

ABSTRAK

Ainiyyah, Qurrati. 2020. *Pembelajaran Interaktif Materi Kerangka Manusia (PIKMAN) Menggunakan Articulate Storyline Muatan Pelajaran IPA di Kelas IV MI As-Syuhada Semarang* . Skripsi. Pendidikan Guru Sekolah Dasar. Universitas Islam Sultan Agung. Pembimbing I Yunita Sari, M,Pd dan Pembimbing II Rida Fironika Kusumadewi M.Pd.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran IPA pokok bahasan bagian-bagian rangka manusia serta mengetahui kepraktisan dan kelayakan media. Penelitian ini dilatar belakangi kesulitan siswa dalam memahami bagian-bagian rangka manusia serta pembelajaran yang monoton dan kurangnya referensi selain buku LKS dan buku paket yang digunakannya. Keterbatasan dari media ini adalah pada saat pengoprasian media harus menggunakan jaringan internet karena media ini berbasis situs web Penelitian ini menggunakan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluate*). Berdasarkan lima tahapan tersebut pengembangan media PIKMAN (Pembelajaran Interaktif Materi Kerangka Manusia) dihasilkan persentase kelayakan dari tiga validator sebesar 87%, persentase kepraktisan sebesar 84.1 % serta keefektifan dihitung dengan Uji Gain sebesar 0.37 menunjukkan peningkatan hasil belajar siswa pada kategori „sedang“. Berdasarkan hasil tersebut media PIKMAN (Pembelajaran nteraktif Materi Kerangka Manusia) dinyatakan layak, praktis dan efektif untuk meningkatkan prestasi belajar siswa pada materi bagian-bagian rangka manusia kelas IV di MI As-Syuhada

Kata Kunci : Media Pembelajaran, IPA, Articulate Storyline

ABSTRACT

Ainiyyah, Qurrati. 2020. Interactive Learning of Human Skeleton Material (PIKMAN) Using Articulate Storyline Content of Science Lessons in Class IV MI As-Syuhada Semarang. Thesis. Primary teacher Education. Sultan Agung Islamic University. Advisor I Yunita Sari, M, Pd and Advisor II Rida Fironika Kusumadewi M.Pd.

This study aims to develop science learning media on the subject of the parts of the human skeleton as well as to find out the practicality and feasibility of the media. This research is motivated by the difficulty of students in understanding the parts of the human skeleton as well as monotonous learning and a lack of references other than the worksheets and textbooks they use. The limitation of this media is that at the time of operating the media it must use the internet network because this media is web-based. This study uses the ADDIE (Analysis, Design, Development, Implementation, and Evaluate) model. Based on these five stages, the development of PIKMAN media (Interactive Learning Human Framework Material) resulted in the feasibility percentage of the three validators of 87%, the percentage of practicality of 84.1% and the effectiveness of being calculated by the Gain Test of 0.37 indicating an increase in student learning outcomes in the 'medium' category. Based on these results, the PIKMAN media (active learning of Human Skeleton Material) was declared feasible, practical and effective to improve student learning achievement on the material parts of human skeleton grade IV at MI As-Syuhada

Keywords: Learning Media, Science, Articulate Storyline