

DAFTAR PUSTAKA

- Abdul, T. (2019). Model Pembelajaran Ryleac. *Politeknik Gorontalo*, 1–52. <https://www.bing.com/Tirtawaty-Abdul-Buku-model-pembelajaran-Ryleac>.
- Amir, T. M. (2016). *Inovasi Pendidikan Melalui Problem Based Learning Bagaimana Pendidik Memberdayakan Pemelajar di Era Pengetahuan*. Kencana.
- Arends, R. I. (2012). *Learning to Teach ninth edition*. McGraw-Hill.
- Arikunto, S. Suhardjono, dan S. (2010). *Penelitian Tindakan Kelas*. PT Bumi Aksara.
- Barret, T. (2017). A New Model Of Problem-Based Learning. In *The British Journal of Psychiatry* (Vol. 111, Issue 479).
- Basuki, H. O., & Faizah, H. N. (2020). The Effect of Brain Gym on the Learning Concentration of Student in STIKES NU Tuban. *Jurnal Keperawatan*, 11(1), 38–44. <https://doi.org/10.22219/jk.v11i1.10186>
- Bernacki, M. L., Greene, J. A., & Crompton, H. (2020a). Mobile technology, learning, and achievement: Advances in understanding and measuring the role of mobile technology in education. *Contemporary Educational Psychology*, 60, 101827. <https://doi.org/10.1016/j.cedpsych.2019.101827>
- Bernacki, M. L., Greene, J. A., & Crompton, H. (2020b). Mobile technology, learning, and achievement: Advances in understanding and measuring the role of mobile technology in education. In *Contemporary Educational Psychology* (Vol. 60). <https://doi.org/10.1016/j.cedpsych.2019.101827>
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer US. https://doi.org/10.1007/978-3-319-19650-3_2438
- Cahyana, U., Yuanita Marwa, H. A., Erdawati, Paristiowati, M., & Rahmawati, Y. (2019). Mobile Learning to Development of Students' Self-concept of Chemistry. *Universal Journal of Educational Research*, 7(12 A), 93–100. <https://doi.org/10.13189/ujer.2019.071912>
- Caserta, S., Tomaiuolo, G., & Guido, S. (2021). Use of a smartphone-based Student Response System in large active-learning Chemical Engineering Thermodynamics classrooms. *Education for Chemical Engineers*, 36, 46–52. <https://doi.org/10.1016/j.ece.2021.02.003>
- Cervone, & Bandura. (2023). *Social Cognitif Theory*. John Wiley and Sons Inc.
- Chiu, H. S. (2019). Dataset of mobile learning effectiveness on learning Computer Programming in Community College. *Data in Brief*, 26, 104525. <https://doi.org/10.1016/j.dib.2019.104525>
- Çınar, M., Ekici, M., & Demir, Ö. (2021). A snapshot of the readiness for e-learning among in-service teachers prior to the pandemic-related transition to e-learning in Turkey. *Teaching and Teacher Education*, 107. <https://doi.org/10.1016/j.tate.2021.103478>
- Darmawan, D. (2016). *Mobile Learning Sebuah Aplikasi Teknologi Pembelajaran*. Raja Grafindo.
- Decker-Lange, C. (2018). Problem- and inquiry-based learning in alternative contexts: Using museums in management education. *International Journal of Management Education*, 16(3), 446–459. <https://doi.org/10.1016/j.ijme.2018.08.002>

- Dennison P., & D. G. (2006). *Buku Panduan Brain Gym*. Gramedia.
- Dennison, P., & Dennison, G. E. E. (2002). *Brain Gym*. PT. Grasindo.
- Depdiknas. (2006). *Kurikulum 2006 standar kompetensi Sekolah Menengah Pertama dan Madrasah Sanawiyah: pedomam khusus mata pelajaran Sains*. Dharma Bhakti.
