

## DAFTAR PUSTAKA

- Akmal, H., & Susanto, H. (2018). Efektivitas Penggunaan Aplikasi Pembelajaran Berbasis Mobile Smartphone Sebagai Media Pengenalan Sejarah Lokal Masa Revolusi Fisik di kalimanta Selatan pada Sekolah Menengah Atas. *Jurnal HISTORIA*, 6(2).
- Alhassan, R. (2016). Mobile Learning as a Method of Ubiquitous Learning : Students ' Attitudes , Readiness , and Possible Barriers to Implementation in Higher Education. *Journal Of Education and Learning*, 5(1), 176–189. <https://doi.org/10.5539/jel.v5n1p176>
- Alia, N. (2011). *Fungsi dan Manfaat Mobile Learning*. Scribd. [https://www.scribd.com/document/76794549/mobile-Learning-Didefinisikan-Oleh-Clark-Quinn](https://www.scribd.com/document/76794549/mobile-learning-didefinisikan-oleh-clark-quinn)
- Aliwer. (2012). *Mobile Learning (M-Learning) Solusi Cerdas Pembelajaran Terkini*. Wordpress.Com.
- Amri, S.& Ahmadi. 2010. *Konstruksi Pengembangan Pembelajaran*. Jakarta :Prestasi Pustaka.
- Anggitasari, B. Y., & Hartono, M. (2017). Journal of Physical Education , Sport , Health and Recreations. *Journal of Physical Education, Sport, Health and Recreation*, 6(14). <http://journal.unnes.ac.id/sju/index.php/peshr>
- Benson, V., & Kolsaker, A. (2015). Instructor Approaches to Blended Learning: A Tale of Two Business Schools. *The International Journal of Management Education*,13(3). <https://doi.org/https://doi.org/10.1016/j.ijme.2015.10.001>
- Borg, W. R., & Gall, D. (1983). *Educational Research*. Longman.
- Bouchard, C., McPherson, B. D., & Taylor, A. W. (2011). *Physical Activity Science*. Human Kinetics.
- Branch, R. M. (2009). *Instructional Design The ADDIE Aprroach*. Springer.
- Brown, Jim. 2001. *Tenis Tingkat Pemula*. Jakarta: PT. Raja GrafindoPersada.
- Caine, D. J. (2013). *Handbook of Sports Medicine and Science*. John Wiley & Sons, Ltd.
- Chiat, L. F., & Ying, L. F. (2012). Importance of music learning and musicality in rhythmic gymnastics. *Procedia - Social and Behavioral Sciences*, 46, 3202–3208. <https://doi.org/10.1016/j.sbspro.2012.06.037>
- Coe, A. 2000. The balance between technology and tradition in tennis in: A. Coe &S.J. Haake (Eds). BlackwellScience. *Tennis Science and Technology*. London: Oxford University Press.
- Cristina, M., & Vasilica, G. (2012). Optimization of ball rebound technique in rhythmic gymnastics by means of bi-dimensional analysis. *Procedia - Social and Behavioral Sciences*, 46, 3783–3787. <https://doi.org/10.1016/j.sbspro.2012.06.146>

- Crompton, H. (2013). *H.: A historical overview of mobile learning: toward learner-centered education.* (Handbook o). Routledge, Florence.
- Crompton, H. (2017). Interactive Technology and Smart Education Moving toward a mobile learning landscape: presenting a mlearning integration framework. *Emerald Publishing Limited*, 14(2). <https://doi.org/doi.org/10.1108/ITSE-05-2017- 0027>
- Darsono. (2000). *Belajar dan Pembelajaran*. IKIP Press.
- Dasmo, Astuti, I. A. D., & Nurullaeli. (2017). Pengembangan Pocket Mobile Learning Berbasis Android. *JRKPF UAD*, 4(80), 71–77.
- Demir, K., & Akpinar, E. (2018). The effect of mobile learning applications on students ' academic achievement and attitudes toward mobile learning. *Malaysia Online Journal f Educational Technology*, 6(2), 48–59.
- Dick, W., Carey, L., & Carey, J. O. (2009). *The Systematic Design of Instruction*. Published by Allyn and Bacon.
- Dimyati, & Mujiono. (2009). *Belajar dan Pembelajaran*. Rineka Cipta.
- Djamarah, & Zain. (2010). *Strategi Belajar Mengajar*. Rineka Cipta.
- Emzir. (2012). *Metodologi Penelttian Pendidikan: Kuantitatif & Kualitatif*. Rajagrafindo Persada.
- Esgay, Opa L. 1993. *Tenis Luwes dan Cerdas*. Bandung: Angkasa.
- Fakomogbon, M. A., & Bolaji, H. O. (2017). Effects of Collaborative Learning Styles on Performance of Students in a Ubiquitous Collaborative Mobile Learning Environment. *Contemporary Educational Technology*, 8(3), 268–279.
- Gall, M. D., Gall, J. P., & Borg, W. R. (2007). *Educational Research, An Introduction* (Eighth Edt). Pearson Education, Inc.
- Grasso, J. 2011. *Historical Dictionary of Tennis*. New York: Scarecrow Press.
- Gredler, M. E. B. (2011). *Belajar dan Pembelajaran* (Seri Pusta). CV. Rajawali.
- Gustafson, K. L., & Branh, B. (2002). *Survey of Instructional Development Models*. ERIC Cearinghouse on information and Technology.
- Handayani, R. D. 2014. Pengembangan Bahan Ajar Eletronik Berbasis *Mobile Learning* Pada Mata kuliah Optik di FKIP Universitas Jember. *Ta'dib*. Vol 17 (1) Juni 2014.
- Irawadi, H. 2009. *Cara Mudah Menguasai Tenis*. Padang: Wineka Media Malang.
- ITF. 2017. *International Tennis Federation (ITF) Rules Of Tennis*.
- Lardner, Rex. 2003. *Pedoman Lengkap Bermain Tenis Strategi dan Taktik Akurat cetakan ketiga*. Semarang: Dahara Prize.
- Lammer, H. & Kotze, J. 2000. Materials and tennis rackets. *Materials in sportsequipment*. pp. 222-247.
- Lindstrom & Kuswara, T. 2002. *Multimedia*. Jakarta: Universitas Tarumanegara.
- Lee, W & Owens, D. 2004. *Multimedia-Based Instructional Design*. San Fransisco: John Wiley & Sons Inc.

