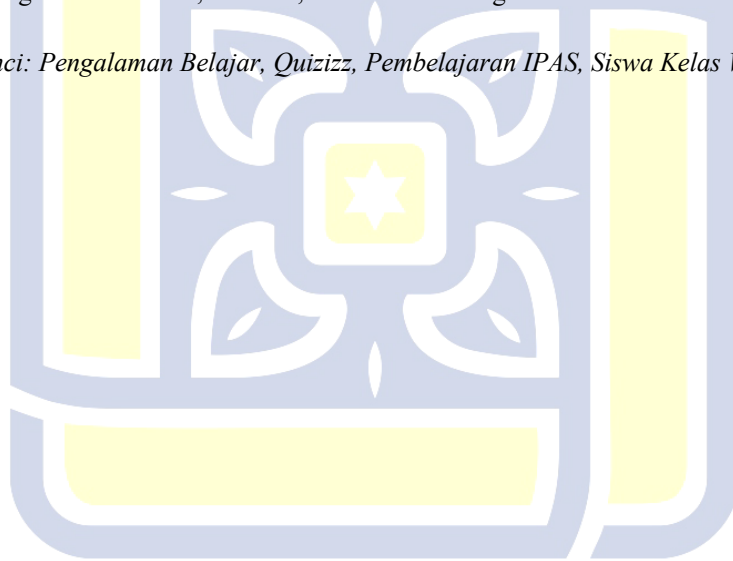


ABSTRAK

Pengalaman belajar siswa merupakan salah satu aspek penting dalam menentukan keberhasilan proses pendidikan. Penelitian ini bertujuan untuk mengetahui pengalaman belajar siswa kelas V MIN 6 Aceh Utara saat menggunakan aplikasi Quizizz dalam pembelajaran IPAS. Penelitian ini menggunakan pendekatan kualitatif dengan jenis penelitian deskriptif. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan dokumentasi. Analisis data menggunakan model Miles dan Huberman yang meliputi reduksi data, penyajian data, serta penarikan kesimpulan. Keabsahan data diperoleh melalui triangulasi sumber dan triangulasi teknik. Hasil penelitian menunjukkan bahwa Pengalaman belajar siswa kelas V MIN 6 Aceh Utara saat menggunakan aplikasi Quizizz dalam pembelajaran IPAS menunjukkan pengalaman yang positif dan menyenangkan. Penggunaan Quizizz mampu meningkatkan keterlibatan aktif siswa dalam pembelajaran, membantu siswa memahami materi dengan lebih baik, mengembangkan keterampilan berpikir kritis, serta meningkatkan minat dan motivasi belajar siswa. Meskipun pembelajaran lebih banyak dilakukan secara individu, siswa tetap dapat berdiskusi dan menjelaskan kembali materi yang telah dipelajari kepada teman-temannya. Dengan demikian, Quizizz mampu menciptakan pengalaman belajar yang lebih interaktif, menarik, dan bermakna bagi siswa.

Kata Kunci: Pengalaman Belajar, Quizizz, Pembelajaran IPAS, Siswa Kelas V.

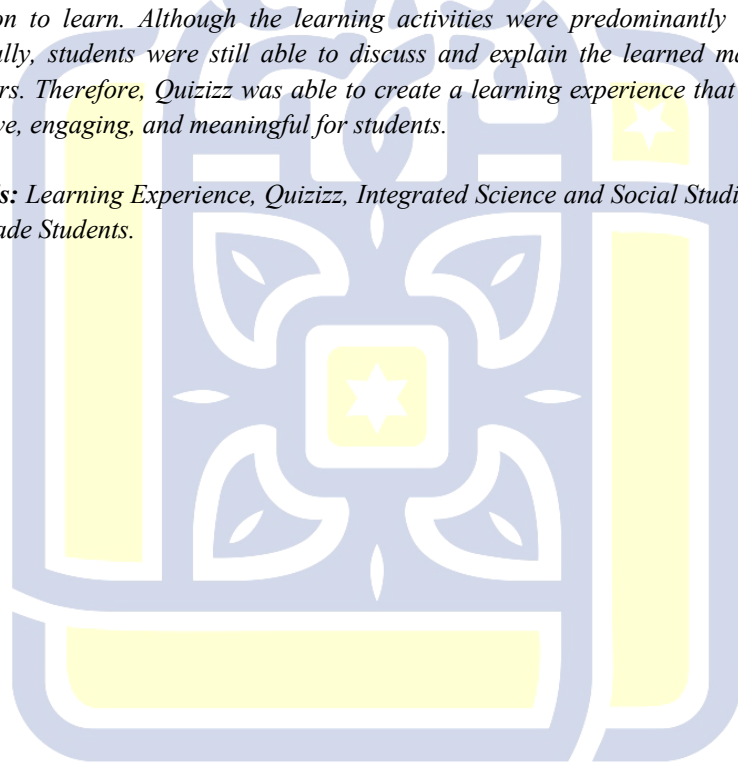


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ABSTRACT

This study aims to examine the learning experiences of fifth-grade students at MIN 6 North Aceh when using the Quizizz application in IPAS learning. This study employed a qualitative approach using a descriptive research design. Data were collected through observation, interviews, and documentation. The data were analyzed using the Miles and Huberman model, which consists of data reduction, data display, and conclusion drawing. The trustworthiness of the data was ensured through source triangulation and technique triangulation. The findings revealed that the learning experiences of fifth-grade students at MIN 6 North Aceh while using the Quizizz application in IPAS learning were positive and enjoyable. The use of Quizizz increased students' active participation in the learning process, helped them understand the learning materials more effectively, developed their critical thinking skills, and enhanced their interest and motivation to learn. Although the learning activities were predominantly conducted individually, students were still able to discuss and explain the learned materials to their peers. Therefore, Quizizz was able to create a learning experience that was more interactive, engaging, and meaningful for students.

Keywords: Learning Experience, Quizizz, Integrated Science and Social Studies (IPAS), Fifth-Grade Students.



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