- Diacopoulos, M. M., & Crompton, H. (2020). A systematic review of mobile learning in social studies. *Computers and Education*, 154, 103911. <https://doi.org/10.1016/j.compedu.2020.103911>
- Díaz-Sainz, G., Pérez, G., Gómez-Coma, L., Ortiz-Martínez, V. M., Domínguez-Ramos, A., Ibañez, R., & Rivero, M. J. (2021). Mobile learning in chemical engineering: An outlook based on case studies. *Education for Chemical Engineers*, 35, 132–145. <https://doi.org/10.1016/j.ece.2021.01.013>
- Dinayusadewi, N. P., & Agustika, G. N. S. (2020). Development Of Augmented Reality Application As A Mathematics Learning Media In Elementary School Geometry Materials. *Journal of Education Technology*, 4(2), 204. <https://doi.org/10.23887/jet.v4i2.25372>
- Fatahilah, A., Hidayat, Y., & Darajat Kusumah Negara, J. (2023). The effect of brain gym on brain waves and levels athlete concentration. *Jurnal Aisyah: Jurnal Ilmu Kesehatan*, 8(2), 1203–1208. <https://doi.org/10.30604/jika.v8i2.2171>
- Gage, N., & Berliner. (1984). *Educational Psychology*. Houghton Mifflin.
- Gall, B. &. (1983). *Educational Research : An Introduction*,. Longman.
- Gani, A. A., & Saddam, S. (2020). Pembelajaran Interaktif Pendidikan Kewarganegaraan Melalui Mobile Learning di Era Industri 4.0. *CIVICUS : Pendidikan-Penelitian-Pengabdian Pendidikan Pancasila Dan Kewarganegaraan*, 8(1), 36. <https://doi.org/10.31764/civicus.v8i1.1849>
- Gustafson, Kent L. & Branch, Robert Maribe. (2002). *Survey of Instructional Development*. ERIC Clearinghouse on Information and Technology, Syracuse University.
- Gustafson, K. L., & Branch, R. M. (2002). *Survey of instructional development models, third edition* (Vol. 4). <https://doi.org/10.1007/bf02763388>
- Hannafin, M. J., & Peck, K. L. (1988). *The Design, Development, and Evaluation of Instructional Software*. Macmillan Publishing Company.
- Hao, Y., Lee, K. S., Chen, S. T., & Sim, S. C. (2019). An evaluative study of a mobile application for middle school students struggling with English vocabulary learning. In *Computers in Human Behavior* (Vol. 95). Elsevier B.V. <https://doi.org/10.1016/j.chb.2018.10.013>
- Harwi, Esti Zulaikah, Tisa Apriah, Khodar Erwanti, Y., & ayan Sudrajat. (2022). *Instructional Models in Social Science Education*. 30–39.
- Hergengan, B. R., & Olson, M. H. (2008). *Theories of Learning* (Triwibowo (Ed.); 7th ed.). PT Fajar Interpratama Mandiri.
- Huggett, R. J. (2020). History and Geography. *Fundamentals of Biogeography*, 25–31. <https://doi.org/10.4324/9780203012802-12>
- Ismail, N. S., Harun, J., Zakaria, M. A. Z. M., & Salleh, S. M. (2018). The effect of Mobile problem-based learning application DicScience PBL on students' critical thinking. *Thinking Skills and Creativity*, 28, 177–195. <https://doi.org/10.1016/j.tsc.2018.04.002>
- Japar, M., Fadhillah, D. N., & Syarif, S. (2019). Civic Education through E-

- Learning in higher education. *1st International Conference*
<https://www.atlantis-press.com/proceedings/icesshum-19/125914690>
- Jaya, I. K. M. A. (2021). Peran Guru IPS Meningkatkan Kemampuan Berpikir Kritis Siswa melalui Metode Pembelajaran Inkuiri. *Jurnal Profesi Guru*, 2(1), 22. <https://doi.org/https://doi.org/10.25078/sa.v2i1.3235>
- Jenny, Ginting, M. B., & Tobing, P. A. L. (2020). *The Effect Of Brain Gym On The Memory Of Kindergarten Children Aged 5-6 Years In Maitreyawira School*. 384(Aisteel), 80–85. <https://doi.org/10.2991/aisteel-19.2019.17>
- Joyce, B. & Weil, M. (2020). *Models of teaching* (9h ed.). Pustaka Pelajar.
