

DAFTAR PUSTAKA

- Abdul-Kader, H. (2011). E-Learning Systems in Virtual Environment. *The International Arab Journal of Information Technology*, 8(1).
- Alhalabi, W. (2016). Virtual Reality Systems Enhance Students' Achievements in Engineering Education. *Behavior & Information Technology*, 35(11).
<https://doi.org/https://doi.org/10.1080/0144929X.2016.1212931>
- Allcoat, D., & Mühlennen, A. von. (2018). Learning in virtual reality: Effects on performance, emotion and engagement. *Research in Learning Technology*, 26.
<https://doi.org/https://doi.org/10.25304/rlt.v26.2140>
- Al-Mahiroh, R. S., & Suyadi. (2020). Kontribusi Teori Kognitif Robert M. Gagne dalam Pembelajaran Pendidikan Agama Islam. *Qalamuna: Jurnal Pendidikan, Sosial, Dan Agama*, 12(2), 117–126.
<https://doi.org/https://doi.org/10.37680/qalamuna.v12i2.353>
- Anderson, & Krathwohl. (2002). *Revisi Taksonomi Bloom*. Rineka Cipta.
- Arends, R. I. (2012). *Learning to Teach* (9th ed.). McGraw-Hill.
- Ariatama, S., Adha, M. M., Rohman, Hartino, A. T., Eska, & Ulpa, P. (2021). *Penggunaan Teknologi Virtual Reality (VR) Sebagai Upaya Eskalasi Minat dan Optimalisasi Dalam Proses Pembelajaran Secara Online Dimasa Pandemi*. Seminar Nasional Pendidikan Fakultas Keguruan dan Ilmu Pendidikan.
<http://repository.lppm.unila.ac.id/32006/>
- Aunurrahman. (2009). *Belajar dan Pembelajaran*. Alfabeta.
- Badan Standar Nasional Pendidikan. (2006). *Kurikulum Tingkat Satuan Pendidikan (KTSP)*. Departemen Pendidikan Nasional.
- Badjeber, R., & Purwaningrum, J. P. (2018). Pengembangan Higher Order thinking Skills dalam Pembelajaran Matematika di SMP. *Guru Tua: Jurnal Pendidikan Dan Pembelajaran*, 1(1). <https://doi.org/https://doi.org/10.31970/gurutua.v1i1.9>
- Bahar, Y. N. (2014). Aplikasi Teknologi Virtual Realty Bagi Pelestarian Bangunan Arsitektur. *Jurnal Ilmiah Desain & Konstruksi*, 13(2).
- Bastable, S. B. (2003). *Nurse as Educator: Principles of Teaching and Learning for Nursing Practice* (2nd ed.). Jones and Bartlett Publisher.
- Benny, A. P. (2010). *Model Desain Sistem Pembelajaran*. Dian Rakyat.
- Bhardwaj, P., Bhardwaj, N., Mahdi, F., Srivastava, J. P., & Gupta, U. (2015). Integrated Teaching Program Using Case-Based Learning. *International Journal of Applied*

and *Basic Medical Research*, 5(Supplement 1), S24–S28.
<https://doi.org/10.4103/2229-516X.162262>

- Borg, W. R., & Gall, M. D. (2007). *Educational Research: An Introduction (8th Edition)*. Pearson Education, Inc.
- Bowman, D. A., Kruijff, E., Joseph J. LaViola, Jr., & Poupyrev, I. (2004). *3D User Interface Theory and Practice*. Addison-Wesley Professional.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer.
- Brew, A., & Saunders, C. (2020). Making Sense of Research-Based Learning in Teacher Education. *Teaching and Teacher Education*, 87, 102935.
<https://doi.org/https://doi.org/10.1016/j.tate.2019.102935>
- Brown, K., Commandant, M., Kartolo, A., Rowed, C., Stanek, A., Sultan, H., Toor, K., & Wininger, V. (2012). *Case Based Learning Teaching Methodology in Undergraduate Health Sciences*. Semantic Scholar.
<https://doi.org/10.18192/RISS-IJHS.V2I2.1521>
- BSNP. (2006). *Instrumen Penilaian Buku Teks Pelajaran: Pendidikan Dasar dan Menengah*. BSNP.
- Budiningsih, C. A. (2012). *Belajar dan Pembelajaran*. Rineka Cipta.
- Çelik, S., Çevik, Y. D., & Haşlamam, T. (2012). Reflections of Prospective Teachers Regarding Case-Based Learning. *Turkish Online Journal of Qualitative Inquiry*, 3(4).
- Chandel, D., & Chauhan, A. (2014). Virtual Reality. *International Journal of Science and Research*, 3(10).
- Chang, Y.-S., Chou, C.-H., Chuang, M.-J., Li, W.-H., & Tsai, I.-F. (2023). Effects of Virtual Reality on Creative Design Performance and Creative Experiential Learning. *Interactive Learning Environments*, 31(2), 1142–1157.
<https://doi.org/https://doi.org/10.1080/10494820.2020.1821717>
- Chankong, T., & Maneetien, N. (2018). The Development of Case-Based Learning for an Antenna Engineering Course Using Folklore. *Engineering and Applied Science Research*, 45(3). <https://ph01.tci-thaijo.org/index.php/easr/article/view/96783>
- Chen, C.-M., & Kuo, C.-H. (2019). An Optimized Group Formation Scheme to Promote Collaborative Problem-Based Learning. *Computers & Education*, 133, 94–115. <https://doi.org/https://doi.org/10.1016/j.compedu.2019.01.011>
- Chen, R., Grierson, L., & Norman, G. (2015). Manipulation of Cognitive Load Variables and Impact on Auscultation Test Performance. *Advances in Health Sciences Education*, 20. <https://doi.org/https://doi.org/10.1007/s10459-014-9573-x>
- Chou, C.-C. (2017). An Analysis of the 3D Video and Interactive Response Approach Effects on the Science Remedial Teaching for Fourth Grade Underachieving

