

## DAFTAR PUSTAKA

- Andari, R. (2020). Pemanfaatan Media Pembelajaran Berbasis Game Edukasi Kahoot! Pada Pembelajaran Fisika. *ORBITA: Jurnal Kajian, Inovasi dan Aplikasi Pendidikan Fisika*, 6(1), 135-137.
- Ariani, N., & Haryanto, D. (2010). Pembelajaran multimedia di sekolah. *Jakarta: Prestasi Pustaka*.
- Arnett, J., Maynard, A. E., Brownlow, C., Chapin, L., & Machin, T. (2020). *Child development a cultural approach*. Pearson Australia.
- Arsyad, A. (2014). Media Pembelajaran. cetakan ke-15. *Jakarta: Rajawali Pers*.
- Barlian, I. (2013). Begitu Pentingkah Strategi Belajar Mengajar Bagi Guru?. In *Forum Sosial* (Vol. 6, No. 01, pp. 241-246).
- Buckingham, D. (2003) *Questioning The Media: A Guide For Students*, UNESCO: Mentor. A Media Education Curriculum for Teachers in the Mediterranean. The Thesis of Thessaloniki, First Version.
- Cascio, C. J., Moore, D., & McGlone, F. (2019). Social touch and human development. *Developmental Cognitive Neuroscience*, 35, 5-11. <https://doi.org/10.1016/j.dcn.2018.04.009>
- Cheng, H., van Zwol, R., Azimi, J., Manavoglu, E., Zhang, R., Zhou, Y., & Navalpakkam, V. (2013). Multimedia features for click prediction of new advertisements. *U.S. Patent Application No. 13/528,484*.
- Clark, R. C., & Mayer, R. E. (2016). *e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning 3rd Edition*. John Wiley & Sons.
- Danis, A. (2020). Pengaruh Strategi Pembelajaran dan Gaya Belajar Terhadap Hasil Belajar Ilmu Pengetahuan Sosial (IPS) Siswa Di Kelas V SD Permata Amanda Medan. *Bina Gogik: Jurnal Ilmiah Pendidikan Guru Sekolah Dasar*, 7(1).
- Daryanto, D. (2010). Media pembelajaran. *Yogyakarta, Gava Media*.
- Dhawira, N. S., Daulay, S., & Ansari, K. (2019). The Feasibility of Interactive Multimedia Validation Data Results on Folk Poetry Texts Learning in MTS Nurul Amaliyah Tanjung Morawa. *Budapest International Research and*

*Critics in Linguistics and Education (BirLE) Journal*, 2(4), 259-271.  
<https://doi.org/10.33258/birle.v2i4.514>

Djambhuri, A. (2011). Ilmu Pengetahuan Sosial dan Berbagai Paradigma dalam Kajian Akuntansi. *Jurnal Akuntansi Multiparadigma*, 2(1), 147-185.

Erfan, M., Widodo, A., Umar, U., Radiusman, R., & Ratu, T. (2020). Pengembangan Game Edukasi “Kata Fisika” Berbasis Android untuk Anak Sekolah Dasar pada Materi Konsep Gaya. *Lectura: Jurnal Pendidikan*, 11(1), 31-46.

Fatehullah, A., Tan, S. H., & Barker, N. (2016). Organoids as an in vitro model of human development and disease. *Nature cell biology*, 18(3), 246-254.  
<https://doi.org/10.1038/ncb3312>

Fernando, S. Y., & Marikar, F. M. (2017). Constructivist Teaching/Learning Theory and Participatory Teaching Methods. *Journal of Curriculum and Teaching*, 6(1), 110-122. <http://www.sciedupress.com/journal/index.php/jct>

Fiksl, M., Flogie, A., & Aberšek, B. (2017). Innovative teaching/learning methods to improve science, technology and engineering classroom climate and interest. *Journal of Baltic Science Education*, 16(6), 1009.

Grunsell, A. (2004). Oxfam and education for global citizenship: learning for the future. *Development Education Journal*, 10(2), 12-14.

