

## DAFTAR PUSTAKA

- Ad-Darimi, A. ibn A. R. (n.d.). *Kitab Musnad Darimi*. Dar Ibnu Hazm.
- Basari. (2020). Penerapan Model Skrip Kooperatif Dalam Pembelajaran Materi Ketentuan Waris Dalam Islam. *Eduprof: Islamic Education Journal*, 1(1).
- Basriyah, K., Sulisworo, D., Maruto, G., Toifur, M., & Abd Rahman, N. H. (2020). Effects of the flipped classroom on understanding the thermodynamic concept at high school students. *Universal Journal of Educational Research*, 8(3 B), 51–58. <https://doi.org/10.13189/ujer.2020.081506>
- Batubara, H. H. (2020). *Media Pembelajaran Efektif*. Fatawa Publishing.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer US. <https://doi.org/10.1007/978-0-387-09506-6>
- Contreras, J. O., Hilles, S. M. S., & Abubaker, Z. B. (2019). Automated essay scoring using ontology generator and natural language processing with question generator based on blooms taxonomy's cognitive level. *International Journal of Engineering and Advanced Technology*, 9(1), 2448–2457. <https://doi.org/10.35940/ijeat.A9974.109119>
- Crow, S., & Ondrusek, A. (2002). Video as a Format in Health Information. *Medical Reference Services Quarterly*, 21(3), 21–34. [https://doi.org/10.1300/J115v21n03\\_02](https://doi.org/10.1300/J115v21n03_02)
- Davies, K., Armitage, C. J., Lin, Y. L., Munro, J., Walsh, T., & Callery, P. (2018). Development of an implementation intention-based intervention to change children's and parent-carers' behaviour. *Pilot and Feasibility Studies*, 4(1), 1–9. <https://doi.org/10.1186/s40814-017-0171-6>

Fikri, H., & Madona, A. (2018). Pengembangan Media Pembelajaran Berbasis Multimedia Interaktif Dalam Pelajaran Hukum Tajwid. In *Multinetics* (Vol. 7, Issue 1). <https://doi.org/10.32722/multinetics.v7i1.3477>

Hanif, M. (2020). The development and effectiveness of motion graphic animation videos to improve primary school students' sciences learning outcomes. *International Journal of Instruction*, 13(4), 247–266. <https://doi.org/10.29333/iji.2020.13416a>

Husein, S., Umarella, S., & Saimima, M. S. (2018). Urgensi Media Dalam Proses Pembelajaran. *Al-Iltizam: Jurnal Pendidikan Agama Islam*, 3(2), 237. <https://doi.org/10.33477/alt.v3i2.605>

Indriana Puspita. (2017). *Efktivitas Penggunaan Media Video Animasi Dalam Proses Pembelajaran Pendidikan Agama Islam Kelas VIII-1 di SMP Negeri 9 Tangerang Selatan*. Universitas Islam Negeri Syarif Hidayatullah.

Irjus, & Indrawan, H. W. W. E. W. (2020). Media Pembelajaran Berbasis Multimedia Interaktif.pdf. In *J-SAKTI (Jurnal Sains Komputer dan Informatika)* (Vol. 1, Issue 1). [https://books.google.co.id/books?id=Rsr5DwAAQBAJ&printsec=frontcover&dq=buku+media+pembelajaran+berbasis+multimedia+interaktif&hl=id&sa=X&ved=2ahUKEwji7tTAnc3sAhVHU30KHVEHCUIQ6AEwAHoECAMQAg#v=onepage&q=buku media pembelajaran berbasis multimedia interakti](https://books.google.co.id/books?id=Rsr5DwAAQBAJ&printsec=frontcover&dq=buku+media+pembelajaran+berbasis+multimedia+interaktif&hl=id&sa=X&ved=2ahUKEwji7tTAnc3sAhVHU30KHVEHCUIQ6AEwAHoECAMQAg#v=onepage&q=buku%20media%20pembelajaran%20berbasis%20multimedia%20interakti)

Johari, A., Hasan, S., & Rakhman, M. (2014). PENERAPAN MEDIA VIDEO DAN ANIMASI PADA MATERI MEMVAKUM DAN MENGISI REFRIGERAN TERHADAP HASIL BELAJAR SISWA. *Journal of Mechanical Engineering Education*, 1(1).

- Mashuri, D. K., & Budiyo. (2020). Pengembangan Media Pembelajaran Video Animasi Materi Volume Bangun Ruang untuk SD Kelas V. *Jurnal Pendidikan Guru Sekolah Dasar UNESA*, 8(5), 893–903.
- Melvin, T., & Surdin. (2017). Hubungan Antara Disiplin Belajar Di Sekolah Dengan Hasil Belajar Geografi Pada Siswa Kelas X SMA Negeri 10 Kendari. *Jurnal Penelitian Pendidikan Geografi*, 1(1), 1–14.
- Munir, M. (2014). Pengembangan Media Pembelajaran Interaktif Kompetensi Dasar Register Berbasis Inkuiri Terbimbing. *Journal Pendidikan Teknologi Dan Kejuruan*, 22(2), 184–190.
- Ramadhan, T. (2019). Peningkatan Hasil Belajar Mawaris Melalui Pembelajaran Kooperatif Tipe Jigsaw. *DAYAH: Journal of Islamic Education*, 2(2), 230. <https://doi.org/10.22373/jie.v2i2.4183>
- Ramli, M.Pd, D. M. (2012). *Media Teknologi Pembelajaran*. 1–3.
- RI, D. A. (2010). No Title. In *Al-Qur'anul Karim Miracle The References*. Syagma Publishing.
- Rohman, T., Surachmi, S., & Murtono. (2021). The influence of think pair share model and crossword puzzle to increase primary school students' mathematical learning interest. *Journal of Physics: Conference Series*, 1823(1). <https://doi.org/10.1088/1742-6596/1823/1/012093>
- Tanwir, T., Rahman F, A., & Rahman F, A. (2018). Dampak Penggunaan Media Pembelajaran Berbasis Ict Terhadap Hasil Belajar Pai Peserta Didik Pada Smk Negeri 1 Kota Parepare. *AL-ISHLAH: Jurnal Pendidikan Islam*, 16(1), 11–36. <https://doi.org/10.35905/alishlah.v16i1.732>
- Umar. (2014). Media Pendidikan. *Jurnal Tarbawiyah*, 11(1), 131–144.

<https://doi.org/10.28944/afkar.v5i1.109>

Viere, T., Amor, B., Berger, N., Fanous, R. D., Arduin, R. H., Keller, R., Laurent, A., Loubet, P., Strothmann, P., Weyand, S., Wright, L., & Sonnemann, G. (2021). Teaching life cycle assessment in higher education. *International Journal of Life Cycle Assessment*, 26(3), 511–527.

<https://doi.org/10.1007/s11367-020-01844-3>

Wandah Wibawanto, S. S. M. D. (2017). *Desain dan Pemrograman Multimedia Pembelajaran Interaktif by Wandah Wibawanto* (Issue January). Penerbit Cerdas Ulet Kreatif.

