DAFTAR PUSTAKA

Aljaraideh, Y. (2019).Massive open online learing (MOOC) benefits and challenges: A case study in Jordanian context. International Journal of Instruction, 12(4): 65-78. https://doi.org/10.29333/iji.2019.1245a

Alrikabi, H. T., Jasim, N. A., Majeed, B. H. ., Zkear, A. A. ., & ALRubeei, I. R. N. . (2022). Smart Learning based on Moodle E-learning Platform and Digital Skills for University Students. International Journal of Recent Contributions from Engineering, Science & IT (iJES), 10(01), pp. 109–120. https://doi.org/10.3991/ijes.v10i01.28995

Alqahtani, A. Y., & Rajkhan, A. A. (2020). E-Learning Critical Success Factors during the COVID-19 Pandemic: A Comprehensive Analysis of E-Learning Managerial Perspectives. Education Sciences, 10, Article No. 216. https://doi.org/10.3390/educsci10090216

Amalia, S., Purwanto, A., & Risdianto, E. (2024). Pengembangan Media Pembelajaran Game Edukasi Fisika (GEMIKA) Berbantuan Wordwall Untuk Meningkatkan Motivasi Belajar Siswa SMA. *Jurnal Penelitian Pembelajaran Fisika, 15*(2), 222 - 232. doi:https://doi.org/10.26877/jp2f.v15i2.18099

Ariani, Diana. (2020). Gamifikasi untuk Pembelajaran. Jurnal Pembelajaran Inovatif, vol. 03, no. 02, hal. 146 – 147. https://doi.org/10.21009/JPI.032.09

Asriadi, M. Miftach Fakhri, Jumadil Ahmad Safi'i, Muh. Alif, & Della Fadhilatunisa. (2024). The Effect of Gamification-Based Online Learning on Student Learning Outcomes. Jurnal MediaTIK, 7(1), 21–28. Retrieved from https://journal.unm.ac.id/index.php/MediaTIK/article/view/1439

Azhar, E., & Yaya S.K. 2011. Pengembangan Perangkat Pembelajaran Teori Peluang Berbasis RME Untuk Meningkatkan Pemahaman, Penalaran, dan Komunikasi Matematik Siswa SLTA. *Makalah dipresentasikan dalam Seminar Nasional*

Matematika dan Pendidikan Matematika dan Pendidikan Karakter dengan tema "Matematika dan Pendidikan Karakter dalam Pembelajaran"

Bojiah, Janaki. (2022). Effectiveness of Moodle in Teaching and Learning. Journal of Hunan University (Natural Sciences), 49(12), 321.

Dewi, N. R., Astuti, I., & Rahmani, F. A. (2022). Penerapan Desain Pembelajaran ADDIE E-Learning materi Bahasa Inggris pada siswa SMA. *Jurnal Ilmiah Mandala Education (JIME)*, 2774-2784

Eka, Nurillahwaty. (2022). PERAN TEKNOLOGI DALAM DUNIA PENDIDIKAN. PROSIDING SEMINAR NASIONAL PENDIDIKAN : 81-82. Palembang, 17 November 2022: UNIVERSITAS PGRI PALEMBANG.

Eliza, Tiara. (2019). Strategi Umpan Balik sebagai Alternatif Strategi Pembelajaran : Penerapan dan Tantangan. Jurnal Pendidikan Bahasa Indonesia, Vol. 7 No. 2

Faradayanti, K., -, E., -, J., & Agung, A. (2020). Kepraktisan Media Pembelajaran Berbasis Web Untuk Menunjang E-Learning Pada Mata Pelajaran Instalasi Motor Listrik Di Smk. Jurnal Pendidikan Teknik Elektro, 9(03), 675-683. https://doi.org/10.26740/jpte.v9n03.p675-683

Fuady, M. R. (2021). Evaluasi Pembelajaran Sebuah Studi Literatur. Jurnal Pendidikan Islam, Vol. 3 No. 1.