- Jumriani, J., Rahayu, R., Abbas, E. W., Mutiani, M., Handy, M. R. N., & Subiyakto, B. (2021). Kontribusi Mata Pelajaran IPS untuk Penguatan Sikap Sosial pada Anak Tunagrahita. *Edukatif: Jurnal Ilmu Pendidikan*, 3(6), 4651–4658. <https://doi.org/10.31004/edukatif.v3i6.1536>
- Jurayev, T. N. (2023). The use of mobile learning applications in higher education institutes. *Advances in Mobile Learning Educational Research*, 3(1), 610–620. <https://doi.org/10.25082/amler.2023.01.010>
- Karamina, S., Arsal, T., & Sanjoto, T. B. (2019). The Role of The Social Studies Teacher to Form Social Skills of Students in The Industry Era 4.0. In *Journal of Educational Social* journal.unnes.ac.id. <https://journal.unnes.ac.id/sju/index.php/jess/article/download/35595/14646>
- Kim, S. H., & Park, S. (2021). Influence of learning flow and distance e-learning satisfaction on learning outcomes and the moderated mediation effect of social-evaluative anxiety in nursing college students during the COVID-19 pandemic: A cross-sectional study. *Nurse Education in Practice*, 56(August), 103197. <https://doi.org/10.1016/j.nepr.2021.103197>
- Komar, A., & Winarsih, N. (2020). Problematika Pembelajaran Ilmu Pengetahuan Sosial Di Tingkat Sekolah Dasar: Studi Kasus Sdn Kebonsari Kulon 3 Kota Probolinggo Tahun Ajaran 2020-2021. *Jurnal Pendidikan Dan Sains*, 1(2), 237–248.
- Kwangmuang, P., Jarutkamolpong, S., Sangboonraung, W., & Daungtod, S. (2021). The development of learning innovation to enhance higher order thinking skills for students in Thailand junior high schools. In *Heliyon* (Vol. 7, Issue 6). <https://doi.org/10.1016/j.heliyon.2021.e07309>
- Lestari, S., & Yuwono, A. A. (2022). Coaching untk Meningkatkan Kemampuan Guru. In *Engineering* (Issues 1–2).
- Lim, E. W. C. (2021). Technology enhanced learning of quantitative critical thinking. *Education for Chemical Engineers*, 36, 82–89. <https://doi.org/10.1016/j.ece.2021.04.001>
- Malysheva, O., Tokareva, E., Orchakova, L., & Smirnova, Y. (2022). The effect of online learning in modern history education. *Heliyon*, 8(7), 1–11. <https://doi.org/10.1016/j.heliyon.2022.e09965>
- Martini, J. (2014). *Kesulitan Belajar: Perspektif, Asesmen, dan Penanggulangannya Bagi Anak Usia Dini dan Usia Sekolah*. Ghalia Indonesia.
- Mayer, R. E. (2020). Where is the learning in mobile technologies for learning? *Contemporary Educational Psychology*, 60, 101824. <https://doi.org/10.1016/j.cedpsych.2019.101824>
- Melhim, M. A., Al-Shurman, Y. M., Alqiam, H. A. A., Banisaeed, R. A., Al-Khatib,

- L. I., & Rababah, M. A. (2023). Social Studies University Students' Perspectives of e-Learning Classes: A Case Study. *Journal of Higher Education Theory and Practice*, 23(7), 168–179. <https://doi.org/10.33423/jhetp.v23i7.6021>
- Natalina Pratama, R., Purwanti, C., Rosmiarti, Sansuwito, T. Bin, & Binti Mohd Said, F. (2022). The Effectiveness of Brain Gym on The Cognitive Abilities of Children at Tk Aba 17 Palembang, Indonesia. *Malaysian Journal of Medical Research*, 06(02), 06–11. <https://doi.org/10.31674/mjmr.2022.v06i02.002>
- National Science Education Standards (NSES). (1996). *National Academy of Science*. National Academy Press.
- Newby, T. J., Stepich, D. A., Lehman, J. D., & Russell, J. D. (2006). Educational technology for teaching and learning. In *Teaching Forum*. http://plpnetwork.com/2012/05/15/flipping-blooms-taxonomy/%0Ahttp://www.uwosh.edu/programs/teachingforum/public_html/?module=displaystory&story_id=648
- Nursa'ban, M., Supardi, Satria, M. R., & Oktafiana, S. (2021). *Buku Panduan Guru IPS* (1st ed.). Pusat Kurikulum dan Perbukuan, Badan Penelitian dan Pengembangan dan Perbukuan, Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi.