- Students. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(4). <https://doi.org/https://doi.org/10.12973/eurasia.2017.00658a>
- Christou, C. (2010). Virtual Reality in Education. In *Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience* (pp. 228–243). IGI Global. <https://doi.org/https://doi.org/10.4018/978-1-60566-940-3.ch012>
- Concannon, B. J., Esmail, S., & Roberts, M. R. (2019a). Head-Mounted Display Virtual Reality in Post-secondary Education and Skill Training. *Front. Educ*, 4. <https://doi.org/https://doi.org/10.3389/feduc.2019.00080>
- Concannon, B. J., Esmail, S., & Roberts, M. R. (2019b). Head-Mounted Display Virtual Reality in Post-secondary Education and Skill Training. *Frontiers in Psychology*, 4, 1–23. <https://doi.org/https://doi.org/10.3389/feduc.2019.00080>
- Conklin, W. (2011). *Higher-Order Thinking Skills to Develop 21st Century Learners*. Shell Educational Publishing, Inc.
- Crompton, H., & Burke, D. (2018). The Use of Mobile Learning in Higher Education: A Systematic Review. *Computers & Education*, 123, 53–64. <https://doi.org/https://doi.org/10.1016/j.compedu.2018.04.007>
- Cruikshank, D., Jenkins, D. B., & Metcalf, K. K. (2011). *The Act of Teaching*. McGraw-Hill.
- Dahar, R. Wi. (2014). *Teori-Teori Belajar dan Pembelajaran*. Erlangga.
- DeSanto-Madeya, S. (2007). Using Case Studies Based on a Nursing Conceptual Model to Teach Medical-Surgical Nursing. *Nursing Science Quarterly*, 20(4). <https://doi.org/https://doi.org/10.1177/0894318407307159>
- Diacopoulos, M. M., & Crompton, H. (2020). Mobile Learning in Higher Education: A Systematic Review of Empirical Studies. *Computers & Education*, 146(103762).
- Dick, W., Carey, L., & Carey, J. O. (2005). *The Systematic Design of Instruction*. Pearson Education, Inc.
- Dick, W., Carey, L., & Carey, J. O. (2015). *The Systematic Design of Instruction*. Pearson Education, Inc.
- Dimiyati, & Mudjiono. (2015). *Belajar dan Pembelajaran*. Rineka Cipta.
- Divayana, D. G. H., Suyasa, P. W. A., & Widiartini, N. K. (2021). An Innovative Model as Evaluation Model for Information Technology-Based Learning at ICT Vocational Schools. *Heliyon*, 7(2). <https://doi.org/https://doi.org/10.1016/j.heliyon.2021.e06347>
- Fathurrohman, M., & Sulistyorini. (2012). *Belajar dan Pembelajaran: Meningkatkan Mutu Pembelajaran Sesuai Standar Nasional*. Teras.

