Development of Interactive Learning Media Based on an Articulate Storyline in Grade fourth of Elementary School

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ABSTRACT

On August 11st, 2022, In the ever-evolving digital era, the utilization of technology for educational purposes is becoming increasingly important. One of the latest innovations is the development of an Android app-based English learning media specifically designed to introduce basic concepts about three types of animals based on their food types. This study evaluates the impact of Articulate Storyline-based interactive learning media on grade 4 students. The results showed that the use of this media provided a number of benefits for students. They did not feel bored during the learning process and were able to distinguish three types of animals based on their food. This media also encourages independent and explorative learning, increases student engagement through interactive features, and helps teachers deliver material more effectively. Therefore, the use of this interactive learning media can be an effective solution to improve the quality of learning at the primary school level This app not only serves as a language learning tool, but also as an educational tool that invites users to understand the differences between herbivores, carnivores and omnivores in an interactive and engaging way. Through interactive features such as exercises and quizzes, users can access this learning material easily on their Android devices, making the learning process more effective and fun.

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1. INTRODUCTION

Based on the results of research conducted by the Ministry of Communication and Information and UNICEF (kominfo.go.id) (Dewabroto, 2014) on 30 million people, children and adolescents who use the internet and communication channels, the main tool for now is digital media and survey results found that 80 respondents internet users, 69 percent of computer users, 34 percent of laptop users, 2 percent of respondents through video games, and 52 percent of respondents answered using a hand phone, 4 percent of respondents used tablets and 21 respondents used smartphones.

However, over time, in this digital era, the use of the internet in Indonesia is inversely proportional to the utilization of smartphones in the world of education, as seen by the fact that the creation of learning media is still low, and the use of smartphones is not optimal. Among students, most smartphone users are only for accessing social media such as Instagram, TikTok, Twitter, Facebook but there is no important role in the field of education, while in elementary schools the use of smartphones is mostly for playing games.

Basically, elementary school is the level of student success when continuing their schooling, but with the teaching of familiar learning methods, namely the lecture method commonly used in various places, where the teacher only conveys material verbally to students and students only listen, the result tends to make students uncreative, therefore along with technological developments, teachers should use technology for learning media in their classes, especially English. English is needed in the current era of globalization, because basically all systems use English, information and internet knowledge (Maili, 2018). Not only that, English will also be the basis of knowledge when a child and more easily continue to the next level, therefore the importance of English in the current globalization era, especially in learning. By looking at the importance of English in the context of education in the era of globalization, the development of learning methods must be able to adjust, one of which is a very popular method, namely by using interactive learning media.

Interactive learning media is a tool in delivering teacher learning material to students which causes student interaction with the media (Hidayah, 2023). In other words, interactive learning media can make it easier for students to understand material that is abstract and implemented through interactive learning media. However, there are still some teachers who are not familiar with the world of technology and some teachers are also unable to use technology-based media. The Interactive learning media used is articulate storyline, articulate storyline is e-learning software for creating interactive learning with tools and displays that are almost the same as power point (Nadzif, 2022). With the existence of scenes, slides that are combined and supported by tools, videos, images, text, animations, quizzes etc., the output of this platform can be (HTML5, Video, learning management system, and program (exe), this tool can be online or offline, besides that, templates are also provided for editing as well as zoom buttons to enlarge images, navigation buttons such as next back and submit.

At the elementary level, the topic that will be integrated in the interactive learning media based on articulate storyline 3 is about the classification of 3 types of animals, the material was chosen because there are many animal vocabulary that elementary students do not know and distinguish between meat-eating animals, plants and eaters of both, so that the topic can help students recognize 3 types of animals, namely herbivores, carnivores, and help increase vocabulary about these 3 animals. Based on the results of the description above, paper will be described based on the results of the development of interactive learning media based on articulate storyline 3 on the material of 3 types of animal groups.

Based on the explanation above, I made an interactive learning media using articulate storyline 3 with grade 4 material in semester one, because there still confuse about three animals based on foods.
  1.) Material validation results
  2.) Student response to articulate storyline-based interactive learning media 3.

2. METHODOLOGY

This study uses a development based on Robert Maribe Brach, namely ADDIE which includes analysing, designing, developing, implementing, and evaluating (Branch, 2009) In the first stage of analysing so that it can find things that need to be developed, at the design stage, the researcher makes a design according to the needs, starting from collecting material, making a storyboard to make it easier to make a product, such as creating elements in canva, and then the development stage, namely, the researcher designs and develops a product, such as uploading product results in HTML5 format, and developing APK, at the implement stage, the researcher tests the product with users (teachers) and students. At the evaluation stage, researchers conduct a review at each stage and improve the learning media.

