

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF *ARTICULATE STORYLINE* PADA MATERI SISTEM IMUN KELAS XI

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Analisis kebutuhan dengan guru biologi di lima Sekolah Menengah Atas Daerah Istimewa Yogyakarta menunjukkan adanya permasalahan dalam pembelajaran jarak jauh. Permasalahan tersebut adalah kurangnya interaksi dalam pembelajaran yang dapat meningkatkan rasa antusias peserta didik, kesulitan memahami materi sistem imun, dan akses internet yang sulit. Oleh karena itu, penelitian ini dilakukan untuk mengembangkan media interaktif *articulate storyline* sebab mudah digunakan dan memiliki fitur yang mendukung dalam pembuatan media interaktif pada materi sistem imun kelas XI. Tujuan penelitian ini untuk mengetahui kualitas dan kelayakan media interaktif.

Jenis penelitian yang digunakan adalah *Research and Development* (RnD) menurut Sugiyono. Penelitian ini dilaksanakan sampai revisi produk sehingga kualitas dan kelayakannya teruji. Produk yang dikembangkan divalidasi oleh ahli media, ahli materi, dan dua guru mata pelajaran biologi kelas XI. Hasil data validasi dianalisis secara kuantitatif dan kualitatif.

Hasil validasi produk oleh empat validator menunjukkan nilai rata-rata 86,42% dengan kriteria “sangat baik”. Produk media interaktif yang dikembangkan layak digunakan untuk diujicobakan secara terbatas sesuai dengan masukan dari para validator.

Kata Kunci: media interaktif, *articulate storyline*, sistem imun, *Research and Development* (RnD).

ABSTRACT***THE DEVELOPMENT OF ARTICULATE STORYLINE INTERACTIVE LEARNING MEDIA IN IMMUNE SYSTEM MATERIAL OF ELEVENTH GRADE***

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A needs analysis with biology teachers in five Senior High Schools in the Special Region of Yogyakarta indicate that there are problems in online learning. These problems are the lack of interaction in learning that can increase the enthusiasm of students, difficulty understanding immune system material, and difficult internet access. Therefore, this research was conducted to develop interactive media articulate storylines because they are easy to use and have features that support the creation of interactive media on class XI immune system materials. The purpose of this study was to determine the quality and feasibility of interactive media.

The type of research is used Research and Development (RnD) according to Sugiyono. This research was carried out until the product revision so that the quality and feasibility were tested. The product developed was validated by media experts, material experts, and two teachers of biology class XI. The results of the validation data were analyzed quantitatively and qualitatively.

The results of product validation by four validators showed an average value of 86.42% with "very well" criteria. The interactive media product developed is valid to be tested on a limited basis according to input from the validators.

Keywords: *interactive media, articulate storylines, immune system. Research and Development (RnD).*