- Fischer, E., & Hänze, M. (2019). Back from “guide on the side” to “sage on the stage”? Effects of Teacher-Guided and Student-Activating Teaching Methods on Student Learning in Higher Education. *International Journal of Educational Research*, 95, 26–35. <https://doi.org/https://doi.org/10.1016/j.ijer.2019.03.001>
- Fokides, E., & Chachlaki, F. (2019). 3D Multiuser Virtual Environments and Environmental Education: The Virtual Island of the Mediterranean Monk Seal. *Technology, Knowledge and Learning*, 5, 1–24. <https://doi.org/https://doi.org/10.1007/s10758-019-09409-6>
- Fowler, C. (2014). Virtual Reality and Learning: Where is the Pedagogy? *British Journal of Educational Technology*, 46(2). <https://doi.org/https://doi.org/10.1111/bjet.12135>
- Frankl, S., Newman, L., Burgin, S., Atasoylu, A., Fishman, L., Gooding, H., Kamin, D., Puig, A., Thomas, A.-M., Cohen, D., & Schwartzstein, R. (2017). The Case-Based Collaborative Learning Peer Observation Worksheet and Compendium: An Evaluation Tool for Flipped Classroom Facilitators. *MedEdPORTAL*, 3(10583). https://doi.org/https://doi.org/10.15766/mep_2374-8265.10583
- Freina, L., & Ott, M. (2015a). A Literature Review on Immersive Virtual Reality in Education: State of the Art and Perspectives. *International Scientific Conference: ELearning and Software for Education*, 1. <https://doi.org/10.12753/2066-026X-21-020>
- Freina, L., & Ott, M. (2015b). A Literature Review on Immersive Virtual Reality in Education: State of the Art and Perspectives. *International Scientific Conference: ELearning and Software for Education*, 1. <https://doi.org/10.12753/2066-026X-21-020>
- Gafur, A. (2012). *Desain Pembelajaran*. Penerbit Ombak.
- Galuh, K. (2016). *Virtual Reality dan Perkembangannya*.
- Greenwald, S. W., Kulik, A., Kunert, A., Beck, S., Fröhlich, B., Cobb, S., Parson, S., Newbutt, N., Gouveia, C., Cook, C., Snyder, A., Payne, S., Holland, J., Buessing, S., Fields, G., Corning, W., Lee, V., Xia, L., & Maes, P. (2017). Technology and Applications for Collaborative Learning in Virtual Reality. *Making a Difference: Prioritizing Equity and Access in CSCL, 12th International Conference on Computer Supported Collaborative Learning (CSCL)*. <https://repository.isls.org/handle/1/210>
- Gustafson, Branch, K. L., & Maribe, R. (2002). *Survey of Instructional Development Models* (4th ed.). ERIC Clearinghouse on Information & Technology.
- Hake, R. R. (1999). Analyzing Change/Gain Scores. *AREA-D American Education Research Association's Devision*.
- Harman, T., Bertrand, B., Greer, A., Pettus, A., Jennings, J., Wall-Bassett, E., Toyin, O., & Babatunde. (2015). Case-based Learning Facilitates Critical Thinking in

- Undergraduate Nutrition Education: Students Describe the Big Picture. *Journal of the Academy of Nutrition and Dietetics*, 115(3).
<https://doi.org/https://doi.org/10.1016/j.jand.2014.09.003>
- Hasslöf, H., Ekborg, M., & Malmberg, C. (2014). Discussing Sustainable Development Among Teachers: An Analysis from a Conflict Perspective. *International Journal of Environmental & Science Education*, 9(1), 41–57.
- Holmes, A. G. D. (2019). Constructivist Learning in University Undergraduate Programmes. Has Constructivism been Fully Embraced? Is there Clear Evidence that Constructivist Principles have been Applied to all Aspects of Contemporary University Undergraduate Study? *Shanlax: International Journal of Education*, 8(1). <https://doi.org/https://doi.org/10.34293/education.v8i1.819>
- Hong, S., & Yu, P. (2017). Comparison of the effectiveness of two styles of case-based learning implemented in lectures for developing nursing students' critical thinking ability: A randomized controlled trial. *International Journal of Nursing Studies*, 68, 16–24. <https://doi.org/https://doi.org/10.1016/j.ijnurstu.2016.12.008>
- Howard, M. C., & Gutworth, M. B. (2020). A Meta-Analysis of Virtual Reality Training Programs for Social Skill Development. *Computers & Education*, 144, 103707. <https://doi.org/https://doi.org/10.1016/j.compedu.2019.103707>
- Hrishikesh, V. P., Pradeep, G. D., & Anindya, A. M. (2016). Case-Based Learning: Study of an Educational Tool for Active and Meaningful Learning in Forensic Medicine. *Journal of Indian Academy of Forensic Medicine*, 38(2).
<https://doi.org/10.5958/0974-0848.2016.00057.9>
- Huang, W., Roscoe, R. D., Johnson-Glenberg, M. C., & Craig, S. D. (2020). Motivation, Engagement, and Performance Across Multiple Virtual Reality Sessions and Levels of Immersion. *Journal of Computer Assisted Learning*, 37(3), 745–758. <https://doi.org/https://doi.org/10.1111/jcal.12520>
- Hubber, P., & Tytler, R. (2017). Enacting a Representation Construction Approach to Teaching and Learning Astronomy. In *Multiple Representations in Physics Education*. Springer. https://doi.org/https://doi.org/10.1007/978-3-319-58914-5_7
- Hussin, A. A. (2018). Education 4.0 Made Simple: Ideas for Teaching. *International Journal of Education and Literacy Studies*, 6(3).
<https://doi.org/https://doi.org/10.7575/aiac.ijels.v.6n.3p.92>
- Innocenti, E. D., Geronazzo, M., Vescovi, D., Nordahl, R., Serafin, S., Ludovico, L. A., & Avanzini, F. (2019). Mobile Virtual Reality for Musical Genre Learning in Primary Education. *Computers & Education*, 139, 102–117.
<https://doi.org/https://doi.org/10.1016/j.compedu.2019.04.010>
- Jamil, M. (2018). Pemanfaatan Teknologi Virtual Reality (VR) di Perpustakaan. *Buletin Perpustakaan*, 1(1). <https://journal.uui.ac.id/Buletin-Perpustakaan/article/view/11503>