- Lee, W & Owens. 2012. Interactive Multimedia Module With Pedagogical Agents: Formative Evaluation. *International Education Studies*, 5(6): 50.
- Lu'mu. (2017). Learning Media Of Applications Design Based Android Mobile Smartphone. *International Journal of Applied Engineering Research*, 12(17).
- Munir. (2012). *Multmedia Konsep dan Aplikasi dalam Pendidikan*. Bandung: Alfabeta.
- Murti, Handono. (2002). *Tenis sebagai Prestasi dan Profesi*. Tanpa kota: Tyas Biratno Pallal.
- Mottram, Tony. (1996). *Fundamental Tenis*. Semarang: Dahara Prize.
- O'Donoghue, P. (2001). The Most Important Points In Grand Slam Singles Tennis. *Research Quarterly for Exercise and Sport*, 72(2), pp. 125-131.
- O'Donoghue, P. & Ingram, B. (2001). A Notational Analysis Of Elite Tennis Strategy. *Journal of Sports Sciences*. 19(2), pp. 107-115.
- Palfrey, John & Gasser, Urs. (2008). *Born Digital (Understanding The First Generation of Digital Natives)*. New York: A Member Of The Perseus Books Group.
- Pannen, P & Purwanto. (2001). *Penulisan Bahan Ajar*. Jakarta: Dirjen Dikti Depdiknas.
- Permana, A.Y. (2008). *Bermain dan Olahraga Tenis Lapangan*. Surabaya: Insan Cendekia.
- Purnami, S & Sudjana. (2016). Pengembangan Pembelajaran Senam Lantai Menggunakan Media E-learning Untuk Siswa SMP Negeri Se-Kecamatan Pagak Kabupaten Malang. *Motion*. Vol VII (2) September 2016.
- Prastowo, A. (2011). *Panduan Kreatif Membuat Bahan Ajar Inovatif*. Yogyakarta: Diva Press.
- Prastowo, Andi. (2014). *Panduan Kreatif Membuat Bahan Ajar Inovatif*. Yogyakarta: Diva Press.
- Reigeluth, M Charles & Nelson. (2000). *Instructional-Design Theories and Models, An Overview of their Current Status*. New jersey: London.
- Rohinah. (2015). Pengembangan Aplikasi Bahan Ajar Pendidikan Agama Islam Berbasis Android di Sekolah Menengah Atas. *Al-Alhfal Uurnal Pendidikan ANak*, 1(2), 79–94.
- Salim, A. (2008). *Buku Pintar Tenis*. Bandung: Nuansa.
- Salim, D., & Hamdani, A. (2013). Mobile Learning : A Good Practice. *Procedia Social and Behavioral Sciences*, 103,665–674. <https://doi.org/10.1016/j.sbspro.2013.10.386>
- Sauri, N., Nur, S., & Salam, A. (2014). Mobile Learning Application for Children : Belajar Bersama Dino. *Procedia - Social and Behavioral Sciences*, 155(October), 398–404. <https://doi.org/10.1016/j.sbspro.2014.10.312>
- Schmidt, R. . (2000). *Motor Learning and Performance, Prof Principles to Practice*. Human Kinetics Book.

