

ABSTRAK

Annisyah Arifah. Pengembangan Media Pembelajaran *Digital Book* Berbasis *Problem Solving* untuk Meningkatkan Kemampuan Berpikir Tingkat Tinggi Siswa pada Pembelajaran IPA di Kelas IV MIN 3 Kota Medan. Tesis. Medan: Program Studi Pendidikan Dasar, Pascasarjana UNIMED, 2022.

Penelitian ini bertujuan untuk: (1) menilai isi dan tujuan, strategi pembelajaran, serta desain media dalam pengembangan media pembelajaran *digital book* menggunakan *kvisoft flipbook* berbasis *problem solving*, (2) menilai keefektifan media pembelajaran *digital book* menggunakan *kvisoft flipbook* berbasis *problem solving* pada pembelajaran IPA materi perubahan energi listrik, (3) menilai kepraktisan media pembelajaran *digital book* menggunakan *kvisoft flipbook* berbasis *problem solving* pada pembelajara IPA materi perubahan energi listrik dan (4) menilai keefektifan media pembelajaran *digital book* menggunakan *kvisoft flipbook* dalam meningkatkan kemampuan berpikir tingkat tinggi siswa. Fokus penelitian pada siswa kelas IV MIN 3 Medan Tahun Ajaran 2021/2022. Metode yang digunakan adalah *Research and Development (R&D)* dengan pengembangan model ADDIE. yaitu: (1) *Analysis*, (2) *Design*, (3) *Development*, (4). *Implementation* dan (5). *Evaluation*. Produk yang dikembangkan ialah media pembelajaran *digital book* menggunakan *kvisoft flipbook* berbasis *problem solving* pada pembelajaran IPA yang dibatasi pada materi perubahan energi untuk meningkatkan kemampuan berpikir tingkat tinggi siswa (HOTS). Simpulan menunjukkan (1) Kualitas Isi Dan Tujuan, Strategi Pembelajaran, Serta Desain Media Dalam Pengembangan Media Pembelajaran *Digital Book* Menggunakan *Kvisoft Flipbook* Berbasis *Problem Solving* sudah hampir seluruh kegiatan terlaksana. (2) Media Pembelajaran *Digital Book* Menggunakan *Kvisoft Flipbook* Berbasis *Problem Solving* Pada Pembelajaran IPA Materi Perubahan Energi Listrik menunjukkan keefektifan. (3) Media Pembelajaran *Digital Book* Menggunakan *Kvisoft Flipbook* Berbasis *Problem Solving* pada Pembelajaran IPA Materi Perubahan Energi Listrik menunjukkan kepraktisan yang memadai dan terlaksana. (4) Media Pembelajaran *Digital Book* Menggunakan *Kvisoft Flipbook* Dapat Meningkatkan Kemampuan Berpikir Tingkat Tinggi Siswa dan menunjukkan terdapat peningkatan.

Kata Kunci : Media Pembelajaran *Digital Book*, *Problem Solving*, Kemampuan Berpikir Tingkat Tinggi

ABSTRACT

Annisyah Arifah. Development of Problem Solving-Based Digital Book Learning Media to Improve Students' Higher Order Thinking Skills in Science Learning in Class IV MIN 3 Medan City. Thesis. Medan: Basic Education Study Program, UNIMED Postgraduate, 2022.

This study aims to: (1) assess the content and objectives, learning strategies, and media design in the development of digital book learning media using problem solving-based kvisoft flipbooks, (2) assess the effectiveness of digital book learning media using problem solving-based kvisoft flipbooks in learning Science material changes in electrical energy, (3) assess the practicality of digital book learning media using kvisoft flipbook based on problem solving in science learners of electrical energy change material, and (4) assess the effectiveness of digital book learning media using kvisoft flipbook in improving students' higher-order thinking skills. The focus of this research is on fourth grade students of MIN 3 Medan in the 2021/2022 academic year. The method used is Research and Development (R&D) with the development of the ADDIE model. namely: (1) Analysis, (2) Design, (3) Development, (4). Implementation and (5). Evaluation. The product developed is a digital book learning media using kvisoft flipbook based on problem solving in science learning which is limited to energy change material to improve students' higher order thinking skills (HOTS). The conclusion shows that (1) Quality of Content and Objectives, Learning Strategies, and Media Design in the Development of Digital Book Learning Media Using Kvisoft Flipbook Based on Problem Solving, almost all activities have been carried out. (2) Digital Book Learning Media Using Kvisoft Flipbook Based on Problem Solving in Science Learning Materials for Changes in Electrical Energy shows effectiveness. (3) Digital Book Learning Media Using Kvisoft Flipbook Based on Problem Solving in Science Learning Materials for Electrical Energy Changes shows adequate practicality and is implemented. (4) Digital Book Learning Media Using Kvisoft Flipbook Can Improve Students' Higher Order Thinking Ability and shows an improvement.

Keywords: Learning Media Digital Book, Problem Solving, Higher Order Thinking Skills