- Januszewski, A., & Molenda, M. (2008). *Educational Technology: A Definition with Commentary*. Routledge Taylor & Francis Group.
- Japar, M. (2018). The Improvement of Indonesian Students' Engagement in Civic Education through Case-Based Learning'. *Journal of Social Studies Education Research*, 9(3), 27–44. <https://jsser.org/index.php/jsser/article/view/278>
- Jensen, L., & Konradsen, F. (2018). A Review of The Use of Virtual Reality Head-Mounted Displays in Education and Training. *Education and Information Technologies*, 23, 1515–1529. <https://doi.org/https://doi.org/10.1007/s10639-017-9676-0>
- Jianzhong, M., Qiong, Z., & Rajit, G. (2002). Virtual Disassembly. *International Journal of CAD/CAM*, 2(1), 29–37.
- Joshi, S., Hamilton, M., Warren, R., Faucett, D., Tian, W., Wang, Y., & Ma, J. (2021). Implementing Virtual Reality Technology for Safety Training in the Precast/Prestressed Concrete Industry. *Applied Ergonomics*, 90, 103286. <https://doi.org/https://doi.org/10.1016/j.apergo.2020.103286>
- Joyce, B., Weil, M., & Calhoun, E. (2009). *Models of Teaching* (8th ed.). Pearson Education, Inc.
- Joyce, B., Weil, M., & Calhoun, E. (2017). *Models of Teaching (9th Edition)*. Pearson Education, Inc.
- Kaddoura, M. A. (2015). Critical Thinking Skills of Nursing Students in Lecture-Based Teaching and Case-Based Learning. *International Journal for the Scholarship of Teaching & Learning*, 5(2). <https://doi.org/https://doi.org/10.20429/ijstl.2011.050220>
- Karsen, M., Pangestu, H., & Kristin, D. M. (2022). Acceptance of Miro and Padlet as Collaboration Tools on Hybrid Flipped Learning & Case-Based Learning in Education 4.0 (A Case Study Approach). *2022 International Conference on Information Management and Technology (ICIMTech)*. <https://doi.org/https://doi.org/10.1109/ICIMTech55957.2022.9915047>
- Kozhevnikov, M., Gurlitt, J., & Kozhevnikov, M. (2013). Learning Relative Motion Concepts in Immersive and Non-immersive Virtual Environments. *Journal of Science Education and Technology*, 22, 952–962. <https://doi.org/https://doi.org/10.1007/s10956-013-9441-0>
- Lacrămă, D. L., & Fera, D. (2007). Virtual Reality. *Anale: Seria Informatic*, 5(1).
- Lee, J., & Choi, H. (2017). What Affects Learner's Higher-Order Thinking in Technology-Enhanced Learning Environments? The Effects of Learner Factors. *Computers & Education*, 115, 143–152. <https://doi.org/https://doi.org/10.1016/j.compedu.2017.06.015>

- Lee, J., & Jang, S. (2014). A Methodological Framework for Instructional Design Model Development: Critical Dimensions and Synthesized Procedures. *Educational Technology Research and Development*, 62, 743–765. <https://doi.org/https://doi.org/10.1007/s11423-014-9352-7>
- Liu, A., Zhou, L. L., Lam, A., & Dahlke, E. (2018). Case-Based Learning in Dermatology. *Journal of Cutaneous Medicine and Surgery*, 22(3). <https://doi.org/10.1177/1203475417752368>
- Liu, R., Wang, L., Lei, J., Wang, Q., & Ren, Y. (2020). Effects of an Immersive Virtual Reality-Based Classroom on Students' Learning Performance in Science Lessons. *British Journal of Educational Technology*, 51(6), 2034–2049. <https://doi.org/https://doi.org/10.1111/bjet.13028>
- Luther, A. C. (1994). *Authoring Interactive Multimedia*. Morgan Kaufmann Publisher.
- Lv, Z., Li, X., & Li, W. (2017). Virtual Reality Geographical Interactive Scene Semantics Research for Immersive Geography Learning. *Neurocomputing*, 254, 71–78. <https://doi.org/https://doi.org/10.1016/j.neucom.2016.07.078>
- Maas, M. J., & Hughes, J. M. (2020). Virtual, Augmented and Mixed Reality in K–12 Education: A Review of the Literature. *Technology, Pedagogy and Education*, 29(2). <https://doi.org/https://doi.org/10.1080/1475939X.2020.1737210>
- Makransky, G., Petersen, G. B., & Klingenberg, S. (2020). Can an Immersive Virtual Reality Simulation Increase Students' Interest and Career Aspirations in Science? *British Journal of Educational Technology*, 51(6), 2079–2097. <https://doi.org/https://doi.org/10.1111/bjet.12954>
- Makransky, G., Terkildsen, T. S., & Mayer, R. E. (2019). Adding Immersive Virtual Reality to a Science Lab Simulation Causes More Presence but Less Learning. *Learning and Instruction*, 60, 225–236. <https://doi.org/https://doi.org/10.1016/j.learninstruc.2017.12.007>
- Mantiri, J. (2017). Penerapan Metode Pembelajaran Studi Kasus untuk Meningkatkan Hasil Belajar Mata Kuliah Kebijakan Publik. *Jurnal Forum Pendidikan*, 13(2).
- Markowitz, D. M., Laha, R., Perone, B. P., Pea, R. D., & Bailenson, J. N. (2018a). Immersive Virtual Reality Field Trips Facilitate Learning About Climate Change. *Front. Psychol*, 9(2364). <https://doi.org/https://doi.org/10.3389/fpsyg.2018.02364>
- Masko, M. K., Thormodson, K., & Borysewicz, K. (2020). Using Case-Based Learning to Teach Information Literacy and Critical Thinking Skills in Undergraduate Music Therapy Education: A Cohort Study. *Music Therapy Perspectives*, 38(2). <https://doi.org/https://doi.org/10.1093/mtp/miz025>
- Maslen, S., & Hayes, J. (2020). Case Based Learning Among Practicing Engineers: Design, Facilitation and Lessons Learned. *Cognition, Technology & Work*, 22, 307–319. <https://doi.org/https://doi.org/10.1007/s10111-019-00569-0>

