

DAFTAR PUSTAKA

- A. Pribadi, B. (2023). *Penelitian dan Pengembangan*. Erlangga.
- Abadi, M. K., Asih, E. C. M., & Jupri, A. (2018). The Development of Interactive Mathematics Learning Material Based on Local Wisdom with .swf Format. *Journal of Physics: Conference Series*. <https://doi.org/10.1088/1742-6596/1013/1/012131>
- Adhikari, R., Kydonaki, C., Lawrie, J., O'Reilly, M., Ballantyne, B., Whitehorn, J., & Paterson, R. (2021). A mixed-methods feasibility study to assess the acceptability and applicability of immersive virtual reality sepsis game as an adjunct to nursing education. *Nurse Education Today*, 103(March), 104944. <https://doi.org/10.1016/j.nedt.2021.104944>
- Aggleton, J. (2019). Defining digital comics: a British Library perspective. *Journal of Graphic Novels and Comics*, 10(4), 393–409. <https://doi.org/10.1080/21504857.2018.1503189>
- Anderson., K. (2010). *Kerangka Landasan untuk Pembelajaran, Pengajaran, dan Assesmen*. Pustaka Belajar.
- Andrews, D., & Baber, C. (2014). Visualizing interactive narratives: Employing a branching comic to tell a story and show its readings. *Conference on Human Factors in Computing Systems - Proceedings*. <https://doi.org/10.1145/2556288.2557296>
- Arikunto, S. (2013). *Prosedur Penelitian: Suatu Pendekatan Praktik*. Rineka Cipta.
- Arnyana, I. B. P., Sadia, I. W., Suma, I. K., & Divayana, D. G. H. (2017). Determination of effectiveness of evaluation results on school culture and character of junior high school students using character assessment instruments with the local wisdom of bali based on mobile phone. *Journal of Theoretical and Applied Information Technology*, 95(20), 5348–5359.
- Asep Herry Hernawan, Rudi Susilana, S. J. (2016). *Pengembangan Kurikulum dan Pembelajaran di SD* (6th ed.). Universitas Terbuka.
- Azwar, A., Surya, E., & Saragih, S. (2017). Development of Learning Devices Based on Contextual Teaching and Learning Model Based on the Context of Aceh Cultural to Improve Mathematical Representation and Self-Efficacy Ability of SMAN 1 Peureulak Students. *Journal of Education and Practice*, 8(27), 186–195. <http://digilib.unimed.ac.id/id/eprint/29968>
- Brůža, V., Byška, J., Mičan, J., & Kozlíková, B. (2021). VRdeo: Creating engaging

- educational material for asynchronous student-teacher exchange using virtual reality. *Computers and Graphics (Pergamon)*, 98, 280–292. <https://doi.org/10.1016/j.cag.2021.06.009>
- Buchori, A., Setyosari, P., Wayan Dasna, I., & Ulfa, S. (2016). Developing character building learning model using mobile augmented reality on elementary school student in Central Java. *Global Journal of Pure and Applied Mathematics*, 12(4), 3433–3444.
- Calvert, J., & Abadia, R. (2020). Impact of immersing university and high school students in educational linear narratives using virtual reality technology. *Computers and Education*, 159(April), 104005. <https://doi.org/10.1016/j.compedu.2020.104005>
- Chaeroth, M., Slamet, S. Y., & Kurniawan, S. B. (2021). Application of Contextual Teaching and Learning Models Based on Creative Thinking in Elementary Schools. *Proceedings of the 5th International Conference on Arts Language and Culture (ICALC 2020)*, 534(534), 100–105. <https://doi.org/10.2991/assehr.k.210226.053>
- Daniela, L. (2020). New perspectives on virtual and augmented reality: Finding new ways to teach in a transformed learning environment. In *New Perspectives on Virtual and Augmented Reality: Finding New Ways to Teach in a Transformed Learning Environment*. <https://doi.org/10.4324/9781003001874>
- Davies, I. K. (1996). *Educational Technology: Archetypes, Paradigms, and Models*. Libraries Unlimited.