- Octaviyantari, N. L. A., Suarni, N. K., & Widiana, I. W. (2020). Improving Social Studies Learning Outcomes Through Group Investigation Learning Model Assisted with Audio-Visual Media. *Journal of Education Technology*, 4(3), 349. <https://doi.org/10.23887/jet.v4i3.25245>
- Piaget, J. (2002). *Tingkat Perkembangan Kognitif*. Gramedia.
- Poláková, P. (2022). Use of a mobile learning application in the process of foreign vocabulary learning. *Procedia Computer Science*, 207(Kes), 64–70. <https://doi.org/10.1016/j.procs.2022.09.038>
- Quinn, C. (2000). *Mobile Learning*. The Mc Graww-Hill Companies.
- Rahmawati, F., & Zidni. (2019). *Identifikasi permasalahan-permasalahan dalam pembelajaran ips*. 3, 1–10.
- Reigeluth, C. M. (2017). *Instructional Design Theories And Models* (Vol. 4). Taylor and Francis. <https://doi.org/10.4324/9781315795478>
- Richey, R. C., Klein, J. D., & Tracey, M. W. (2011). The instructional design knowledge base: Theory, research, and practice. In *The Instructional Design Knowledge Base: Theory, Research, and Practice* (Vol. 9780203840). Taylor and Francis. <https://doi.org/10.4324/9780203840986>
- Rusliah, N. (2021). *Model Pembelajaran Berbasis Masalah Disertai Instruksi Metakognisi*. Deepublish.
- Saleh, S., & Mazlan, A. (2019). The effects of brain-based teaching with i-think maps and brain gym approach towards physics understanding. *Jurnal Pendidikan IPA Indonesia*, 8(1), 12–21. <https://doi.org/10.15294/jpii.v8i1.16022>
- Sanjaya, W. (2009). *Strategi Pembelajaran Berorientasi Standar Proses Pendidika*. Kencana Prenada Media Group.
- Santrock, J. W. (2011). *Educational Psychology* (5th ed.). Mc Graw Hill.
- Sapriya. (2011). *Pendidikan IPS*. PT Rosdakarya.
- Sariyatun, S., Suryani, N., Sutimin, L. A., Abidin, N. F., & Akmal, A. (2021). The

- Effect of Digital Learning Material on Students' Social Skills in Social Studies Learning. *International Journal of Instruction*, 14(3), 417–432. <https://doi.org/10.29333/iji.2021.14324a>
- Sarkadi, Casmana, A. R., Cahyana, U., & Paristiowati, M. (2020). The Application of Mobile Learning for University Students in the Pancasila Education Modul in Developing Character of Students' Empathy. *Universal Journal of Educational Research*, 8(9), 3825–3833. <https://doi.org/10.13189/ujer.2020.080905>
- Schroeder, S., Murray-Everett, N. C., Gates, J., & Shear, S. B. (2021). Informing, transforming, inquiring: Approaches to elementary social studies in methods course syllabi. *Journal of Social Studies Research*, 45(2), 102–117. <https://doi.org/10.1016/j.jssr.2020.07.001>
- Schunk, D. H. (2012). *Learning Theories An Educational Perspective*. Pustaka.
- Seibert, S. A. (2021). Problem-based learning: A strategy to foster generation Z's critical thinking and perseverance. *Teaching and Learning in Nursing*, 16(1), 85–88. <https://doi.org/10.1016/j.teln.2020.09.002>
- Selano, M. K. (2023). *Chapter 5 Brain Gym Learning : Focus Attention As an Effort To Improve Student Learning Concentration*. 2, 66–78.
- Setyosari, P. (2020). *Desain Pembelajaran*. Bumi Aksara.
- Shakirova, N., Al Said, N., & Konyushenko, S. (2020). The Use of Virtual Reality in Geo-Education. In *International Journal of Emerging Technologies in Learning* (Vol. 15, Issue 20, pp. 59–70). learntechlib.org. <https://doi.org/10.3991/ijet.v15i20.15433>
- Singer, A. J. (2003a). Social Studies For Secondary Schools. In *Nucl. Phys.* (Vol. 13, Issue 1). Lawrence Erlbaum Associates.