- Matovu, H., Ungu, D. A. K., Won, M., Tsai, C.-C., Treagust, D. F., Mocerino, M., & Tasker, R. (2023). Immersive Virtual Reality for Science Learning: Design, Implementation, and Evaluation. *Studies in Science Education*, 59(2).
<https://doi.org/https://doi.org/10.1080/03057267.2022.2082680>
- Menteri Pendidikan dan Kebudayaan Republik Indonesia. (2016). *Permendikbud RI Nomor 21 Tahun 2016 Tentang Standar Isi Pendidikan Dasar dan Menengah*.
- Menteri Pendidikan dan Kebudayaan Republik Indonesia. (2022). *Peraturan Menteri Pendidikan, Kebudayaan, Riset, dan Teknologi RI Nomor 7 Tahun 2022 Tentang Standar Isi Pada Pendidikan Anak Usia Dini, Jenjang Pendidikan Dasar, dan Jenjang Pendidikan Menengah*.
- Merchant, Z., Goetz, E. T., Cifuentes, L., Keeney-Kennicutt, W., & Davis, T. J. (2014). Effectiveness of Virtual Reality-Based Instruction on Students' Learning Outcomes In K-12 and Higher Education: A Meta-Analysis. *Computers & Education*, 70, 29–40.
<https://doi.org/https://doi.org/10.1016/j.compedu.2013.07.033>
- Meyer, O. A., Omdahl, M. K., & Makransky, G. (2019). Investigating the Effect of Pre-Training when Learning through Immersive Virtual Reality and Video: A Media and Methods Experiment. *Computers & Education*, 140, 103603.
<https://doi.org/https://doi.org/10.1016/j.compedu.2019.103603>
- Miarso, Y. (2016). *Menyemai Benih Teknologi Pendidikan*. Kencana Prenada Media Group.
- Mohammad, H., Nilashi, M., Ibrahim, O., & Ahmadi, H. (2020). The Development of a Virtual Reality Field Trip (VRFT) System for Enhancing Social Science Learning. *Education and Information Technologies*, 25(6).
- Moore, K. D. (2015). *Effective Instructional Strategies: From Theory to Practice*. SAGE Publications, Inc.
- Morrison, G. R., Ross, S. M., & Kemp, J. E. (2004). *Designing Effective Instruction* (4th ed.). John Wiley & Sons.
- Mulyasa, E. (2007). *Standar Kompetensi dan Sertifikasi Guru*. Remaja Rosdakarya.
- Mustafa, P. S., & Roesdiyanto. (2021). Penerapan Teori Belajar Konstruktivisme melalui Model PAKEM dalam Permainan Bolavoli pada Sekolah Menengah Pertama. *Jendela Olahraga*, 6(1).
<https://doi.org/https://doi.org/10.26877/jo.v6i1.6255>
- Natale, A. F. Di, Repetto, C., Riva, G., & Villani, D. (2020). Immersive Virtual Reality in K-12 and Higher Education: A 10-Year Systematic Review of Empirical Research. *British Journal of Educational Technology*, 51(6), 2006–2033.
<https://doi.org/https://doi.org/10.1111/bjet.13030>

