

## ABSTRAK

**MELY RAHMAWATI:** Pengembangan Media Pembelajaran Interaktif Berbasis *Android* Terintegrasi *Auditory, Intellectually, Repetition* (AIR) Berbantuan *Articulate Storyline 3* Pada Materi Peluang. **Program Studi Pendidikan Matematika FKIP Universitas Malikussaleh, 2025**

Tujuan dari penelitian ini adalah untuk mengidentifikasi validitas, kepraktisan, dan efektivitas media pembelajaran Interaktif Berbasis *Android* Terintegrasi *Auditory, Intellectually, Repetition* (AIR) Berbantuan *Articulate Storyline 3* Pada Materi Peluang. Jenis penelitian ini adalah penelitian dan pengembangan (R&D) menggunakan metode EDR (*Educational Design Research*). Subjek penelitian ini adalah 6 orang siswa kelas XI-2 pada uji coba kelompok kecil, dan 25 orang siswa kelas XI-1 pada uji coba kelompok besar. Teknik pengumpulan data menggunakan lembar validasi ahli, angket respon siswa, dan instrumen tes. Teknik Analisis data pada penelitian ini meliputi analisis kevalidan media pembelajaran, analisis kepraktisan media pembelajaran dan analisis keefektifan media pembelajaran. Hasil penelitian menunjukkan bahwa: (1) berdasarkan penilaian oleh 2 ahli materi diperoleh persentase sebesar 93,27% dengan kriteria "sangat valid", (2) berdasarkan penilaian oleh 2 ahli media diperoleh persentase sebesar 92,26% dengan kriteria "sangat valid", (3) berdasarkan angket respon siswa kelompok besar memperoleh persentase sebesar 91,19% dengan kriteria "sangat praktis", (4) berdasarkan ketuntasan belajar 25 orang siswa dari hasil tes penguasaan materi media pembelajaran berbasis *android* memperoleh persentase sebesar 68% dengan kriteria "Cukup efektif". Sehingga dapat disimpulkan bahwa media pembelajaran interaktif berbasis *android* terintegrasi *auditory, intellectually, repetition* berbantuan *articulate storyline 3* pada materi peluang sangat valid, sangat praktis, dan efektif digunakan dalam proses pembelajaran.

**Kata Kunci:** Media Pembelajaran, *Android*, Model *Auditory Intellectually Repetition* (AIR), *Articulate Storyline 3*

## **ABSTRACT**

**MELY RAHMAWATI:** *Development of Android-Based Interactive Learning Media Integrated with Auditory, Intellectually, Repetition (AIR) Assisted by Articulate Storyline 3 on Probability Material. Mathematics Education Study Program, FKIP Universitas Malikussaleh, 2025.*

*The objective of this study is to identify the validity, practicality, and effectiveness of an interactive learning media based on Android integrated with the Auditory, Intellectually, and Repetition (AIR) model, supported by Articulate Storyline 3 on the topic of probability. This research is a type of Research and Development (R&D) study using the Educational Design Research (EDR) method. The research subjects consisted of 6 students from class XI-2 for the small group trial and 25 students from class XI-1 for the large group trial. Data collection techniques included expert validation sheets, student response questionnaires, and test instruments. The data analysis techniques used in this study covered media validity analysis, media practicality analysis, and media effectiveness analysis. The results of the study show that: (1) based on assessments from two subject matter experts, a validity score of 93.27% was obtained with the category "very valid"; (2) assessments from two media experts yielded a score of 92.26% categorized as "very valid"; (3) the student response questionnaire from the large group trial resulted in a percentage of 91.19% with the category "very practical"; and (4) based on the learning mastery of 25 students through a material mastery test, a percentage of 68% was achieved, categorized as "quite effective." Therefore, it can be concluded that the Android-based interactive learning media integrated with the AIR model and supported by Articulate Storyline 3 for the probability topic is very valid, highly practical, and effective for use in the learning process.*

**Keywords:** *Learning media, Android, Auditory Intellectually Repetition (AIR) Model, Articulate Storyline 3*