- Dick, Walter; Carey, Lou; Carey, J. O. (2015). The Systematic Design of Instruction. In *University of South Florida: Vol. Vol. 1* (Sixth edit). University of South Florida.
- Effendi, Y. R., Bafadal, I., Degeng, I. N. S., & Arifin, I. (2020). The principal's transformational leadership approach based on local wisdom in strengthening the character of students. *Malaysian Online Journal of Educational Management*, 8(4), 24–42. <https://doi.org/10.22452/mojem.vol8no4.2>
- Estrada Villalba, É., San Martín Azócar, A. L., & Jacques-García, F. A. (2021). State of the art on immersive virtual reality and its use in developing meaningful empathy. *Computers and Electrical Engineering*, 93(September 2020). <https://doi.org/10.1016/j.compeleceng.2021.107272>
- Farah, N. A., Syamsul, B. Z., & Norshuhada, S. (2014). Exploring Digital Comics as an Edutainment Tool: An Overview. *Knowledge Management International Conference 2014*.

- Firdaus, S. U., Laxamanahady, M. S. D. S., & Widyasasmito, R. K. (2019). Character education based on local wisdom facing global economic changes in the decisions of constitutional court. *International Journal of Advanced Science and Technology*, 28(20), 554–559.
- Gabaron, S. (2017). The power of print reading: comics in the classroom. *Journal of Cell Communication and Signaling*, 11(3), 285–290. <https://doi.org/10.1007/s12079-017-0400-z>
- Gall, Meredith D, Joice P Gall, W. R. B. (2015). Educational Research. In *Angewandte Chemie International Edition*, 6(11), 951–952. (Vol. 1, Issue April).
- Gustafson, K. L., Branch, & Maribe, R. (2002). Survey of Instructional Development Models. In *Educational Technology Research and Development* (4th ed., Vol. 41, Issue 1). NY: ERIC Clearinghouse on Information & Technology.
- Hands, T., Shaw, A., Gibson, M., & Miller, K. (2018). People and their plants: The effect of an educational comic on gardening intentions. *Urban Forestry and Urban Greening*, 30(June 2017), 132–137. <https://doi.org/10.1016/j.ufug.2018.01.017>
- Hanim, W., & Djunaedi. (2019). Development of digital character education comics to improve cognitive empathy. *International Journal of Innovation, Creativity and Change*, 5(6), 398–407.
- Harun, Jaedun, A., Sudaryanti, & Manaf, A. (2020). Dimensions of early childhood character education based on multicultural and community local wisdom. *International Journal of Instruction*, 13(2), 365–380. <https://doi.org/10.29333/iji.2020.13225a>
- Henson, K. T. (2015). *Curriculum Plainning: Integrating Multiculturalism, Constructivism, and Education Reform* (Fifth Edit). Waveland Press, Inc.
- Ima, W., Pattiasina, J., & Sopacua, J. (2023). Model to increase motivation and learning outcomes in learning history. *Journal of Education and Learning*, 17(2), 206–214. <https://doi.org/10.11591/edulearn.v17i2.20703>
- 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 and Education*, 139(May), 102–117. <https://doi.org/10.1016/j.compedu.2019.04.010>
- Istiq'faroh, N., Suhardi, & Mustadi, A. (2020). Improving elementary school students' creativity and writing skills through digital comics. *Elementary Education Online*, 19(2), 426–435.

- <https://doi.org/10.17051/ilkonline.2020.689661>
- Japar, M., & Nur Fadhillah, D. (2018). *The Development of Intellectual Culture through Character Education Learning in Higher Education*. 1, 2622–2688. <https://www.researchgate.net/publication/331246949>
- Jhonson B, E. (2002). *CTL: Contextual Teaching & Learning*. Corwin Press.
- Joice, Bruce; Weil, Masha; Calhoun, E. (2019). *Models of Teaching: Model-Model Pengajaran Edisi Bahasa Indonesia* (Ninth Edit). Pustaka Pelajar.
