

REFERENSI

- Agustina, R., & Ardisal. (2020a). *Meningkatkan Keterampilan Membuat Melalui Media Video Tutorial Bagi Anak Tunagrahita Ringan*. 4(26), 28–34.
- Agustina, R., & Ardisal. (2020b). *Meningkatkan Keterampilan Membuat Melalui Media Video Tutorial Bagi Anak Tunagrahita Ringan*. 4(26), 28–34.
- Ahmad, S., Abbas, M. Y., Yusof, W. Z. Mohd., & Taib, Mohd. Z. Mohd. (2019). Museum Learning: Using Research as Best Practice in Creating Future Museum Exhibition. *Procedia - Social and Behavioral Sciences*, 105, 370–382. <https://doi.org/10.1016/j.sbspro.2013.11.039>
- Alfiana, R., Djariyo, & Artharina, F. P. (2017). Analisis Kegiatan Ekstrakurikuler Membuat Terhadap Kemampuan Membuat Seni Rupa Siswa Sekolah Dasar di Desa Mantingan, Kecamatan Jaken, Kabupaten Pati. *Refleksi Edukatika*, 8(1).
- Allen, M. W. (2016a). *Approximation and SAM* (Second Edi). John Wiley & Sons, Inc.
- Allen, M. W. (2016b). *Approximation and SAM* (Second Edi). John Wiley & Sons, Inc.
- Allen, Michael, W. (2013). *Michael Allen's Guide to E-Learning: Building Interactive, Fun, Effective Learning Programs for Any Company*.
- Allen's, M. (2016a). *Michael Allen's Guide Guide to e-Learning* (SECOND EDI). John Wiley & Sons, Inc.,.
- Allen's, M. (2016b). *Michael Allen's Guide Guide to e-Learning* (SECOND EDI). John Wiley & Sons, Inc.,.
- Alon, N. L., & Tal, T. (2019). Teachers as Secondary Players: Involvement in Field Trips to Natural Environments. *Research in Science Education*, 47(4), 869–887. <https://doi.org/10.1007/s11165-016-9531-0>
- Ambe, B. A., Agbor, C. E., Amalu, M. N., Ngban, A. N., Bekomson, A. N., Etan, M. O., Ephraim, I. E., Asuquo, E. E., Eyo, O. E., & Ogunjimi, J. O. (2024). Electronic media learning technologies and environmental education pedagogy in tertiary institutions in Nigeria. *Social Sciences and Humanities Open*, 9(October 2023), 100760. <https://doi.org/10.1016/j.ssaho.2023.100760>
- Ansori, N., Widyanti, A., & Yassierli. (2021). The Role of Safety Silence Motives to Safety Communication and Safety Participation in Different Sectors of Small and Medium Enterprises: Investigation Results on Two Kinds of Industries in Indonesia. *Safety and Health at Work*, 12(2), 192–200. <https://doi.org/10.1016/j.shaw.2020.10.001>
- Beard, C. (2018). Dewey in the World of Experiential Education. *New Directions for Adult and Continuing Education*, 2018(158), 27–37. <https://doi.org/10.1002/ace.20276>
- Beard, C., & P Wilson, J. (2006a). *Experiential Learning: A Best Practice Handbook for Educators and Trainers, Second edition* (Second).

- Beard, C., & P Wilson, J. (2006b). *Experiential Learning: A Best Practice Handbook for Educators and Trainers, Second edition* (Second).
- Bennett, A. A., Lo, K. D., Pervez, A., Nelson, T. A., Mullane, K., Farrell, M., Wilson, S., Decker, M., & Tarr, E. K. (2021a). Exploring business doctoral students attitudes, training, and use of classroom experiential learning activities. *International Journal of Management Education*, 19(2), 100493. <https://doi.org/10.1016/j.ijme.2021.100493>
- Bennett, A. A., Lo, K. D., Pervez, A., Nelson, T. A., Mullane, K., Farrell, M., Wilson, S., Decker, M., & Tarr, E. K. (2021b). Exploring business doctoral students attitudes, training, and use of classroom experiential learning activities. *International Journal of Management Education*, 19(2), 100493. <https://doi.org/10.1016/j.ijme.2021.100493>
- Bernardino, G., & Curado, C. (2020). Training evaluation: a configurational analysis of success and failure of trainers and trainees. *European Journal of Training and Development*, 44(4–5), 531–546. <https://doi.org/10.1108/EJTD-10-2019-0177>
- Bidder, C., Kibat, S. A., & Johnny, C. (2019). Tourism Education: Students' Perceived Values of Field Trips. *Proceedings of the Second International Conference on the Future of ASEAN (ICoFA) 2017 - Volume 1, 1*, 135–143. https://doi.org/10.1007/978-981-10-8730-1_14
- Bloom, B. S., Engelhart, M. D., Furst, E. J., Hill, W. H., & Krathwohl, D. R. (1983). *TAXONOMY OF EDUCATIONAL OBJECTIVES: The Classification of Educational Goals* (Vol. 3, Issue 1). Simultaneously in the dominion of Canada. https://doi.org/10.1300/J104v03n01_03
- Borg, G. (2014). Applying Educational Research: How to Read, Do, and Use Research to Solve Problems of Practice. In *New York and london. Longman publishing Inc.*
- Borg, W. R., & Gall, M. D. (1983a). Educational Research: An Introduction. In *Longman* (Fourth). Longman.
- Borg, W. R., & Gall, M. D. (1983b). Educational Research: An Introduction. In *Longman* (Fourth). Longman.
- Branch, R. M. (2009a). Instructional Design: The ADDIE Approach. In *Encyclopedia of Creativity, Invention, Innovation and Entrepreneurship*. Springer New. https://doi.org/10.1007/978-3-319-15347-6_300893
- Branch, R. M. (2009b). Instructional Design: The ADDIE Approach. In *Encyclopedia of Creativity, Invention, Innovation and Entrepreneurship*. Springer New. https://doi.org/10.1007/978-3-319-15347-6_300893
- Brauchli, C., Leipold, S., & Jäncke, L. (2020). Diminished large-scale functional brain networks in absolute pitch during the perception of naturalistic music and audiobooks. *NeuroImage*, 216(December 2019), 116513. <https://doi.org/10.1016/j.neuroimage.2019.116513>
- Buchori, A., . M., Ambarini, R., Widodo, S., & Fadhila, N. (2018). The Development of Experiential Learning Model To increase the Capacity of Teaching of Universiti