Haave, H., & Vold, T. (2020, September). Online Quizzing During Corona-Crisis: Games in Education. In *ECGBL 2020 14th European Conference on Game-Based Learning* (p. 229). Academic Conferences limited.

Harris, A. (2019). *Teaching and learning in the effective school*. Routledge.

Herdiyono, N. A. (2017). Pengembangan Multimedia Interaktif Pembelajaran Makrame Siswa Kelas VIII SMPN 1 Ngemplak. *Pend. Seni Kerajinan-SI (e-Craft)*, 6(2), 127-133.

Hoffnung, M., Hoffnung, R., Seifert, K. L., Hine, A., Ward, L., Pausé, C., ... & Burton Smith, R. (2015). *Lifespan Development: a chronological approach [3rd Australasian edition]*. Wiley.

Huizenga, J. C., Ten Dam, G. T. M., Voogt, J. M., & Admiraal, W. F. (2017). Teacher perceptions of the value of game-based learning in secondary education. *Computers & Education*, 110, 105-115.  
<https://doi.org/10.1016/j.compedu.2017.03.008>

- Huizenga, J., Admiraal, W., ten Dam, G., & Voogt, J. (2019). Mobile game-based learning in secondary education: Students' immersion, game activities, team performance and learning outcomes. *Computers in Human Behavior*, 99, 137-143. <https://doi.org/10.1016/j.chb.2019.05.020>
- Iasha, V., Sumantri, M. S., Sarkadi, S., & Rachmadtullah, R. (2018). Development Media Interactive Learning in Education Pancasila and Citizenship Education to Improve Tolerance of Students in Elementary School. In *Annual Civic Education Conference (ACEC 2018)*. Atlantis Press. <https://doi.org/10.2991/acec-18.2018.71>
- Ibda, F. (2015). Perkembangan kognitif: teori jean piaget. *Intelektualita*, 3(1).
- Indriana, D. (2011). *Alat Bantu Media Pembelajaran*. Yogyakarta.
- Iskandar, R. (2019). Pengembangan Media Pembelajaran IPS Berbasis Komik di Sekolah Dasar. *Jurnal Ilmiah Pendidikan Guru Sekolah Dasar*, 3(2), 237-246.
- Jamaludin, U., & Rachmadtullah, R. (2017). *Pembelajaran Pendidikan IPS Teori Konsep dan Aplikasi bagi Guru dan Mahasiswa*. Bekasi: Nurani.
- Johar, R., & Hanum, L. (2016). *Strategi Belajar Mengajar*. Deepublish.
- Kustandi, C., & Sutjipto, B. (2011). *Media pembelajaran manual dan digital*. Bogor: Ghalia Indonesia.
- Lameras, P., Arnab, S., Dunwell, I., Stewart, C., Clarke, S., & Petridis, P. (2017). Essential features of serious games design in higher education: Linking learning attributes to game mechanics. *British journal of educational technology*, 48(4), 972-994. <https://doi.org/10.1111/bjet.12467>
- Langrall, C. W., & Mooney, E. S. (2005). Characteristics of elementary school students' probabilistic reasoning. In *Exploring probability in school* (pp. 95-119). Springer, Boston, MA.
- Lee, W. W., & Owens, D. L. (2004). *Multimedia-based instructional design: computer-based training, web-based training, distance broadcast training, performance-based solutions*. John Wiley & Sons.
- Mayer, R. E. (2009). *Multimedia Learning Second Edition*. New York: Cambridge University Press.
- Mindt, L., & Rieckmann, M. (2017). Developing competencies for sustainability-driven entrepreneurship in higher education: A literature review of teaching

and learning methods. *Teoría de la Educación; Revista Interuniversitaria*, 29(1), 129.  
<http://dx.doi.org/10.14201/teored2017291129159>

Munir, M. (2012). *Multimedia konsep & aplikasi dalam pendidikan*. Bandung. CV. Afabeta.

Nasional, Departemen Pendidikan. (2007). "Naskah Akademik Kajian Kebijakan Kurikulum Mata Pelajaran Ilmu Pengetahuan Sosial (IPS)." *Jakarta: Badan Penelitian dan Pengembangan Pusat Kurikulum*

Nurhadi, (2012). *Menciptakan Pembelajaran IPS Efektif dan Menyenangkan*. Jakarta: Multi Kreasi Satu Delapan.