- Kemala, V., & Murdiono, M. (2020). *Effect of Contextual Teaching Learning Model on Motivation and Learning Outcomes in Civic Education Learning in Junior High School*. <https://doi.org/10.4108/eai.2-11-2019.2294853>
- Khotimah, C., & Indrayati, A. (2016). Penggunaan Media Buklet Pada Pembelajaran Pengelolaan Sumberdaya Air Berbasis Kearifan Lokal Pada Kalangan Remaja Kelurahan Kandri Kecamatan Gunungpati Kota Semarang. *Edu Geography*, 4(2), 22–27.
- Kilanowski, J. F. (2020). Agricultural Safety Comic Book for Latinx Migrant Families: Development and Evaluation. *Journal of Pediatric Health Care*, 34(3), 230–238. <https://doi.org/10.1016/j.pedhc.2019.11.003>
- Lee, W. William; Owens, L. D. (2004). *Multimedia Based Instructional Design* (United States (ed.); Second Edi). Pfeiffer.
- Leite, L., Dourado, L., Afonso, A. S., & Morgado, S. (2017). Contextualizing teaching to improve learning: The case of science and geography. *Contextualizing Teaching to Improve Learning: The Case of Science and Geography*, 1–307.
- Lenadora, D., Ranathunge, R., Samarakkrama, C., De Silva, Y., Perera, I., & Welivita, A. (2019). Comic Digitization through the Extraction of Semantic Content and Style Analysis. *19th International Conference on Advances in ICT for Emerging Regions, ICTer 2019 - Proceedings*, 1–9. <https://doi.org/10.1109/ICTer48817.2019.9023647>
- Lesmono, A. D., Bachtiar, R. W., Maryani, & Muzdalifah, A. (2018). The instructional-based andro-web comics on work and energy topic for senior high school students. *Jurnal Pendidikan IPA Indonesia*. <https://doi.org/10.15294/jpii.v7i2.14245>
- Lestariningsrum, A., Andyastuti, E., Lailiyah, N., Wijaya, I. P., Yatmin, Y., & Karisma, D. Y. (2023). Pemanfaatan Buku Cerita Berbasis Kearifan Lokal Untuk Meningkatkan Nilai-Nilai Pancasila Di Taman Kanak-Kanak. *Jurnal Pendidikan Indonesia: Teori, Penelitian, Dan Inovasi*, 3(1), 1–8. <http://jurnal.penerbitwidina.com/index.php/JPI/article/view/416>

- M. Atwi S. (2014). *Desain Instruksional Modern*. Erlangga.
- Makransky, G., & Petersen, G. B. (2019). Investigating the process of learning with desktop virtual reality: A structural equation modeling approach. *Computers and Education*, 134(February), 15–30. <https://doi.org/10.1016/j.compedu.2019.02.002>
- Mamolo, L. A. (2019). Development of digital interactive math comics (DIMaC) for senior high school students in general mathematics. *Cogent Education*. <https://doi.org/10.1080/2331186X.2019.1689639>
- Mataram, S., & Ardianto, D. T. (2019). *Digital Comic Platform Mapping In Improving The Creative Industry Potential*. 207(Reka), 135–137. <https://doi.org/10.2991/reka-18.2018.30>
- Melati, R., Widya, M., Fitriani, L., & Sari, P. A. (2020). Pengembangan Booklet Berbasis Kearifan Lokal Pada Materi Tumbuhan (Plantae) Kelas X Mipa Man 1 (Model) Lubuklinggau. *Diklabio: Jurnal Pendidikan Dan Pembelajaran Biologi*, 4(2), 153–161. <https://doi.org/10.33369/diklabio.4.2.153-161>
- Muhammad Afandi. (2011). *Perencanaan Pembelajaran di SD*. Alfabeta. <http://library1.nida.ac.th/termpaper6/sd/2554/19755.pdf>
- Mustikasari, L., Priscylio, G., Hartati, T., & Sopandi, W. (2020). The development of digital comic on ecosystem for thematic learning in elementary schools. *Journal of Physics: Conference Series*, 1469(1). <https://doi.org/10.1088/1742-6596/1469/1/012066>
- Muthmainah, et al. (2021). *Sistem Model dan Desain Pembelajaran* (Issue March). Yayasan Penerbit Muhammad Zaini.