- Teknologi Malaysia in Semarang Indonesian Schools. *International Journal of Engineering & Technology*, 7(3.30), 523. <https://doi.org/10.14419/ijet.v7i3.30.18423>
- Cahn, P. S., & Smoller, S. L. (2019). Experiential Learning and Cultural Competence: What Do Participants in Short-Term Experiences in Global Health Learn About Culture? *Health Professions Education*, xxxx, 1–8. <https://doi.org/10.1016/j.hpe.2019.11.002>
- Celikler, D., & Aksan, Z. (2019). The Effect of the Use of Worksheets About Aqueous Solution Reactions on Pre-service Elementary Science Teachers' Academic Success. *Procedia - Social and Behavioral Sciences*, 46, 4611–4614. <https://doi.org/10.1016/j.sbspro.2012.06.306>
- Clark, R. C., & Mayer, R. E. (2012). e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning: Third Edition. In *e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning: Third Edition*. <https://doi.org/10.1002/9781118255971>
- Clark, Z., Ashbrooke, L., & Price, J. (2019a). Creating Meaningful Learning for Children's Nursing Students: Can Museum Field Trips Offer Added Value? *Comprehensive Child and Adolescent Nursing*, 42(1), 71–84. <https://doi.org/10.1080/24694193.2017.1390008>
- Clark, Z., Ashbrooke, L., & Price, J. (2019b). Creating Meaningful Learning for Children's Nursing Students: Can Museum Field Trips Offer Added Value? *Comprehensive Child and Adolescent Nursing*, 42(1), 71–84. <https://doi.org/10.1080/24694193.2017.1390008>
- Cohen, L., Abreu Faro, S., & Tate, R. (2019). The Effects of Effects on Constructivism. *Electronic Notes in Theoretical Computer Science*, 347, 87–120. <https://doi.org/10.1016/j.entcs.2019.09.006>
- Daryanes, F., Darmadi, D., Fikri, K., Sayuti, I., Rusandi, M. A., & Situmorang, D. D. B. (2023). The development of articulate storyline interactive learning media based on case methods to train student's problem-solving ability. *Heliyon*, 9(4), e15082. <https://doi.org/10.1016/j.heliyon.2023.e15082>
- Djabarouti, J., & O'Flaherty, C. (2019). Experiential learning with building craft in the architectural design studio: A pilot study exploring its implications for built heritage in the UK. *Thinking Skills and Creativity*, 32(April), 102–113. <https://doi.org/10.1016/j.tsc.2019.05.003>
- Do, H. N., Do, B. N., & Nguyen, M. H. (2023). How do constructivism learning environments generate better motivation and learning strategies? The Design Science Approach. *Heliyon*, 9(12), e22862. <https://doi.org/10.1016/j.heliyon.2023.e22862>
- Donati, E., Chousidis, C., Ribeiro, H. D. M., & Russo, N. (2023). Classification of Speaking and Singing Voices Using Bioimpedance Measurements and Deep Learning. *Journal of Voice*. <https://doi.org/10.1016/j.jvoice.2023.03.018>

