

ABSTRAK

PENGARUH MEDIA PEMBELAJARAN INTERAKTIF BERBASIS *ARTICULATE STORYLINE* TERHADAP PENINGKATAN HASIL BELAJAR SEJARAH SISWA KELAS XI SMA MUHAMMADIYAH 2 BANDAR LAMPUNG

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Penelitian ini bertujuan untuk mengetahui dan mendeskripsikan pengaruh media pembelajaran interaktif berbasis *Articulate Storyline* terhadap peningkatan hasil belajar sejarah siswa. Metode penelitian yang digunakan adalah *pre-experimental* menggunakan desain *one group pretest-posttest* dengan penentuan sampel menggunakan teknik *probability sampling* jenis *simple random sampling*. Teknik pengumpulan data yang digunakan berupa instrumen tes soal pilihan ganda dan nontes berupa angket, sedangkan data penelitian dianalisis secara kuantitatif menggunakan uji analisis Regresi Linear Sederhana.

Hasil penelitian menunjukkan persamaan regresi $Y = 49,608 + 0,851X$ dan koefisien determinasi (*R Square*) memberikan kontribusi terhadap hasil belajar sebesar 91,5% lalu diperkuat dengan nilai signifikansi (Sig.) sebesar 0,000 jauh lebih kecil daripada tingkat signifikansi yang ditetapkan yaitu $\alpha = 0,05$. Oleh karena itu, keputusan pengujian mengatakan bahwa hipotesis nol (H_0) ditolak dan hipotesis alternatif (H_1) diterima. Berdasarkan hasil penelitian ini dapat disimpulkan bahwa terdapat pengaruh yang signifikan dari penggunaan media pembelajaran interaktif berbasis *Articulate Storyline* terhadap peningkatan hasil belajar sejarah siswa di SMA Muhammadiyah 2 Bandar Lampung.

Kata Kunci : Media Pembelajaran Interaktif, Hasil Belajar, *Articulate Storyline*, Pembelajaran Sejarah

ABSTRACT

THE INFLUENCE OF INTERACTIVE LEARNING MEDIA BASED ON ARTICULATE STORYLINE ON IMPROVING HISTORY LEARNING OUTCOMES OF GRADE XI STUDENTS AT SMA MUHAMMADIYAH 2 BANDAR LAMPUNG

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This study aims to identify and describe the effect of interactive learning media based on Articulate Storyline on the improvement of students' history learning outcomes. The research employed a pre-experimental method with a one-group pretest-posttest design. The sample was determined using a probability sampling technique, specifically simple random sampling. Data were collected through test instruments in the form of multiple-choice questions and non-test instruments in the form of questionnaires. The data were analyzed quantitatively using simple linear regression analysis. The results showed the regression equation $Y = 49,608 + 0,851X$, with the coefficient of determination (R Square) indicating that the media contributed 91,5% to the improvement of learning outcomes. This finding was supported by a significance value (Sig.) of 0.000, which is far smaller than the predetermined significance level of $\alpha = 0.05$. Therefore, the testing decision concluded that the null hypothesis (H_0) was rejected and the alternative hypothesis (H_1) was accepted. Based on these results, it can be concluded that there is a significant effect of using interactive learning media based on Articulate Storyline on improving history learning outcomes of students at SMA Muhammadiyah 2 Bandar Lampung.

Keywords : Interactive Learning Media, Learning Outcomes, Articulate Storyline, History Learning.