- Singer, A. J. (2003b). *Teaching to Learn , Learning to Teach. A Handbook for Secondary School Teachers*. Lawrence Erlbaum Associates. <https://www.ptonline.com/articles/how-to-get-better-mfi-results>
- Slavin, R. E. (2006). Educational Psychology. In *British Journal of Psychiatry* (8th ed, Vol. 181, Issue NOV.). Pearson Education Inc. <https://doi.org/10.1192/bjp.181.5.440>
- Smaldino S.E., Lowther D.L., & R. J. D. (2014). *Instructional Technology and Media for Learning 10th*. Pearson.
- Sophonhiranrak, S. (2021). Features, barriers, and influencing factors of mobile learning in higher education: A systematic review. *Heliyon*, 7(4). <https://doi.org/10.1016/j.heliyon.2021.e06696>
- Sridhar, A., Mawia, A., & Amutha, A. L. (2023). Mobile Application Development for Disease Diagnosis based on Symptoms using Machine Learning Techniques. *Procedia Computer Science*, 218, 2594–2603. <https://doi.org/10.1016/j.procs.2023.01.233>
- Sumantri, N. (2001). *Pembaharuan Pendidikan IPS*. Rosda Karya.
- Sung, Y. T., Lee, H. Y., Yang, J. M., & Chang, K. E. (2019). The quality of experimental designs in mobile learning research: A systemic review and self-improvement tool. *Educational Research Review*, 28(May), 100279. <https://doi.org/10.1016/j.edurev.2019.05.001>
- Supardi. (2011). *Dasar-dasar Ilmu Sosial*. Ombak.
- Suparman, A. (2014). *Desain Instruksional Modern* (4th ed.). Erlangga.
- Susanto, A. (2013). *Teori Belajar dan Pembelajaran di Sekolah Dasar*. Kencana

- Prenada Media Group.
- Syawaluddin, A., Afriani Rachman, S., & Khaerunnisa. (2020). Developing Snake Ladder Game Learning Media to Increase Students' Interest and Learning Outcomes on Social Studies in Elementary School. *Simulation and Gaming*, 51(4), 432–442. <https://doi.org/10.1177/1046878120921902>
- Tham, J., Duin, A. H., Veeramoothoo, S. (Chakrika), & Fuglsby, B. J. (2021). Connectivism for writing pedagogy: Strategic networked approaches to promote international collaborations and intercultural learning. *Computers and Composition*, 60, 102643. <https://doi.org/10.1016/j.compcom.2021.102643>
- Trianto. (2011). *Model-model Pembelajaran Inovatif Berorientasi Konstruktivistik*. Prestasi Pustaka Publisher.
- Troussas, C., Krouska, A., & Sgouropoulou, C. (2022). Enriching Mobile Learning Software with Interactive Activities and Motivational Feedback for Advancing Users' High-Level Cognitive Skills. *Computers*, 11(2). <https://doi.org/10.3390/computers11020018>
- Trowbridge, L. W. & R. B. (1986). *Becoming a secondary school science teacher*. Merrill Publishing Company.
- Wade, R. C. (2007). *Social Studies for Social Justice*.
- Walter Dick, Lou Carey, & James O Carey. (2015). *The Systematic Design of Instruction* (8th ed.).
- Wang, Y. H. (2020). Design-based research on integrating learning technology tools into higher education classes to achieve active learning. *Computers and Education*, 156(May), 103935. <https://doi.org/10.1016/j.compedu.2020.103935>
- Warsono, H. (2014). *Pembelajaran Aktif Teori dan Asesmen*. Remaja Rosdakarya.
- Widoyoko. (2018). *Teknik Penyusunan Instrumen Penelitian*. Pustaka Pelajar.
- Wiradinata, S. (2019). Penerapan Brain Gym (Senam Otak) Untuk Meningkatkan Kemampuan Pemahaman Konsep Pajak. *Jurnal Pendidikan Ilmu Sosial*, 28(1), 77. <https://doi.org/10.17509/jpis.v28i1.13913>
- Yuanta, F. (2020). Pengembangan Media Video Pembelajaran Ilmu Pengetahuan Sosial pada Siswa Sekolah Dasar. *Trapsila: Jurnal Pendidikan Dasar*, 1(02), 91. <https://doi.org/10.30742/tpd.v1i02.816>

Mencerdaskan dan
Memartabatkan Bangsa