- Falloon, G. (2019a). Using simulations to teach young students science concepts: An Experiential Learning theoretical analysis. *Computers and Education*, 135(October 2018), 138–159. <https://doi.org/10.1016/j.compedu.2019.03.001>
- Falloon, G. (2019b). Using simulations to teach young students science concepts: An Experiential Learning theoretical analysis. *Computers and Education*, 135(March), 138–159. <https://doi.org/10.1016/j.compedu.2019.03.001>
- Fauzi, R., Saputra, D. Y., Maarif, M., & Khoiriyah, E. (2023a). Motif bandrong lisung pada batik cikadu ditinjau dari kajian semantik. *Jurnal Penelitian Pendidikan Bahasa Indonesia*, 3, 111–118.
- Fauzi, R., Saputra, D. Y., Maarif, M., & Khoiriyah, E. (2023b). Motif bandrong lisung pada batik cikadu ditinjau dari kajian semantik. *Jurnal Penelitian Pendidikan Bahasa Indonesia*, 3, 111–118.
- Febriansari, D., & Atmjo, I. R. widianto. (2021). Ngabatik: Aplikasi Pengenalan Motif Batik Ngawi Berbasis Android. *Syntax Literate : Jurnal Ilmiah Indonesia*, 6(2), 6.
- Filia, B. J., Lienardy, F. F., Laksana, I. K. P. B., Jordan, J. A., Siento, J. G., Honova, S. M., Hasana, S., & Permonangan, I. H. (2023). Improving Batik Pattern Classification using CNN with Advanced Augmentation and Oversampling on Imbalanced Dataset. *Procedia Computer Science*, 227, 508–517. <https://doi.org/10.1016/j.procs.2023.10.552>
- Fitriyah, F., Akbari, T., & Alfandiana, I. (2021). Pengolahan Limbah Cair Batik Banten secara Koagulasi Menggunakan Tawas dan Adsorpsi dengan Memanfaatkan Zeolit Alam Bayah. *Jurnal Serambi Engineering*, 7(1), 2499–2509. <https://doi.org/10.32672/jse.v7i1.3705>
- Forestal, J., & Finch, J. K. (2020). Teaching the Town Hall: Incorporating Experiential Learning in a Large Introductory Lecture Course. *Journal of Political Science Education*, 0(0), 1–14. <https://doi.org/10.1080/15512169.2020.1725528>
- Fromm, J., Radianti, J., Wehking, C., Stieglitz, S., Majchrzak, T. A., & vom Brocke, J. (2021). More than experience? - On the unique opportunities of virtual reality to afford a holistic experiential learning cycle. *Internet and Higher Education*, 50(March), 100804. <https://doi.org/10.1016/j.iheduc.2021.100804>
- Gall, M. D., Gall, J. P., & Borg, W. R. (2003). *Meredith D. Gall, Walter R. Borg, Joyce P. Gall - Educational Research_ An Introduction (7th Edition)-Allyn & Bacon (2003).pdf* (pp. 569–575). New York and london. Longman publishing Inc.
- Harnadi, B., Widiatoro, A. D., & Prasetya, F. X. H. (2024). Investigating the behavioral differences in the acceptance of MOOCs and E-learning technology. *Computers in Human Behavior Reports*, 14(December 2023), 100403. <https://doi.org/10.1016/j.chbr.2024.100403>
- Herlina, S., & Palupi, D. Y. (2013). *Pewaranaan*. KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN DIREKTORAT PEMBINAAN SEKOLAH MENENGAH KEJURUAN.

- Hermandra, H. (2022). Motif Kawung Pada Batik Tradisional Yogyakarta: Kajian Semantik Inkuisitif. *Ranah: Jurnal Kajian Bahasa*, 11(2), 378. <https://doi.org/10.26499/rnh.v11i2.5219>
- Huber, S. E., Cortez, R., Kiili, K., Lindstedt, A., & Ninaus, M. (2023). Game elements enhance engagement and mitigate attrition in online learning tasks. *Computers in Human Behavior*, 149(May), 107948. <https://doi.org/10.1016/j.chb.2023.107948>
- Huertas-Valdivia, I. (2021). Role-Playing a staffing process: Experiential learning with undergraduate tourism students. *Journal of Hospitality, Leisure, Sport and Tourism Education*, 29(March), 100334. <https://doi.org/10.1016/j.jhlste.2021.100334>
- Humaira, M. A., & Rachmadtullah, R. (2019a). *Using experiential learning model (ELM) to slow learner students in the science lesson Using experiential learning model (ELM) to slow learner students in the science lesson*. <https://doi.org/10.1088/1742-6596/1175/1/012214>
- Humaira, M. A., & Rachmadtullah, R. (2019b). *Using experiential learning model (ELM) to slow learner students in the science lesson Using experiential learning model (ELM) to slow learner students in the science lesson*. <https://doi.org/10.1088/1742-6596/1175/1/012214>
- John, A., & Bates, S. (2024). Barriers and facilitators: The contrasting roles of media and technology in social–emotional learning. *Social and Emotional Learning: Research, Practice, and Policy*, 3(August 2023), 100022. <https://doi.org/10.1016/j.sel.2023.100022>
- Kaneko, K., Saito, Y., Nohara, Y., Kudo, E., & Yamada, M. (2018). Does Physical Activity Enhance Learning Performance?: Learning Effectiveness of Game-based Experiential Learning for University Library Instruction. *Journal of Academic Librarianship*, 44(5), 569–581. <https://doi.org/10.1016/j.acalib.2018.06.002>
- Kartasasmita, J., Achjadi, J. K., & Natanegara, E. A. (2012a). *Dunia Batik Serang Justin*. Red & White Publishing.
- Kartasasmita, J., Achjadi, J. K., & Natanegara, E. A. (2012b). *Dunia Batik Serang Justin*. Red & White Publishing.
- Khoiriyah, E. L., Khairunnisa, I., Imtihanudin, D., Mustakim, U. S., Fithrotunnisa, E. D., & Supriadi, I. (2022). Sosialisasi Pengenalan Sejarah Kebudayaan Banten Melalui Motif Batik Cikadu Pada Mata Kuliah Reading Comprehension. *Wahan Edukasi*, 5(2).
- Kirkpatrick, D. L., & Kirkpatrick, D. J. (2007). *Implementing the Four Levels*: Berrett-Koehler Publishers, Inc.
- Kohar, M. A. (2018). *Batik Kombinasi* (1st ed.). Direktorat Pembinaan Pendidikan Khusus Direktorat Jenderal Pendidikan Dasar dan Menengah.
- Kolb, A. Y., & Kolb, D. A. (2012). *Learning Styles and Learning Spaces : Enhancing Experiential Learning in Higher Education*. 4(2), 193–212.