- National Commission of The Social Studies (NCSS). (2017). *The New Paradigma of Social Studies Education in Global Society*. McMilland Publisher, Inc.
- Nkhoma, M. Z., Lam, T. K., Sriratanaviriyakul, N., Richardson, J., Kam, B., & Lau, K. H. (2017). Unpacking The Revised Bloom's Taxonomy: Developing Case-Based Learning Activities. *Education + Training*, 59(3).
<https://doi.org/https://doi.org/10.1108/ET-03-2016-0061>
- O'Connor, E. A., & Domingo, J. (2017). A Practical Guide, With Theoretical Underpinnings, for Creating Effective Virtual Reality Learning Environments. *Journal of Educational Technology Systems*, 45(3).
<https://doi.org/https://doi.org/10.1177/0047239516673361>
- Oliván-Blázquez, B., Aguilar-Latorre, A., Gascón-Santos, S., Gómez-Poyato, M. J., Valero-Errazu, D., Magallón-Botaya, R., Heah, R., & Porroche-Escudero, A. (2022). Comparing the Use of Flipped Classroom in Combination with Problem-Based Learning or with Case-Based Learning for Improving Academic Performance and Satisfaction. *Active Learning in Higher Education*.
<https://doi.org/https://doi.org/10.1177/1469787422108155>
- Papanastasiou, G., Drigas, A., Skianis, C., Lytras, M., & Papanastasiou, E. (2019). Virtual and Augmented Reality Effects on K-12, Higher and Tertiary Education Students' Twenty-First Century Skills. *Virtual Reality*, 23, 425–436.
<https://doi.org/https://doi.org/10.1007/s10055-018-0363-2>
- Parong, J., & Mayer, R. E. (2018). Learning Science in Immersive Virtual Reality. *Journal of Educational Psychology*, 110(6).
<https://doi.org/https://doi.org/10.1037/edu0000241>
- Passig, D., Tzuriel, D., & Eshel-Kedmi, G. (2016). Improving Children's Cognitive Modifiability by Dynamic Assessment in 3D Immersive Virtual Reality Environments. *Computers & Education*, 95, 296–308.
<https://doi.org/https://doi.org/10.1016/j.compedu.2016.01.009>
- Pickersgill, M., Chan, S., Haddow, G., Laurie, G., Sridhar, D., Sturdy, S., & Cunningham-Burley, S. (2018). The Social Sciences, Humanities, and Health. *The Lancet*, 391(10129). [https://doi.org/https://doi.org/10.1016/S0140-6736\(18\)30669-X](https://doi.org/https://doi.org/10.1016/S0140-6736(18)30669-X)
- Pusat Kurikulum, B. D. (2002). *Kurikulum Berbasis Kompetensi Mata Pelajaran Ilmu Sosial Sekolah Dasar*. Balitbang Depdiknas.
- Qi, M., Yi, Q., Mo, M., Huang, H., & Yang, Y. (2018). Application of Case-Based Learning in Instructing Clinical Skills on Nursing Undergraduates. *Biomedical Research*, 29(2), 300–304. <https://doi.org/10.4066/biomedicalresearch.29-17-2377>
- Quinn, C. N. (2005). *Engaging Learning: Designing e-Learning Simulation Games*. Pfeiffer.

- Radianti, J., Majchrzak, T. A., Fromm, J., & Wohlgenannt, I. (2020a). A Systematic Review of Immersive Virtual Reality Applications for Higher Education: Design Elements, Lessons Learned, and Research Agenda. *Computers & Education, 147*, 103778. <https://doi.org/https://doi.org/10.1016/j.compedu.2019.103778>
- Ratumanan, T. G. (2004). *Belajar dan Pembelajaran*. UNESA University Press.
- Reigeluth, C. M., Beatty, B. J., & Myers, R. D. (2016). *Instructional-Design Theories and Models, Volume IV: The Learner-Centered Paradigm of Education*. Routledge Taylor & Francis Group.
- Reigeluth, C. M., & Carr-Chellman, A. A. (2009). *Instructional-Design Theories and Models, Volume III: Building a Common Knowledge Base*. Routledge Taylor & Francis Group.
- Richey, R. C. (2013). *Encyclopedia of Terminology for Educational Communications and Technology*. Springer.
- Richey, R. C., & Klein, J. D. (2007). *Design and Development Research: Methods, Strategies, and Issues*. Routledge Taylor & Francis Group.
- Richey, R. C., Klein, J. D., & Tracey, M. W. (2010). *The Instructional Design Knowledge Base: Theory, Research, and Practice*. Routledge Taylor & Francis Group.
- Riner, A., Hur, J. W., & Kohlmeier, J. (2022). Virtual Reality Integration in Social Studies Classroom: Impact on Student Knowledge, Classroom Engagement, and Historical Empathy Development. *Journal of Educational Technology Systems, 51*(2). <https://doi.org/https://doi.org/10.1177/00472395221132582>
- Rochmad. (2012). Desain Model Pengembangan Perangkat Pembelajaran Matematika. *Kreano: Jurnal Matematika Kreatif-Inovatif, 3*(1). <https://doi.org/https://doi.org/10.15294/kreano.v3i1.2613>
- Roliza, E., Ramadhona, R., & Rosmery, L. (2018). The Practicality of Student Worksheet in Learning Statistics. *Jurnal Gantang, 3*(1). <https://doi.org/https://doi.org/10.31629/jg.v3i1.377>
- Rowles, C. J., & Brigham, C. (2005). Strategies to Promote Critical Thinking and Active Learning. In *Teaching in Nursing: A Guide for Faculty*. Elsevier Health Sciences.
- Rusman. (2018). *Model-Model Pembelajaran*. Raja Grafindo Persada.
- Sadiman, A. S., & Miarso, Y. (2004). *Definisi Teknologi Pendidikan: Satuan Tugas Definisi dan Terminologi AECT*. Raja Grafindo Persada.
- Santosa, D. S. S., Sampaleng, D., & Amtiran, A. (2020). Meningkatkan Prestasi Belajar Siswa Melalui Model Pembelajaran. *SIKIP: Jurnal Pendidikan Agama Kristen, 1*(1), 11–24. <https://doi.org/https://doi.org/10.52220/sikip.v1i1.34>

