

## DAFTAR PUSTAKA

- Asrori, M. *Perkembangan Peserta Didik: Pengembangan Kompetensi Dan Pedagogis*. Yogyakarta: Media Akademi, 2015.
- Bahij, Azmi Al, Khaerunisa, Munifah Bahfen, and Ari Suryawan. "Implementation of Audio-Visual Learning Media in Elementary School." *Advances in Social Science, Education and Humanities Research* 436 (2020): 1205–7. <https://doi.org/10.2991/assehr.k.200529.252>.
- Branch, Robert Maribe. *Instructional Design: The ADDIE Approach. Encyclopedia of Evolutionary Psychological Science*. Georgia: Springer, 2021. [https://doi.org/10.1007/978-3-319-19650-3\\_2438](https://doi.org/10.1007/978-3-319-19650-3_2438).
- Cairncross, Sandra, and Mike Mannion. "Interactive Multimedia and Learning: Realizing the Benefits." *Innovations in Education and Teaching International* 38, no. 2 (2001): 156–64. <https://doi.org/10.1080/14703290110035428>.
- Clark, Ruth C., and Chopeta Lyons. *Graphics for Learning: Proven Guidelines for Planning, Designing, and Evaluating Visuals in Training*. San Fransisco: Pfeiffer, 2010.
- Darmawan, Deni. *Teknologi Pembelajaran*. Bandung: Remaja Rosdakarya, 2011. <http://webadmin.ipusnas.id/ipusnas/publications/books/31596>.
- Daryanto. *Media Pembelajaran: Peranannya Sangat Penting Dalam Mencapai Tujuan Pembelajaran*. Yogyakarta: Gava Media, 2016. <http://webadmin.ipusnas.id/ipusnas/publications/books/147533>.
- Fauziah, I B, M Ismail Sriyanto, and Sukarno. "Identifikasi Kesulitan Belajar Matematika Di Rumah Selama Pandemi Covid-19 Pada Siswa Kelas IV Sekolah Dasar." *Jurnal Pendidikan Dasar UNS* 9, no. 1 (2020): 25–30. <https://doi.org/https://doi.org/10.20961/jpd.v9i1.49891>.
- Fuadi, Rahmi, Rahmah Johar, and Said Munzir. "Meningkatkan Kemampuan Pemahaman Dan Penalaran Matematis Melalui Pendekatan Kontekstual." *Jurnal Didaktika Matematika* 3, no. 1 (2016): 47. <http://www.jurnal.unsyiah.ac.id/DM/article/view/4305/3729>.
- Gibbons, Jane, Daniel R Anderson, Robin Smith, Diane E Field, Jane Gibbons, Daniel R Anderson, Robin Smith, et al. "Young Children's Recall and Reconstruction of Audio and Audiovisual Narratives." *Wiley on Behalf of the*

- Society for Research in Child Development* 57, no. 4 (1986): 1014–23.  
<https://doi.org/https://doi.org/10.2307/1130375>.
- Handarwati, Siti, Marzuki, and Wahyudi. “Pemanfaatan Multimedia Interaktif Pembelajaran Matematika Dalam Meningkatkan Pemahaman Konsep Peserta Didik Sekolah Dasar.” *Pendidikan Dan Pembelajaran Khatulistiwa* 20, no. 10 (2013): 1–11. <https://jurnal.untan.ac.id/index.php/jpdpb/article/view/3624>.
- Hasnunidah, Neni. *Metodologi Penelitian Pendidikan*. Yogyakarta: Media Akademi, 2017. <https://kubuku.id/landing-page.php?t=deeb5d4d6ba889332276bc8e447afb57>.
- Hung, Chun-ming, Iwen Hwang, and Gwo-Jen Hwang. “Effects of Digital Game-Based Learning on Students’ Self- Efficacy, Motivation, Anxiety, and Achievements in Learning Mathematics.” *Journal Computer Education* 1, no. 2–3 (2014): 151–66. <https://doi.org/10.1007/s40692-014-0008-8>.
- Kadaruddin. *Mahir Desain Slide Presentasi Dan Multimedia Pembelajaran Berbasis Power Point*. Yogyakarta: Deepublish, 2018.
- Kustandi, Cecep, and Daddy Darmawan. *Pengembangan Media Pembelajaran: Konsep & Aplikasi Pengembangan Media Pembelajaran Bagi Pendidik Di Sekolah Dan Masyarakat*. Jakarta: Kencana, 2020. <http://webadmin.ipusnas.id/ipusnas/publications/books/163340>.
- Lestari, Novia. *Media Pembelajaran Berbasis Multimedia Interaktif. Media Pembelajaran Berbasis Multimedia Interaktif*. Klaten: Lakeisha, 2019.
- Mashuri, Sufri. *Media Pembelajaran Matematika. Media Pembelajaran Matematika*. Yogyakarta: Deepublish, 2019.
- Matthew B. Miles, A. Michael Huberman, Johnny Saldana. *Qualitative Data Analysis: A Methods Sourcebook*. Fourth. London: Sage Publications, 2018..
- Mayer, Richard E. *The Cambridge Handbook of Multimedia Learning*. Second. New York: Cambridge University Press, 2014. <https://doi.org/https://doi.org/10.1017/CBO9781139547369.039>.
- Nursalim, Mochamad, Hermien Laksmiwati, Meita Santi Budiani, Muhammad Syafiq, Siti Ina Savira, and Yohana Wuri Satwika. *Psikologi Pendidikan*. Bandung: Remaja Rosdakarya, 2019.
- Putri, Fikki Aulia. “Pengembangan Multimedia Interaktif Berbasis Pendekatan