- Kolb, D. A. (2015a). *EXPERIENTIAL LEARNING: Experience as the Source of Learning and Development* (J. G. Levine & A. Neidlinger, Eds.; second ed). Pearson Education, Inc.
- Kolb, D. A. (2015b). *EXPERIENTIAL LEARNING: Experience as the Source of Learning and Development* (J. G. Levine & A. Neidlinger, Eds.; second ed). Pearson Education, Inc.
- Kondratjew, H., Kahrens, M., Kondratjew, H., & Kahrens, M. (2018). *Leveraging experiential learning training through spaced learning*. <https://doi.org/10.1108/JWAM-05-2018-0011>
- Kristijanto, A. I., & Soetjipto, D. H. (n.d.). *PENGARUH JENIS FIKSATIF TERHADAP KETUAAN DAN KETAHANAN LUNTUR KAIN MORI BATIK HASIL PEWARNAAN LIMBAH TEH HIJAU* (Vol. 4, Issue 1).
- Kristiningrum, E., Ayundyahrini, M., Susanto, D. A., Setyoko, A. T., Kresiani, R. H., & Suparmanto, N. (2021). Quantifying the economic benefit of standard on auto-electric stove for Batik small medium enterprises in Indonesia. *Heliyon*, 7(6), e07299. <https://doi.org/10.1016/j.heliyon.2021.e07299>
- Kurnia Syabana, D., Ekarini, N., Satria, Y., Hardjanto Balai Besar Kerajinan dan Batik, P., & Kusumanegara No, J. (n.d.). *PENGARUH KETEBALAN KAIN TERHADAP MOTIF BATIK PADA KAIN TENUN SUTRA SAMIA THE EFFECT OF FABRIC THICKNESS ON BATIK MOTIFS ON SAMIA SILK WOVEN FABRIC*.
- Kurniadi, E., & Nugraha, R. (2021). Rancang Bangun Aplikasi Pengenalan Batik Tulis Paseban Berbasis Android. *Nuansa Informatika*, 15(1), 58. <https://doi.org/10.25134/nuansa.v15i1.3831>
- Leal-Rodríguez, A. L., & Albort-Morant, G. (2019a). Promoting innovative experiential learning practices to improve academic performance: Empirical evidence from a Spanish Business School. *Journal of Innovation and Knowledge*, 4(2), 97–103. <https://doi.org/10.1016/j.jik.2017.12.001>
- Leal-Rodríguez, A. L., & Albort-Morant, G. (2019b). Promoting innovative experiential learning practices to improve academic performance: Empirical evidence from a Spanish Business School. *Journal of Innovation and Knowledge*, 4(2), 97–103. <https://doi.org/10.1016/j.jik.2017.12.001>
- Leclercq, C., Martino, L., Nicolò, G., Smith, A., & Vrbos, D. (2023). Social learning on uncertainty in risk analysis – an exploratory analysis of the outcomes of an experiential game-based workshop. *Social Sciences and Humanities Open*, 8(1). <https://doi.org/10.1016/j.ssaho.2023.100510>
- Liu, Z., & Chang, S. (2024). A study of digital exhibition visual design led by digital twin and VR technology. *Measurement: Sensors*, 31(June 2023), 100970. <https://doi.org/10.1016/j.measen.2023.100970>
- Maarif, M. (2020a). Efektivitas Model Pembelajaran Direct Instruction Untuk Meningkatkan Keterampilan Membatik Pada Siswa Sekolah Dasar Di Sanggar Batik Cikadu. *JURNAL PAJAR (Pendidikan Dan Pengajaran)*, 4(1), 151–158. <https://doi.org/10.33578/pjr.v4i1.7894>