- Sapriya. (2009). *Pendidikan IPS: Konsep dan Pembelajaran*. Remaja Rosdakarya.
- Saputro, R. E., & Saputra, D. I. S. (2015). Pengembangan Media Pembelajaran Mengenal Organ Pencernaan Manusia Menggunakan Teknologi Augmented Reality. *Jurnal Buana Informatika*, 6(2).
<https://doi.org/https://doi.org/10.24002/jbi.v6i2.404>
- Schunk, D. H. (2012). *Learning Theories: An Educational Perspective*. Pearson Education, Inc.
- Selzer, M. N., Gazcon, N. F., & Larrea, M. L. (2019). Effects of Virtual Presence and Learning Outcome Using Low-End Virtual Reality Systems. *Displays*, 59, 9–15.
<https://doi.org/https://doi.org/10.1016/j.displa.2019.04.002>
- Setyosari, P. (2013). *Metode Penelitian Pendidikan dan Pengembangan*. Prenamedia Group.
- Siemens, G. (2005). Connectivism: A Learning Theory for the Digital Age. *International Journal of Instructional Technology and Distance Learning*, 2(1).
http://itdl.org/Journal/Jan_05/index.htm
- Siemens, G. (2018). Connectivism. In *Foundations of Learning and Instructional Design Technology* (pp. 247–254). EdTech Books.
- Siregar, E., & Nara, H. (2014). *Teori belajar dan pembelajaran*. Ghalia Indonesia.
- Slavich, G. M., & Zimbardo, P. G. (2012). Transformational Teaching: Theoretical Underpinnings, Basic Principles, and Core Methods. *Educational Psychology Review*, 24, 569–608. <https://doi.org/https://doi.org/10.1007/s10648-012-9199-6>
- Smaldino, S. E., Lowther, D. L., Russell, J. D., & Rahman, A. (2012). *Instructional Technology and Media for Learning: Teknologi Pembelajaran dan Media untuk Belajar*. Kencana Prenada Media Group.
- Somantri, M. N. (2001). *Menggagas Pembaharuan Pendidikan IPS*. Remaja Rosdakarya.
- Suci, Y. T. (2018). Menelaah Teori Vygotsky dan Interdependensi Sosial sebagai Landasan Teori dalam Pelaksanaan Pembelajaran Kooperatif di Sekolah Dasar. *Naturalistic: Jurnal Kajian Dan Penelitian Pendidikan Dan Pembelajaran*, 3(1).
<https://doi.org/https://doi.org/10.35568/naturalistic.v3i1.269>
- Sudijono, A. (2009). *Pengantar Statistik Pendidikan*. Rajawali Press.
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Sugrah, N. U. (2019). Implementasi Teori Belajar Konstruktivisme dalam Pembelajaran Sains. *Humanika: Kajian Ilmiah Mata Kuliah Umum*, 19(2).
<https://doi.org/https://doi.org/10.21831/hum.v19i2.29274>
- Sun, K.-T., Lin, C.-L., & Wang, S.-M. (2009a). A 3-D Virtual Reality Model of the Sun and the Moon for E-Learning at Elementary Schools. *International Journal of*

- Science and Mathematics Education*, 8, 689–710.
<https://doi.org/https://doi.org/10.1007/s10763-009-9181-z>
- Suparman, M. A. (2014). *Desain Instruksional Modern: Panduan Para Pengajar dan Inovator Pendidikan*. Erlangga.
- Supriatna, N., Mulyani, S., & Rokhayati, A. (2007). *Pendidikan IPS di Sd*. UPI Press.
- Sutarto. (2017). Teori Kognitif dan Implikasinya dalam Pembelajaran. *Jurnal Bimbingan Dan Konseling Islam*, 1(2).
<https://doi.org/http://dx.doi.org/10.29240/jbk.v1i2.331>
- Sutopo, A. H. (2003). *Multimedia Interaktif Dengan Flash*. Graha Ilmu.
- Suyono, & Hariyanto. (2014). *Belajar dan Pembelajaran: Teori dan Konsep Dasar*. Remaja Rosdakarya.
- Takala, M., & Wickman, K. (2019). Collaborative Case-Based Virtual Learning in Higher Education: Consultation Case in Special Education. *Journal of Digital Learning in Teacher Education*, 35(4).
<https://doi.org/https://doi.org/10.1080/21532974.2019.1646171>
- Tayce, J. D., Saunders, A. B., Keefe, L., & Korich, J. (2021). The Creation of a Collaborative, Case-Based Learning Experience in a Large-Enrollment Classroom. *Journal of Veterinary Medical Education*, 48(1), 14–20.
<https://doi.org/https://doi.org/10.3138/jvme.2019-0001>
- Thevin, L., Briant, C., & Brock, A. M. (2020). X-Road: Virtual Reality Glasses for Orientation and Mobility Training of People with Visual Impairments. *ACM Transactions on Accessible Computing*, 13(2).
<https://doi.org/https://doi.org/10.1145/3377879>
- Thistlethwaite, J. E., Davies, D., Ekeocha, S., Kidd, J. M., MacDougall, C., Matthews, P., Purkis, J., & Clay, D. (2012a). The Effectiveness of Case-Based Learning in Health Professional Education. A BEME Systematic Review: BEME Guide No. 23. *Medical Teacher*, 34(6), 142–159.
<https://doi.org/https://doi.org/10.3109/0142159X.2012.680939>
- Uno, H. B. (2007). *Model Pembelajaran: Menciptakan Proses Belajar Mengajar yang Kreatif dan Efektif*. Bumi Aksara.
- Uno, H. B. (2010). *Perencanaan Pembelajaran*. Bumi Aksara.
- Villena-Taranilla, R., Tirado-Olivares, S., Cózar-Gutiérrez, R., & González-Calero, J. A. (2022). Effects of Virtual Reality on Learning Outcomes in K-6 Education: A Meta-Analysis. *Educational Research Review*, 35, 100434.
<https://doi.org/https://doi.org/10.1016/j.edurev.2022.100434>
- Wahab, A. A., & Halimi, M. (2014). *Konsep Dasar IPS*. Universitas Terbuka.