- Shyi-Kuen. Gross, M T. Prentice, W E. & Bing Yu. (2011). Comparison of Ball-and Racquet Impact Force Between Two Tennis Backhand Stroke Techniques. *Journal of Orthopaedic & Sports Physical Therapy*. 31(5): 247 – 254.
- Seels, Barbara B. & Richey, Rita C. (1994). *Teknologi Pembelajaran Definisi dan Kawasannya*. Terjemahan Yusufhadi Miarso, dkk. 2004. Jakarta: Unit Percetakan Universitas Negeri Jakarta.
- Sugiyono. (2008). *Metode Penelitian Kuantitatif, Kualitatif dan R & D*. Cv Alfabeta.
- Sugiyono. (2015). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Sugiyono. (2016). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Suharto. (1997). *Potensi Pengembangan Prestasi Pelajar, Olahragawan dan Pegawai Dilihat Dari Segi Kesegaran Jasmani*. Kumpulan Makalah Kepala Pusat Kesegaran Jasmani dan Rekreasi.
- Sukardi. (2011). *Metodologi Penelitian Pendidikan*. Bumi Aksara. Sukmadinata,
- Sulistiyowati, E. (2009). *Bahan Ajar dan Sumber Belajar*. (Online) ([Http://endahsulistiyowati.wordpress.com/.../apakah-perbedaan-bahan-ajar-dan-sumber-belajar/](http://endahsulistiyowati.wordpress.com/.../apakah-perbedaan-bahan-ajar-dan-sumber-belajar/))
- Supriatna. (2015). *Tenis Lapangan untuk Perguruan Tinggi*. Malang: UM Press.
- Sutarno, E & Mukhidin. (2013). Pengembangan Model Pembelajaran Berbasis Multimedia Interaktif Pengukuran Untuk Meningkatkan Hasil dan Kemandirian Belajar Siswa SMP di Kota Bandung. *Jurnal Pendidikan Teknologi dan Kejuruan*. 21 (3): 136-147.
- Suwiwa, I G. Santyasa, I W & Kirna, I M. (2014). Pengembangan Multimedia Interaktif Pembelajaran Pada Mata Kuliah Teori dan Praktik Pencak Silat. *e-Journal Program Pascasarjana Universitas Pendidikan Ganesha Program Studi Teknologi Pembelajaran*. Vol 4 Tahun 2014.
- Stacey, E. & Gerbic, P. (2008). *Success Factors for Blended Learning*. Melbourne: Education Deakin University.
- Statam, A. (2007). *Subjective and Objective Assessment Of Tennis Racket Performance In Play*. Tesis tidak diterbitkan. United Kingdom: Loughborough University.
- Tangkudung, J. (2016). *Macam-Macam Metodelogi Penelitian Uraian dan Contohnya*. Lensa Media Pustaka.
- Tangkudung, T., & Puspitorini, W. (2012). *Kepelatihan Olahraga “Pembinaan Prestasi Olahraga.”* Cerdas Jaya.
- Taufiq, M., Amalia, A. V., & Parmin. (2017). The Development of Scince Mobile Learning Conservation Vision Based on Android App Inventor 2. *Unnes Science Education Journal*, 6(1), 1472–1479.

- Toperesu, B.-A., & Belle, J.-P. Van. (2018). Higer, Mobile Learning Considerations in and, Education: Potential Benefits. *14th International Conference Mobile Learning 2018*, 31–38.
- Wibowo, H. Syamsurizal. Yelianti, U. (2013). Pengembangan Multimedia Interaktif Untuk Meningkatkan Ketampilan Proses Sains Siswa Pada Materi Struktur dan Fungsi Jaringan Tumbuhan Kelas XI IPA SMA Xaverius 1 Jambi. *Edu-Sains*. Vol 1(2) 2013.
- Widyanto, M.A. (2013). *Statistik Terapan*. Jakarta: PT Elex Media Komputindo.
- Widodo, C.S & Jasmadi. (2008). *Panduan Menyusun Bahan Ajar Berbasis Kompetensi*. Jakarta: PT Elex Media Kompetindo.
- Wilkinson, G.L. (2008). *Media dalam Pembelajaran*. Penerjemah Zulkarimein Nasution, Jakarta: Cv Rajawali.
- Winarno, M. E. (2011). *Metode Penelitian dalam Pendidikan Jasmani*. Malang: Media Cakrawala Utama Press.
- Viney, M A. (2015). *Prediction of In-Play Tennis*. Tesis tidak diterbitkan. Australia: Royal Melbourne Institute Of Technology Univeristy.
- Yudoprasetio, B. (2008). *Belajar Tenis Jilid II*. Jakarta :Bhataraka Karya Aksara.
- Zitting, E & Krause, A, O. (2005). *Blended Learning in Chemical Processes Education*