- Maarif, M. (2020b). Efektivitas Model Pembelajaran Direct Instruction Untuk Meningkatkan Keterampilan Membuat Batik Pada Siswa Sekolah Dasar Di Sanggar Batik Cikadu. *JURNAL PAJAR (Pendidikan Dan Pengajaran)*, 4(1), 151–158. <https://doi.org/10.33578/pjr.v4i1.7894>
- Ma'arif, M., Fauzi, R., & Anggara, I. M. (2021). Evaluasi Reaksi Tingkat Kepuasan Peserta Diklat Membuat Batik Di Sanggar Batik Cikadu Tanjung Lesung. *PAJAR (Pendidikan Dan Pengajaran)*, 5(6), 1781–1788.
- Ma'arif, M., Fauziah, M., & Fauzi, R. (2020). Effectiveness of Direct Instruction For Learning Models Improving Batik Skills in Basic School Students in Sanggar Batik Cikadu. *JURNAL PAJAR (Pendidikan Dan Pengajaran)*, 4(1), 151–158. <https://doi.org/http://dx.doi.org/10.33578/pjr.v4i1.7894>
- Ma'arif, M., Hasyim, A. F., & Fauzi, R. (2022). Analisis Wisata Edukasi Membuat Batik terhadap Kesesuaian CPMK Mata Kuliah Seni Rupa. *Edukatif: Jurnal Ilmu Pendidikan*, 4(5), 6973–6980. <https://doi.org/10.31004/edukatif.v4i5.3851>
- Ma'arif, M., Muslim, S., & Sukardjo, M. (2023). *An Experiential Learning Model to Facilitate the Professional Development of Batik Instructors Through Teaching Videos*. 56–66. https://doi.org/10.2991/978-94-6463-236-1_7
- Macindo, J. R. B., Danganan, M. P. B., Soriano, C. A. F., Kho, N. S. R., & Bongar, M. V. V. (2019). A conjoint analysis of the acute and critical care experiential learning preferences of Baccalaureate student nurses. *Nurse Education in Practice*, 36(February 2018), 125–131. <https://doi.org/10.1016/j.nepr.2019.02.016>
- Mcardle, G. (2010a). Instructional Design for Action Learning. In *American Management Association*. <https://doi.org/10.1108/hrmid.2012.04420daa.017>
- Mcardle, G. (2010b). Instructional Design for Action Learning. In *American Management Association*. <https://doi.org/10.1108/hrmid.2012.04420daa.017>
- McDonnell, P. (2017). The Experiential Library: Transforming Academic and Research Libraries through the Power of Experiential Learning. In *The Experiential Library*. Chandos Publishing. <https://doi.org/10.1016/c2015-0-00601-3>
- Mehrtash, M., Yuen, T., & Balan, L. (2019). Implementation of Experiential Learning for Vehicle Dynamic in Automotive Engineering: Roll-over and Fishhook Test. *Procedia Manufacturing*, 32, 768–774. <https://doi.org/10.1016/j.promfg.2019.02.284>
- Merill, D. (2013a). *First principles of instruction: identifying and designing effective, efficient, and engaging instruction*.
- Merill, D. (2013b). *First principles of instruction: identifying and designing effective, efficient, and engaging instruction*.
- Merrill, M. D. (2002). A pebble-in-the-pond model for instructional design. *Performance Improvement*, 41(7), 41–46. <https://doi.org/10.1002/pfi.4140410709>
- Mohd Anuardi, M. N. A., Yamazaki, A. K., & Sato, I. (2020). The effects of tablet and printed media on brain activation during a short-memory task. *Procedia Computer Science*, 176, 1358–1365. <https://doi.org/10.1016/j.procs.2020.09.145>