- Muzdalifah, I., & Subrata, H. (2022). Pengembangan Big Book Berbasis Kearifan Lokal Untuk Pembelajaran Membaca Permulaan Di Sd. *Jurnal Review Pendidikan Dasar : Jurnal Kajian Pendidikan Dan Hasil Penelitian*, 8(1), 44–53. <https://doi.org/10.26740/jrpd.v8n1.p44-53>
- Nguyen, N. Van, Rigaud, C., & Burie, J. C. (2018). Digital comics image indexing based on deep learning. *Journal of Imaging*, 4(7). <https://doi.org/10.3390/jimaging4070089>
- nisa, suci khoirun. (2021). *Analisis Pengaruh Model Pembelajaran Contextual Teaching and Learning Untuk Meningkatkan Hasil Belajar Siswa*. <http://dx.doi.org/10.31219/osf.io/rvja8>
- Ntobuo, N. E., Arbie, A., & Amali, L. N. (2018). The development of gravity comic

- learning media based on gorontalo culture. *Jurnal Pendidikan IPA Indonesia*, 7(2), 246–251. <https://doi.org/10.15294/jpii.v7i2.14344>
- Nurhadi, Z., Estu, S., & H., I. (2017). Perancangan Media Pembelajaran Virtualisasi Masjidil Harram Dengan Virtual Reality. *Prosiding Seminar Nasional Teknoka*, 2(2502), I67--I74.
- Nurwahidah, N., Nurmawanti, I., Novitasari, S., & Kusuma, A. S. H. M. (2022). Development of STEAM-Based Learning Tools Based on the Sasak Heritage Project. *Jurnal Penelitian Pendidikan IPA*, 8(6), 2900–2908. <https://doi.org/10.29303/jppipa.v8i6.2550>
- Pandanwangi, W. D., & Nuryantiningsih, F. (2018). KOMIK WAYANG ANAK PANDAWA SEBAGAI MEDIA PENDIDIKAN KARAKTER DI JAMAN KEKINIAN. *Journal of Urban Society's Arts*. <https://doi.org/10.24821/jousa.v5i1.2208>
- Permatasari, I., & Hakam, K. A. (2018). The Development of Character Education Based on Sundanese Local Wisdom. *IOP Conference Series: Earth and Environmental Science*, 145(1), 0–5. <https://doi.org/10.1088/1755-1315/145/1/012124>
- Plotzky, C., Lindwedel, U., Sorber, M., Loessl, B., König, P., Kunze, C., Kugler, C., & Meng, M. (2021). Virtual reality simulations in nurse education: A systematic mapping review. *Nurse Education Today*, 101(December 2020). <https://doi.org/10.1016/j.nedt.2021.104868>
- Pribadi, B. A. (2010). *Model Desain Sistem Pembelajaran*. Dian Rakyat.
- Pribadi, R. B. A. (2009). *Model Model Desain Sistem Pembelajaran*. 2016.
- Radianti, J., Majchrzak, T. A., Fromm, J., & Wohlgemann, I. (2020). A systematic review of immersive virtual reality applications for higher education: Design elements, lessons learned, and research agenda. *Computers and Education*, 147(July 2019), 103778. <https://doi.org/10.1016/j.compedu.2019.103778>
- Raiser, R. A., & J. V. D. (2007). *Trend and Issues in Instructions Design and Technology*. Person Education, Inc.
- Ramadhan, R. H., Ratnaningtyas, L., Kuswanto, H., & Wardani, R. (2019). Analysis of Physics Aspects of Local Wisdom: Long Bumbung (Bamboo Cannon) in Media Development for Android-Based Physics Comics in Sound Wave Chapter. *Journal of Physics: Conference Series*, 1397(1). <https://doi.org/10.1088/1742-6596/1397/1/012016>
- Reigeluth, M. Charles; Carr Chellman, A. A. (2009). *Instructional-Design Theories*

- and Models* (Vol III, Issue 112). Routledge.