Nurhayati, E. (2020). Meningkatkan keaktifan siswa dalam pembelajaran daring melalui media game edukasi quiziz pada masa pencegahan penyebaran covid-19. *Jurnal Paedagogy*, 7(3), 145-150.

Oetomo, B. S. D. (2007). *Pengantar Teknologi Informasi Internet*. Litbang Kemenkes

Osher, D., Cantor, P., Berg, J., Steyer, L., & Rose, T. (2020). Drivers of human development: How relationships and context shape learning and development. *Applied Developmental Science*, 24(1), 6-36.  
<https://doi.org/10.1080/10888691.2017.1398650>

Prabowo, S. A., Sumarmi, S., & Sa'dijah, C. (2019). Pengembangan Multimedia Interaktif Aksara Jawa untuk Sekolah Dasar. *Jurnal Pendidikan: Teori, Penelitian, dan Pengembangan*, 4(8), 998-1007.

Praeni, S. (2016). Peningkatan Hasil Belajar Pada Pembelajaran Ips Materi Pokok Jenis-Jenis Pekerjaan Melalui Model Experiential Learning Pada Siswa Kelas III DI SD Negeri 2 Karangtalun Kidul Kecamatan Purwojati Kabupaten Banyumas Tahun Pelajaran 2013/2014. *Academy of Education Journal*, 7(1), 45-52.).

Pramono, R., & Wiyanto, T. (2014). Penerapan Media Pembelajaran Berbasis Untuk Meningkatkan Hasil Belajar Siswa Mata Pelajaran Alat Penerapan Media Pembelajaran Berbasis Macromedia Flash 8 Untuk Meningkatkan Hasil Belajar Siswa Mata Pelajaran Alat Ukur Macromedia Flash 8 Untuk Menin. *Jurnal Pendidikan Teknik Mesin*, 2(02), 114-120.

Prestridge, S. (2019). Categorising teachers' use of social media for their professional learning: A self-generating professional learning

paradigm. *Computers & education*, 129, 143-158.  
<https://doi.org/10.1016/j.compedu.2018.11.003>

Prestridge, S. (2019). Categorising teachers' use of social media for their professional learning: A self-generating professional learning paradigm. *Computers & Education*, 129, 143-158.

Purnama, B. E. (2013). *Konsep Dasar Multimedia*. Yogyakarta. Graha Ilmu

Rachmadtullah, R., Iasha, V., & Rasmitadila, S. H. 2019. CD-Based Interactive Multimedia on Integrative Thematic Learning in Elementary School. In *International Conference on Technology and Educational Science*.

Rahmad, R. (2016). Kedudukan Ilmu Pengetahuan Sosial (IPS) pada Sekolah Dasar. *Muallimuna: Jurnal Madrasah Ibtidaiyah*, 2(1), 67-78.

Rando, A. R., & Wali, M. (2018). Implementasi Pendidikan Nilai Dalam Pembelajaran IPS Di Sekolah Dasar. *Ekspektasi: Jurnal Pendidikan Ekonomi*, 3(2), 74-82.

Rimadhona, S. I. (2010). Perancang Aplikasi multimedia Interaktif pada Salon Cantiq Skin and Body Care di Yogyakarta. *Naskah Publikasi*.

Riyana, C., & Kurniawan, D. Rusman.(2013). *Pembelajaran Berbasis Teknologi Informasi dan Komunikasi..* Jakarta :Rajagrafindo Persada.

Rizal, S., Toenlloe, A. J., & Sulthoni, S. (2019). Pengembangan Multimedia Interaktif Pendidikan Agama Islam Materi Pergaulan Bebas Dan Zina Untuk Kelas X Sman 1 Dringu Kabupaten Probolinggo. *JINOTEP (Jurnal Inovasi dan Teknologi Pembelajaran): Kajian dan Riset Dalam Teknologi Pembelajaran*, 6(1), 1-7.