- Morris, T. H. (2019). Experiential learning—a systematic review and revision of Kolb’s model. *Interactive Learning Environments*, 0(0), 1–14. <https://doi.org/10.1080/10494820.2019.1570279>
- Ningrum, T. W. A., Degeng, I. N. S., & Ulfa, S. (2019). Implementasi Kurikulum Muatan Lokal Keterampilan Batik Di Sekolah Menengah Pertama Negeri 2 Bantur Kabupaten Malang. *Jktp*, 2(3), 245–251.
- Oginawati, K., Anka, A. A. H., Susetyo, S. H., Febriana, S. A., Tanziha, I., & Prakoeswa, C. R. S. (2021). Urinary hippuric acid level as a biological indicator of toluene exposure on batik workers. *Heliyon*, 7(8), e07775. <https://doi.org/10.1016/j.heliyon.2021.e07775>
- Oginawati, K., Nathanael, R. J., Chazanah, N., Suharyanto, Prabandari, D., Basuki, M. F., Oclandhi, B., Santoso, M., Febriana, S. A., Nugrahaningsih, D. A., Suhartini, S., Prakoeswa, C. R. S., & Tanziha, I. (2023a). Occupational lead exposure health risk assessment and heme biosynthesis: A study on batik artisans in yogyakarta, Indonesia. *Heliyon*, 9(9), e19994. <https://doi.org/10.1016/j.heliyon.2023.e19994>
- Oginawati, K., Nathanael, R. J., Chazanah, N., Suharyanto, Prabandari, D., Basuki, M. F., Oclandhi, B., Santoso, M., Febriana, S. A., Nugrahaningsih, D. A., Suhartini, S., Prakoeswa, C. R. S., & Tanziha, I. (2023b). Occupational lead exposure health risk assessment and heme biosynthesis: A study on batik artisans in yogyakarta, Indonesia. *Heliyon*, 9(9), e19994. <https://doi.org/10.1016/j.heliyon.2023.e19994>
- Oginawati, K., Nathanael, R. J., Chazanah, N., Suharyanto, Prabandari, D., Basuki, M. F., Oclandhi, B., Santoso, M., Febriana, S. A., Nugrahaningsih, D. A., Suhartini, S., Prakoeswa, C. R. S., & Tanziha, I. (2023c). Occupational lead exposure health risk assessment and heme biosynthesis: A study on batik artisans in yogyakarta, Indonesia. *Heliyon*, 9(9), e19994. <https://doi.org/10.1016/j.heliyon.2023.e19994>
- Oginawati, K., Suharyanto, Susetyo, S. H., Sulung, G., Muhayatun, Chazanah, N., Dewi Kusumah, S. W., & Fahimah, N. (2022). Investigation of dermal exposure to heavy metals (Cu, Zn, Ni, Al, Fe and Pb) in traditional batik industry workers. *Heliyon*, 8(2), e08914. <https://doi.org/10.1016/j.heliyon.2022.e08914>
- Osipova, Y., & Kazmina, L. (2021). Arts and crafts, decorative and applied arts as a growth driver of educational tourism. *E3S Web of Conferences*, 273. <https://doi.org/10.1051/e3sconf/202127309004>
- Pengembangan Kurikulum Muatan Lokal Seni Budaya Banten Bagi Pendidikan Menengah Se-Provinsi Banten, 15 PERGUB BANTEN-BERITA DAERAH PROVINSI BANTEN 1 (2014).
- Pengembangan Kurikulum Muatan Lokal Seni Budaya Banten Bagi Pendidikan Menengah Se-Provinsi Banten, 15 PERGUB BANTEN-BERITA DAERAH PROVINSI BANTEN 1 (2014).
- Permatasari, P., & L, C. (2021). Participatory Design to Create Digital Technologies for Batik Intangible Cultural Heritage. *Lecture Notes in Computer Science*, 12780.
- Pribadi, B. A. (2017). *Media Dan Teknologi Dalam Pembelajaran* (Kedua). Prenadamedia Group.

- Pribadi, B. A. (2023a). *Teknologi Pendidikan: Desain dan Konsep Esensial (Pertama)*. Rajawali Press.
- Pribadi, B. A. (2023b). *Teknologi Pendidikan: Desain dan Konsep Esensial (Pertama)*. Rajawali Press.
- Qur'ani, D., Kuswandi, D., & Wedi, A. (2019). Pengembangan Perangkat Pembelajaran Sinektik Berbantuan Video Pada Materi Batik Tulis Kelas Xi Man 1 Madiun. *PENGEMBANGAN PERANGKAT PEMBELAJARAN SINEKTIK BERBANTUAN VIDEO BATIK TULIS KELAS XI MAN 1 MADIUN*, 6(1), 51–57. <https://doi.org/10.17977/um031v6i12019p051>
- Rangkuti, A. H., Harjoko, A., & Putra, A. (2021). A Novel Reliable Approach for Image Batik Classification That Invariant with Scale and Rotation Using MU2ECS-LBP Algorithm. *Procedia Computer Science*, 179(2019), 863–870. <https://doi.org/10.1016/j.procs.2021.01.075>
- Reynolds, M., & Vince, R. (Eds.). (2007). *Experiential Learning & Management Education*. Oxford University Press Inc.
- Ripai, R. (2021). Pengenalan Motif Batik Pandeglang Menggunakan Deteksi Tepi Canny dan Metode K-NN Berbasis Android ini mengambil beberapa ringkasan deteksi motif batik berbasis platform android . Dari hasil. *Jurnal Teknologi Informasi*, XVI.
- Rothwell, W. J., Bencotter, G. M. B., King, M., & King, S. B. (2015). Mastering the instructional design process: A systematic approach. *Mastering the Instructional Design Process: A Systematic Approach*, 1–397. <https://doi.org/10.1002/9781119176589>
- Saastamoinen, T., Elomaa-Krapu, M., Härkänen, M., Näslindh-Ylipangar, A., & Vehviläinen-Julkunen, K. (2024). Students' experiences of a computer-based simulation game as a learning method for medication process: A qualitative study. *Teaching and Learning in Nursing*, 000, 5–11. <https://doi.org/10.1016/j.teln.2024.01.009>
- Samala, A. D., Bojic, L., Vergara-Rodriguez, D., Klimova, B., & Ranuharja, F. (2023). Interactive Mobile Technologies. *International Journal of Interactive Mobile Technologies*, 17(15), 135–154.
- Sayaf, A. M. (2023). Adoption of E-learning systems: An integration of ISSM and constructivism theories in higher education. *Heliyon*, 9(2), e13014. <https://doi.org/10.1016/j.heliyon.2023.e13014>
- Seel, N. M., Lehmann, T., Blumschein, P., & Podolskiy, O. A. (2017). Instructional Design for Learning: Theoretical Foundations. In *Instructional Design for Learning: Theoretical Foundations*. <https://doi.org/10.1007/978-94-6300-941-6>
- Selao, A., & Sutriyani. (2021). Aplikasi Pengolahan Citra Sebagai Media Pengenalan Batik Nusantara. *Jurnal Sintaks Logika*, 1(3), 172–177.
- Seow, P. S., Pan, G., & Koh, G. (2019). Examining an experiential learning approach to prepare students for the volatile, uncertain, complex and ambiguous (VUCA) work