- Kontekstual Dalam Pembelajaran Matematika Di Sekolah Dasar.” Universitas Negeri Jakarta, 2019.
- Rayanto, Yudi Hari, and Sugianti. *Penelitian Pengembangan Model ADDIE & R2D2: Teori & Praktek*. Pasuruan: Lembaga Academic & Research Institute, 2020. <https://play.google.com/store/books/details?id=pJHcDwAAQBAJ>.
- Reiser, Robert A., and Robert Mills Gagné. *Selecting Media for Instruction*. New Jersey: Educational Technology Publisher, 1983. [https://books.google.co.id/books?id=9t3jbZ\\_1c1UC&printsec=frontcover&hl=id&source=gbs\\_ge\\_summary\\_r&cad=0#v=onepage&q&f=false](https://books.google.co.id/books?id=9t3jbZ_1c1UC&printsec=frontcover&hl=id&source=gbs_ge_summary_r&cad=0#v=onepage&q&f=false).
- Rohmah, Siti Khazanatu. “Analisis Learning Obstacles Siswa Pada Materi Pecahan Kelas IV Sekolah Dasar.” *Al-Aulad: Journal of Islamic Primary Education* 2, no. 1 (2019): 13–24. <https://doi.org/https://doi.org/10.15575/al-aulad.v2i1.4428>.
- Sadiman, Arief S., R. Rahardjo, Anung Haryono, and Harjito. *Media Pendidikan: Pengertian, Pengembangan, Dan Pemanfaatannya*. Depok: Rajagrafindo, 2014.
- Sari, Pusvyta. “Analisis Terhadap Kerucut Pengalaman Edgar Dale Dan Keragaman Gaya Belajar Untuk Memilih Media Yang Tepat Dalam Pembelajaran.” *Mudir: Jurnal Manajemen Pendidikan* I, no. 1 (2019): 58–78. <https://ejournal.insud.ac.id/index.php/MPI/article/view/27>.
- Satrianawati. *Media Dan Sumber Belajar*. Yogyakarta: Deepublish, 2018.
- Smaldino, Sharon E., Deborah L. Lowther, and James D. Russell. *Instructional Media and Technology for Learning*. Tenth. Harlow: Pearson Education Limited, 2014.
- Sudatha, I Gde Wawan, and I Made Tegeh. *Desain Multimedia Pembelajaran*. Yogyakarta: Media Akademi, 2015. <https://kubuku.id/landing-page.php?t=3acc2f7cec349399689c76ec56c1c4d1>.
- Sugiyono. *Metode Penelitian Kuantitatif, Kualitatif Dan Pengembangan*. Bandung: Alfabeta, 2013.
- Sung, Eunmo, and Richard E. Mayer. “When Graphics Improve Liking but Not Learning from Online Lessons.” *ELSEVIER: Computers in Human Behavior* 28, no. 5 (2012): 1618–25.

<https://doi.org/https://doi.org/10.1016/j.chb.2012.03.026>.

Surjono, Herman Dwi. *Multimedia Pembelajaran Interaktif*. Yogyakarta: UNY Press, 2017.

Suryani, Nunuk, Achmad Setiawan, and Aditin Putra. *Media Pembelajaran Inovatif Dan Pengembangannya*. Bandung: Remaja Rosdakarya, 2018.  
<http://webadmin.ipusnas.id/ipusnas/publications/books/123973>.

Umbara, Uba. *Psikologi Pembelajaran Matematika*. Sleman: Deepublish, 2017.  
<http://webadmin.ipusnas.id/ipusnas/publications/books/173661>.

Utami, Silmi Nurul. "Sikap Selektif Menghadapi Pengaruh IPTEK." *Kompas*. 2021. <https://www.kompas.com/skola/read/2021/04/28/130725969/sikap-selektif-menghadapi-pengaruh-iptek>.