- Resy, R., Wati, M., & Misbah, M. (2021). The Analysis of Students' Rakat Mufakat Character Through the Application of Local Wisdom-Integrated Module on Heat and Temperature Topic. *Journal of Mathematics Science and Computer Education*, 1(1), 28. <https://doi.org/10.20527/jmscedu.v1i1.3397>
- Richey, R. C., & Nelson, W. (2000). *Development Research; Handbook of Research for Educational Communication and Technology*. Maximillan Library.
- Richey, R. C., Klein, J. D., & Tracey, M. W. (2006). *The Instructional Design Knowledge Base: Theory, Research, and Practice*. Taylor and Francis.
- Rim, D., & Shin, H. (2021). Effective instructional design template for virtual simulations in nursing education. *Nurse Education Today*, 96(September 2020), 104624. <https://doi.org/10.1016/j.nedt.2020.104624>
- Rina, N., Suminar, J. R., Damayani, N. A., & Hafiar, H. (2020). Character education based on digital comic media. *International Journal of Interactive Mobile Technologies*, 14(3), 107–127. <https://doi.org/10.3991/ijim.v14i03.12111>
- Robbins, S.P., & Judge, T. (2013). *Organizational Behavior* (Fifteenth). Prentice Hall.
- Rohaizati, U., Mailizar, & Hajidin. (2020). Junior secondary school teachers and students' needs for the use of digital comics in learning mathematics. *Journal of Physics: Conference Series*. <https://doi.org/10.1088/1742-6596/1460/1/012026>
- Rokhman, F., Hum, M., Syaifudin, A., & Yuliati. (2014). Character Education for Golden Generation 2045 (National Character Building for Indonesian Golden Years). *Procedia - Social and Behavioral Sciences*, 141, 1161–1165. <https://doi.org/10.1016/j.sbspro.2014.05.197>
- Rusmana, J., Ramdiah, S., & Prayitno, B. (2019). Pengembangan Booklet Sebagai Sumber Belajar Biologi Melalui Nilai-Nilai Kearifan Lokal Dalam Pembuatan Bakul Purun. *Prosiding Seminar Nasional Lingkungan Lahan Basah*, 4(3), 603–607.
- Sagri, M., Sofos, F., & Mouzaki, D. (2018). Digital Storytelling, comics and new technologies in education: Review, research and perspectives. *International Education Journal*, 17(4), 97–112.
- Sampurna, I., Fauzi, R., Adiputra, D. K., & Suwarno, S. (2022). Pengembangan Literasi Budaya Berbasis Virtual Reality Pada Pembelajaran IPS di Sekolah Dasar. *Jurnal Inovasi Pendidikan MH Thamrin*, 6(1), 1–12.

- <https://doi.org/10.37012/jipmht.v6i1.735>
- Santoso, R., & Wuryandani, W. (2020). Pengembangan Bahan Ajar PPKn Berbasis Kearifan Lokal Guna Meningkatkan Ketahanan Budaya Melalui Pemahaman Konsep Keberagaman. *Jurnal Ketahanan Nasional*, 26(2), 229. <https://doi.org/10.22146/jkn.56926>
- Sari, F. P., Nikmah, S., Kuswanto, H., & Wardani, R. (2019). Developing Physics Comic Media a Local Wisdom: Sulamanda (Engklek) Traditional Game Chapter of Impulse and Momentum. *Journal of Physics: Conference Series*. <https://doi.org/10.1088/1742-6596/1397/1/012013>
- Sari P. (2020). Efektivitas Hasil Belajar MaIPAS a Melalui Model CTL Berbasis Masalah Terbuka Siswa Kelas IV SD. *Jurnal Ilmiah Sekolah Dasar*, 4(2), 248–256.