- environment. *International Journal of Management Education*, 17(1), 62–76. <https://doi.org/10.1016/j.ijme.2018.12.001>
- Setyaningrum, C. T. S., Fitri, E., Rachmad, F., Nugraha, D., Nathanael, V., & Anindia, R. (2019). Neuromuscular disorders in Batik workers at Yogyakarta Indonesia. *Journal of the Neurological Sciences*, 405, 265. <https://doi.org/10.1016/j.jns.2019.10.1307>
- Setyosari, H. P. (2016). *Metode penelitian pendidikan & pengembangan*. Prenata Media.
- Sheptak, R. D., & Menaker, B. E. (2016). Learning and working with the pros: Student perspectives on an embedded experiential learning project. *Journal of Hospitality, Leisure, Sport and Tourism Education*, 19(January), 104–114. <https://doi.org/10.1016/j.jhlste.2016.09.002>
- Shiralkar, S. W. (2021). *IT Through Experiential Learning: Learn, Deploy and Adopt IT through Gamification* (W. Spahr & C. S. John, Eds.). Apress. <https://doi.org/10.1007/978-1-4842-2421-2>
- Sondermann, C., Huff, M., & Merkt, M. (2024). Distracted by a talking head? An eye tracking study on the effects of instructor presence in learning videos with animated graphic slides. *Learning and Instruction*, 91(January), 101878. <https://doi.org/10.1016/j.learninstruc.2024.101878>
- Suherman, S., & Vidákovich, T. (2022). Assessment of Mathematical Creative Thinking: A Systematic Review. *Thinking Skills and Creativity*, 44(January), 101019. <https://doi.org/10.1016/j.tsc.2022.101019>
- Sukanti, & Sumanto. (2018). Keragaman Jenis Dan Model Produk Home Industry Kerajinan Tangan Sebagai Sumber Belajar Di Di Sekolah Dasar. *Sekolah Dasar: Kajian Teori Dan Praktik Pendidikan*, 8285(1), 49–58. <https://doi.org/journal2.um.ac.id>
- Sun, L., Kangas, M., Ruokamo, H., & Siklander, S. (2023). A systematic literature review of teacher scaffolding in game-based learning in primary education. *Educational Research Review*, 40(May), 100546. <https://doi.org/10.1016/j.edurev.2023.100546>
- Suparman, M. A. (2014). *Desain Instruksional Modern: Panduan Para Pengajar Dan Inovator Pendidikan* (Empat). Erlangga.
- Suwannaphisit, S., Anusitviwat, C., Hongnaparak, T., & Bvonpanttarananon, J. (2021). Expectations on online orthopedic course using constructivism theory: A cross-sectional study among medical students. *Annals of Medicine and Surgery*, 67(June), 102493. <https://doi.org/10.1016/j.amsu.2021.102493>
- Tang, K. Y. (2021). Paradigm shifts in e-book-supported learning: Evidence from the Web of Science using a co-citation network analysis with an education focus (2010–2019). *Computers and Education*, 175(December 2020), 104323. <https://doi.org/10.1016/j.compedu.2021.104323>

