuk menjamin keabsahan produk peneliti memvalidasi instrument tersebut kepada pakar. Berdasarkan hasil penilaian dari para validator terhadap kevalidan, praktis dan efektivitas dari multimedia interaktif berbasis *articulate storyline 3* pada masa pembelajaran normal baru diperoleh hasil sangat valid dengan nilai rata-rata 0,96 , sangat praktis dengan nilai rata-rata 0,83 dari peserta didik 1,000 dari guru serta efektif dengan nilai 80,26 % . Berdasarkan penilaian tersebut multimedia interaktif berbasis *articulate storyline3* pada tema kepemimpinan kelas VI SD dapat digunakan pada pembelajaran dinormal baru

Kata Kunci : multimedia interaktif, pembelajaran normal baru, penelitian pengembangan.