The subjects of this study consisted of expert validators and students, expert validation was carried out by one expert who was competent in the field of material, and user validation was carried out by students elementary school class four after the validation results were obtained, the media was tested in a small group consisting of 10 students, followed by field trials with 24 students. The assessment instrument used to test the results of this product is a student response instrument, or questionnaire. The validation sheet and students using a questionnaire were used to collect research data using a Likert scale.
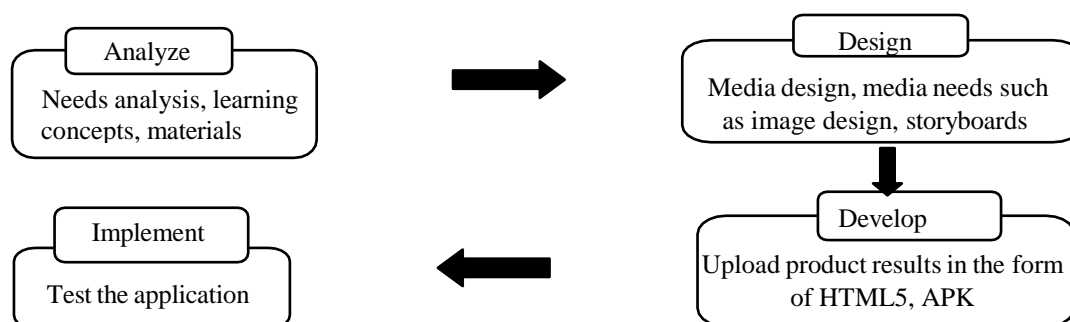
The data analysis technique uses descriptive statistics to determine the data and describe the data as it is, which applies more broadly (Sugiyono, 2012). The analysis was carried out quantitatively and qualitatively, quantitatively to obtain the results of the assessment score, and referred to (Listiyani and Widayati, 2012) qualitatively to obtain criticism and suggestions from validators for media improvement.

3.   RESULTS AND DISCUSSIONS

The following were the results of the development of interactive learning media using Articulate Storyline 3 on the material of three types of animal classification based on the type of food.

a.   *Analyzing*

The first steps in analyzing

1.   Situation/problem analysis

In learning in grade 4, teachers have never used interactive learning media such as articulate storyline, students can also get bored when given less interesting learning media, so researchers concluded that there was a need for innovation in the development of interactive learning media Articulate Storyline.

2.   Needs analysis

At this stage the researcher collects problems in student learning to determine the material to be developed in the Articulate Storyline in Interactive learning media. in the process of analysing needs, it has been found that students do not understand the classification of animal species based on their food, students are still confused in distinguishing 3 types of animals, and another problem is that students in the learning process often feel bored because the learning style is less innovative. Based on interviews with 4th grade elementary school students learning by using visual media such as moving images or videos helps them remember and understand the learning material.

b.   *Design*

At this stage, the product needs to be designed according to research needs, researchers usedArticulate Storyline to develop interactive learning on the material of three types of animal groups based on their food, so at this stage, the design is in the form of a storyboard.

c.   *Develop*

The third step is to develop a product that has been designed which is named 3 types of animal groups, the output of this learning media such as web-based media forms (html5) or create APK files. creating an APK file Creating an APK file is a file that distributes software and android devices. APK is created by the APK 2 Builder website, the step is to enter the published html5 file into the 2 APK Builder website after that check the desired product specifications, such as the appearance and design of the APK results. When finished, click generate APK to create an android application.

This research has successfully developed interactive learning media based on Articulate Storyline on the material of three types of animal groups based on their food.

	The initial display contains the title and play button to be able to play to the next slide.
	The second view contains sub- themes that will be discussed in the next slide such as subjects, quizzes and references or author bios.

	This display contains 3 types of animal groups based on their food
	This display contains quizzes or evaluations in student learning
	This display contains reference information that researchers use and the profile of the media maker.

d. *Implement*

The material presented according to the expert is in accordance with the learning objectives, the material presented is in accordance with the definition of the material and makes it easier for students to use interactive learning media based on Articulate Storyline, the results of the assessment of the material expert show that the category is feasible, in the media there is a presentation of material and tasks or evaluations as student training material with a feasible category, according to the teacher the presentation of material in the media is relevant to everyday life. As for the results of student responses to interactive learning media in the feasible category, with this media students are encouraged to be enthusiastic in learning and not feel bored with learning, not only that this media presented to make it easier for users to access lessons or evaluation questions in the media, the images in this media are in the feasible category, meaning that students can easily understand lessons with visual media or use images to recall the lesson.

4. CONCLUSIONS

Articulate storyline-based interactive learning media tested on grade 4 elementary school students have an impact on elementary school students, especially in learning, students do not feel bored quickly in the learning process, and students can distinguish the classification of 3 types of animals based on their food, besides this interactive media, also provides opportunities for students to learn independently and exploratively, increase student involvement in learning through interesting interactive features, and assist teachers in delivering material more effectively. Thus, the use of interactive learning media based on Articulate Storyline can be one of the effective solutions in improving the quality of learning at the elementary school level

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