- Tanzil, F., Aulia, A., Randy R.M, M., Sembiring, E. F., & Ridwan, M. (2018). Pengembangan Aplikasi Game Mobile “Batik Yuk” Berbasis Android. *Teknik Dan Ilmu Komputer*, 7(28), 425–436.
- Tirta, I. (2009a). *Batik Sebuah Lakon*. PT Grafika Multi Warna.
- Tirta, I. (2009b). *Batik Sebuah Lakon*. PT Grafika Multi Warna.
- Tirta, I. (2009c). *Batik Sebuah Lakon*. PT Grafika Multi Warna.
- Umamah, N. (2012). Upaya Meningkatkan Kompetensi Pedagogik Mahasiswa Calon Pendidik Melalui Peningkatan Kompetensinya Dalam Mendisain Pembelajaran. *Jurnal Ilmu Pendidikan Sekolah Dasar*, 1(2), 209–222.
- Walter, D., Carey, L., & Carey, J. O. (2015a). The Systematic Design of Instruction. In *Journal of Materials Processing Technology* (Sixth edit, Vol. 1, Issue 1). University of South Florida.
- Walter, D., Carey, L., & Carey, J. O. (2015b). The Systematic Design of Instruction. In *Journal of Materials Processing Technology* (Sixth edit, Vol. 1, Issue 1). University of South Florida.
- Widepuri, S. A. P. (2021). *Rangkaian Rasa Karya Adiwarna*.
- Widepuri, S. A. putri. (2021). *No Title*. Batik Semarang 16 Press.
- Widyani, A. I., Mutiara, M. W., & Pribadi, M. A. (2021). Studi Ruang Kerja Pada Tempat Pelatihan Proses Batik Studi Kasus: Rumah Batik Palbatu, Jakarta. *Jurnal Muara Ilmu Sosial, Humaniora, Dan Seni*, 5(1), 124. <https://doi.org/10.24912/jmishumsen.v5i1.11732.2021>
- Wijayanti, L. (2017). *Teknik Batik* (Vol. 4, Issue 1). Fakultas Seni Rupa Institut Kesenian Jakarta.
- Wijayanti, L. (2019). *Prosiding Seminar Nasional Industri Kerajinan dan Batik 2019 Yogyakarta, 08 Oktober*.
- Wu, J. Y., Liao, C. H., Tsai, C. C., & Kwok, O. M. (2024). Using learning analytics with temporal modeling to uncover the interplay of before-class video viewing engagement, motivation, and performance in an active learning context. *Computers and Education*, 212(December 2023), 104975. <https://doi.org/10.1016/j.compedu.2023.104975>
- Yang, F. X., & Lau, V. M. C. (2019). Experiential learning for children at World Heritage Sites: The joint moderating effect of brand awareness and generation of Chinese family travelers. *Tourism Management*, 72(November 2018), 1–11. <https://doi.org/10.1016/j.tourman.2018.11.011>
- Yang, Z., & Yang, S. (2023). Multimedia image evaluation based on blockchain, visual communication design and color balance optimization. *Heliyon*, 9(12), e23241. <https://doi.org/10.1016/j.heliyon.2023.e23241>
- Yoon, T. K., Kim, S., Takano, T., Yun, S. J., & Son, Y. (2016). Contributing to sustainability education of east asian university students through a field trip

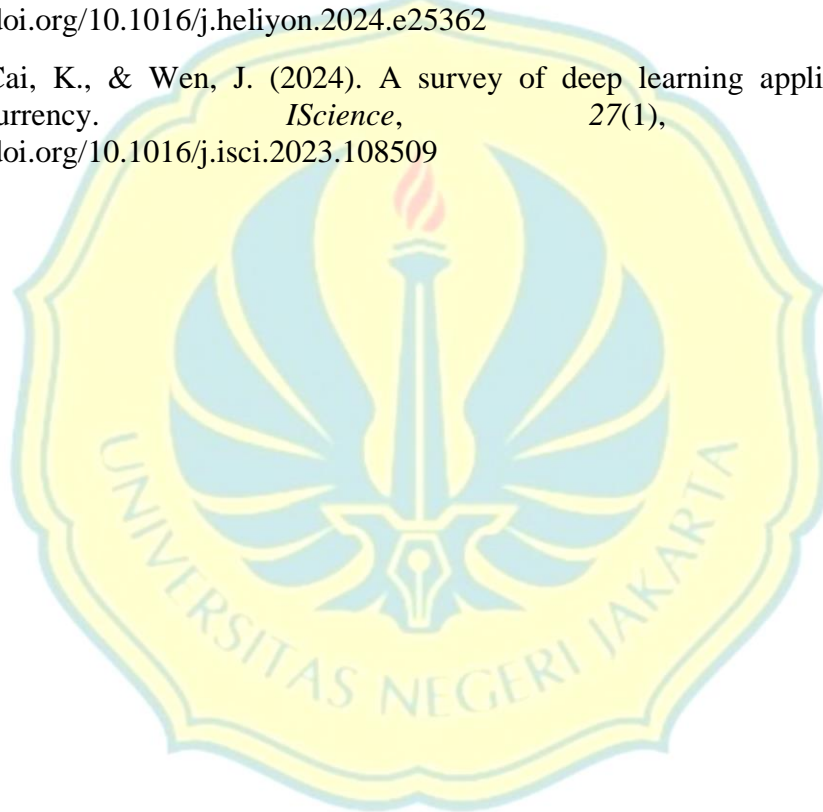
experience: A social-ecological perspective. *Sustainability (Switzerland)*, 8(10).
<https://doi.org/10.3390/su8101067>

Yousif, A. J., & Al-Jammas, M. H. (2023). Exploring deep learning approaches for video captioning: A comprehensive review. *E-Prime - Advances in Electrical Engineering, Electronics and Energy*, 6(August), 100372.
<https://doi.org/10.1016/j.prime.2023.100372>

Zackaria, S., Dewi, S., Milasari, & Agus, S. (2017). Seni Budaya. In *Pusat Kurikulum dan Perbukuan, Balitbang, Kemendikbud*.

Zeng, J., Chen, Y., & Zheng, Y. (2024). Designing the multimedia system for improving promotion of college students' psychological capital. *Heliyon*, 10(3), e25362.
<https://doi.org/10.1016/j.heliyon.2024.e25362>

Zhang, J., Cai, K., & Wen, J. (2024). A survey of deep learning applications in cryptocurrency. *IScience*, 27(1), 108509.
<https://doi.org/10.1016/j.isci.2023.108509>



Intelligentia - Dignitas



Intelligentia - Dignitas