- Shiau, H. C. (2020). Performing Chineseness, Translated Histories: Taiwanese Cartoonist Chen Uen's Ink-brush Comic Aesthetics and Digital Pedagogy. *Critical Arts*, 0(0), 1–17. <https://doi.org/10.1080/02560046.2020.1830142>
- Siahaan, N. (2018). Model pembelajaran berbasis kearifan lokal. *Prociding Seminar Nasional Fakultas Ilmu Sosial Universitas Negeri Medan*, 2, 649–651.
- Sidiq Ricu, et al. (2021). *Model Model Pembelajaran Abad 21* (Haddad Wafiq (ed.); Issue 112). CV. AA Rizky.
- Smaldino, S. E., Lowther, R. D., & Russel, D. J. (2011). *Instructional Technology And Media For Learning 9th Edition:Terjemahan Arif Rahman*. Kencana Prenada Media Group.
- Spector, J. M. (2015). Foundations of Educational Technology. *Foundations of Educational Technology*. <https://doi.org/10.4324/9781315764269>
- Suastra, I. W., Jatmiko, B., Ristiati, N. P., & Yasmini, L. P. B. (2017). Developing characters based on local wisdom of bali in teaching physics in senior high school. *Jurnal Pendidikan IPA Indonesia*, 6(2), 306–312. <https://doi.org/10.15294/jpii.v6i2.10681>
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alphabet.
- Suhartini, S., Sekarningrum, B., Sulaeman, M. M., & Gunawan, W. (2019). Social construction of student behavior through character education based on local wisdom. *Journal of Social Studies Education Research*, 10(3), 276–291.
- Sukadari, H. (2018). *Implementasi Pendidikan Karakter melalui Budaya Sekolah*. Kanwa Publisher. <http://library1.nida.ac.th/termpaper6/sd/2554/19755.pdf>

- Sukadaria, E. et al. (2020). The Implementation of Character Education through Local Wisdom Based Learning. *International Journal of Innovation, Creativity and Change*, 11(4), 389–403. <http://library1.nida.ac.th/termpaper6/sd/2554/19755.pdf>
- Susanto, A. (2017). *Teori Belajar dan Pembelajaran di SD*. Kencana.
- Suswandari. (2017). Incorporating beliefs, values and local wisdom of Betawi culture in a character-based education through a design-based research. *European Journal of Contemporary Education*, 6(3), 574–585. <https://doi.org/10.13187/ejced.2017.3.574>
- Syamsuddin, N. (2021). *Sistem Model dan Desain Pembelajaran* (M. Guntur (ed.); 1st ed.). Yayasan Penerbit Muhammad Zaini.
- Taub, M., Sawyer, R., Smith, A., Rowe, J., Azevedo, R., & Lester, J. (2020). The agency effect: The impact of student agency on learning, emotions, and problem-solving behaviors in a game-based learning environment. *Computers and Education*, 147, 103781. <https://doi.org/10.1016/j.compedu.2019.103781>
- Tekle-Haimanot, R., Pierre-Marie, P., Daniel, G., Worku, D. K., Belay, H. D., & Gebrewold, M. A. (2016). Impact of an educational comic book on epilepsy-related knowledge, awareness, and attitudes among school children in Ethiopia. *Epilepsy and Behavior*, 61, 218–223. <https://doi.org/10.1016/j.yebeh.2016.05.002>
- Thaariq, Z. Z. A., & Karima, U. (2023). Menelisik Pemikiran Ki Hadjar Dewantara dalam Konteks Pembelajaran Abad 21 : Sebuah Renungan dan Inspirasi. *Foundasia*, 14(2), 20–36.
- Utaminingsih, S. (2019). *Contextual Teaching and Learning: Model&Panudan* (Naela (ed.); Edisi 1). Grafindo.
- Widoyoko, P. E. (2012). *Teknik penyusunan instrumen penelitian*. Pustaka Pelajar.
- Wulandari, A., Pinaka, T., & Ning, R. (2020). *Local Wisdom Based Education Comics as a Media for Student Literacy Learning*.
- Zuriah, N., & Sunaryo, H. (2022). Kontruksi Profil Pelajar Pancasila dalam Buku Panduan Guru Ppkn di Sekolah Dasar. *Civic Hukum*, 7(1), 71–87.