- Wang, K., Cappel, J., Huang, Z., & Zhao, H. (2019). An Alternative Approach to Case-Based Learning: The Use of Student-Authored Cases. *Journal of Higher Education Theory and Practice*, 19(6), 140–154.
<https://doi.org/https://doi.org/10.33423/jhetc.v19i6.2311>
- Warsita, B. (2018). Teori Belajar Robert M. Gagne dan Implikasinya Pada Pentingnya Pusat Sumber Belajar. *Jurnal Teknodik*, 12(1).
<https://doi.org/https://doi.org/10.32550/teknodik.v12i1.421>
- Wati, D. A., & Sunarti, T. (2020). Implementation of Case Based Learning (CBL) to Improve Scientific Reasoning Skill on Simple Harmonic Vibration Topic. *Journal of Physics: Conference Series*, 1491. <https://doi.org/10.1088/1742-6596/1491/1/012040>
- Webster, R. (2016). Declarative Knowledge Acquisition in Immersive Virtual Learning Environments. *Interactive Learning Environments*, 24(6).
<https://doi.org/https://doi.org/10.1080/10494820.2014.994533>
- Williams, B. (2004). The Implementation of Case-Based Learning - Shaping the Pedagogy in Ambulance Education. *Australasian Journal of Paramedicine*, 2(3–4). <https://doi.org/https://doi.org/10.33151/ajp.2.3.286>
- Winataputra, U. S., & Darajat, O. (2014). Materi dan Pembelajaran IPS SD. In *Paradigma Pendidikan IPS*. Universitas Terbuka.
- Wu, B., Yu, X., & Gu, X. (2020). Effectiveness of Immersive Virtual Reality Using Head-Mounted Displays on Learning Performance: A Meta-Analysis. *Bera: British Journal of Educational Technology*, 51(6).
<https://doi.org/https://doi.org/10.1111/bjet.13023>
- Yadav, A., & Beckerman, J. L. (2009). Implementing Case Studies in a Plant Pathology Course: Impact on Student Learning and Engagement. *Journal of Natural Resources and Life Sciences Education*, 38(1).
<https://doi.org/https://doi.org/10.2134/jnrlse2009.38150x>
- Yalçinkaya, E., Taştan-Kırık, Ö., Boz, Y., & Yıldırım, D. (2012). Is Case-Based Learning an Effective Teaching Strategy to Challenge Students' Alternative Conceptions Regarding Chemical Kinetics? *Research in Science & Technological Education*, 30(2). <https://doi.org/https://doi.org/10.1080/02635143.2012.698605>
- Yee, M. H., Yunus, J. Md., Othman, W., Hassan, R., Tee, T. K., & Mohamad, M. M. (2015). Disparity of Learning Styles and Higher Order Thinking Skills among Technical Students. *Procedia - Social and Behavioral Sciences*, 204, 143–152.
<https://doi.org/https://doi.org/10.1016/j.sbspro.2015.08.127>
- Zakaria, M. A. Z. M., Abuhassna, H., & Ravindaran, K. A. (2020). Virtual Reality Acceptance in Classrooms: A Case Study in Teaching Science. *International Journal of Advanced Trends in Computer Science and Engineering*, 9(2), 1280–1294. <https://doi.org/https://doi.org/10.30534/ijatcse/2020/58922020>

Zeng, R., Xiang, L., Zeng, J., & Zuo, C. (2017). Applying Team-Based Learning of Diagnostics for Undergraduate Students: Assessing Teaching Effectiveness by a Randomized Controlled Trial Study. *Advances in Medical Education and Practice*, 8, 211–218. <https://doi.org/10.2147/AMEP.S127626>