Rosyad, A. M., & Zuchdi, D. (2018). Aktualisasi pendidikan karakter berbasis kultur sekolah dalam pembelajaran IPS di SMP. *Harmoni Sosial: Jurnal Pendidikan IPS*, 5(1), 79-92.

Sadiman, A. S. (2009). Media Pendidikan pengertian, pengembangan dan pemanfaatannya. *Litbang Kemenkes*

Sanjaya, W. (2012). *Penelitian Tindakan Kelas Cetakan II*. Jakarta: Kencana Prenada Media Group.

Santrock, J. W. (2012). *Life-Span Development (Edisi 13 Jilid 1)*. Jakarta: Erlangga.

- Setiawan, D. (2013). Reorientasi Tujuan Utama Pendidikan Ilmu Pengetahuan Sosial Dalam Perspektif Global. *JUPIIS: Jurnal Pendidikan Ilmu-Ilmu Sosial*, 5(2).
- Setiawan, D. (2013). Reorientasi Tujuan Utama Pendidikan Ilmu Pengetahuan Sosial Dalam Perspektif Global. *JUPIIS: Jurnal Pendidikan Ilmu-Ilmu Sosial*, 5(2).
- Setyowati, N. (2020). Use of the AppsGeyser application in the assessment of self-study activities in English for the equality education. *Journal of Community Service and Empowerment*, 1(3), 142-149.
- Siska, Y. (2018). *Pembelajaran IPS di SD/MI*. Penerbit Garudhawaca.
- Smaldino, S.E., Rusel, J.D., Heinich, R., Molenda, (2014). *Instructional Media Teaching and learning*. New Jersey: Prentice Hall.
- Spencer, K. (2017). *The psychology of educational technology and instructional media*. Routledge.
- Sudarsana, I. K. (2016). Membentuk Karakter Siswa Sekolah Dasar melalui Pendidikan Alam Terbuka. *Prosiding Nasional*.
- Sudjana, N., & Rivai, A. (2010). *Media pembelajaran*. Bandung: Sinar Baru Algensindo.
- Sultan, A. S. (2018). The flipped classroom: an active teaching and learning strategy for making the sessions more interactive and challenging. *Journal of Pakistan Medical Association*, 68(4), 630.
- Sumantri, M. S., & Rachmadtullah, R. (2016). The effect of learning media and self regulation to elementary students' history learning outcome. *Advanced Science Letters*, 22(12), 4104-4108.
- Supriatna, N. (2011). Pengembangan Pendidikan Karakter melalui Green Curriculum dan Ecopedagogy dalam Pembelajaran IPS (Makalah). *Disampaikan dalam Konvensi Nasional Pendidikan IPS ke-1*, 13-14.
- Sutjipto, B., & Kustandi, C. (2011). *Media Pembelajaran Manual dan Digital*. Bogor: Ghalia Indonesia.
- Sutopo, A. H. (2003). *Multimedia Interaktif dengan Flash*. Yogyakarta: Graha Ilmu.

- Suyanto, M. (2003). *Multimedia Alat untuk Meningkatkan Keunggulan Bersaing*. Penerbit Andi.
- Troussas, C., Krouska, A., & Sgouropoulou, C. (2020). Collaboration and fuzzy-modeled personalization for mobile game-based learning in higher education. *Computers & Education, 144*, 103698.
- Vaughan, T. (2011). *Multimedia Making it work*; 8th Edition. New York: McGraw-Hill.
- Warsita, B. (2008). *Teknologi Pembelajaran Landasan dan Aplikasinya*. Jakarta: Rineka Cipta, 135.
- Winarno, W. (2017). Dinamika Global dan Pengaruhnya terhadap Negara-Bangsa. Prosiding In *Seminar Nasional PKn UNNES* (Vol. 1, No. 1, pp. 111-120).
- Yüksel, A., & Eres, F. (2018). The Correlation between Global Citizenship Perceptions and Cultural Intelligence Levels of Teachers. *Universal Journal of Educational Research, 6*(5), 1069-1076.
- Zevin, J. (2013). *Social studies for the twenty-first century: Methods and materials for teaching in middle and secondary schools*. Routledge.