

ABSTRAK

MELISA DITA AQILA. Pengembangan Aplikasi *Quivervision* Berbasis Pendekatan Interdisipliner *Art and Science* Pada Mata Pelajaran IPAS Kelas III di SDN 064983 Medan Helvetia. Skripsi. Medan : Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa aplikasi *Quivervision* berbasis pendekatan interdisipliner *Art and Science* pada mata pelajaran IPAS kelas III di SDN 064983 Medan Helvetia, serta mengetahui kelayakan, kepraktisan, dan keefektifan media pembelajaran yang dikembangkan. Metode penelitian yang digunakan adalah metode penelitian dan pengembangan (R&D) dengan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Teknik pengumpulan data meliputi observasi, wawancara, angket, serta tes. Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan dinyatakan layak berdasarkan validasi ahli materi dengan skor 92% dan validasi ahli media sebesar 93,3%, keduanya berada dalam kategori “sangat layak”. Dari aspek kepraktisan, hasil validasi praktisi pendidikan (guru kelas III) sebesar 93% dan angket respon siswa sebesar 96,42% menunjukkan bahwa media termasuk dalam kategori “sangat praktis” untuk digunakan dalam proses pembelajaran. Sedangkan dari aspek keefektifan, berdasarkan hasil pretest dan posttest siswa diperoleh skor rata-rata N-gain sebesar 0,841 dengan persentase 84.07% yang berada dalam kategori “efektif”. Dengan demikian, media pembelajaran berupa aplikasi *Quivervision* berbasis pendekatan interdisipliner *Art and Science* dinyatakan sangat layak, sangat praktis, dan efektif untuk digunakan sebagai alternatif media pembelajaran.

Kata Kunci: media pembelajaran, *Quivervision*, *Art and Science*, IPAS, sekolah dasar

ABSTRACT

MELISA DITA AQILA. Development of the QuiverVision Application Based on an Interdisciplinary Art and Science Approach in the IPAS Subject for Grade III at SDN 064983 Medan Helvetia. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This study aims to develop a learning media in the form of the QuiverVision application based on an interdisciplinary art and science approach in the IPAS subject for third-grade students at SDN 064983 Medan Helvetia and to determine the feasibility, practicality, and effectiveness of the developed learning media. This research employed a Research and Development (R&D) method using the ADDIE development model, which consists of the stages of analysis, design, development, implementation, and evaluation. Data collection techniques included observation, interviews, questionnaires, and tests. The results showed that the developed learning media was categorized as highly feasible based on expert validation, with a material expert score of 92% and a media expert score of 93.3%. In terms of practicality, the evaluation from the educational practitioner (third-grade teacher) obtained a score of 93%, while student responses reached 96.42%, indicating that the media is highly practical for use in the learning process. Furthermore, in terms of effectiveness, the results of the pretest and posttest analysis showed an average N-gain score of 0.841 with a percentage of 84.07%, which falls into the effective category. Therefore, the QuiverVision-based learning media with an interdisciplinary art and science approach is considered highly feasible, highly practical, and effective as an alternative learning media for IPAS in elementary schools.

Keywords: learning media, QuiverVision, Art and Science, IPAS, elementary school