Ghai, A., & Tandon, U. (2021). Understanding antecedents of usability in e-learning. 2021 International Conference on Decision Aid Sciences and Application (DASA), pp. 942–946. https://doi.org/10.1109/DASA53625.2021.9682260

Gleason, Karen K., Simon Karecki, and Rafael Reif (2007). Climate Classroom; What's up with global warming?, National Wildlife Federation. URL diakses 22-01-2008

Gogan, M. L., Sirbu, L., & Draghici, A. (2015). Aspects concerning the use of the Moodle platform–case study. Procedia Technology, 19, 1142-1148

Handani, S. W., Suyanto, M., & Sofyan, A. F. (2016). Penerapan konsep gamifikasi pada *e-learning* untuk pembelajaran animasi 3 dimensi. Telematika, 9(1).

Hawa, S., Ishaq, Putra, S. R. & RD, H. A. (2021). Personalisasi Dan Platform Pengajaran Digital (Blended Learning, Online Learning, Adaptive Learning). Jurnal Media Informasi Pendidikan Islam, 20(1), 84-85.

Hidayatulloh, S., Praherdhiono, H., & Wedi, A. (2020). PENGARUH GAME PEMBELAJARAN TERHADAP PENINGKATAN HASIL BELAJAR PEMAHAMAN ILMU PENGETAHUAN ALAM. JKTP Jurnal Kajian Teknologi Pendidikan, 3(2), 205.

Jihan, Iswantara, N., Murniarti, E., Nindiasari, H., & Arini, I. (2023). Reviewing the Effectiveness of Educational Technologies in Enhancing Student Learning Outcomes. International Journal of Science Review (INFLUENCE), 5(1), 230.

Krisna, B., Tandililing, E., & Arsyid, S. B. (2021). Deskripsi Miskonsepsi Peserta Didik pada Materi Pemanasan Global di SMA Negeri 1 Serawai. Jurnal Pendidikan dan Pembelajaran Khatulistiwa (JPPK) Vol. 10 No. 21. https://doi.org/10.26418/jppk.v10i12.51074

Kosasih, E. 2020. Pengembangan bahan ajar. Jakarta : Bumi Aksara

Kuron, A. M. & Pakpahan, N. R. (2023). Pengaruh Metode Gamifikasi terhadap Hasil Belajar Siswa pada Materi Gerak dan Gaya di SMP Katolik St. Rosa de Lima Tondano. Science Learning Journal, Vol. 4, No. 2, pp. 107-213 https://doi.org/10.53682/slj.v4i2.8593

Landebila, J. ., Saputra, H. N. ., & Razilu, Z. . (2024). Moodle-Based *E-learning* Development by Implementing Gamification Concept. Edunesia : Jurnal Ilmiah Pendidikan, 5(1), 56–69. https://doi.org/10.51276/edu.v5i1.532.

Majid, N. W. A. & Fuada, N. (2020). E-Learning for Society: A Great Potential to Implement Education for All (EFA) Movement in Indonesia. Int. J. Interact.

Mob. Technol. IJIM, vol. 14, no. 02, p. 250, Feb. 2020, doi: https://doi.org/10.3991/ijim.v14i02.11363

Marisa, F., Akhriza, T. M., Maukar, A. L., Wardhani, A. R., Iriananda, S. W., & Andarwati, M. (2020). Gamifikasi (Gamification) Konsep dan Penerapan. JOINTECS (Journal of Information Technology and Computer Science), 5(3), 219-228. https://doi.org/10.31328/jointecs.v5i3.1490

Maryam, S., Ningsih, D. N., Sanusi, D., Wibawa, D. C., Ningsih, D. S. N., Fauzi, H. F., & Ramdan, M. N. (2022).Pelatihan Penyusunan Modul Ajar Yang Inovatif, Adaptif, Dan Kolaboratif. JE (Journal of Empowerment), 3(1), 82-92

Maulida, U. (2022). Pengembangan Modul Ajar Berbasis Kurikulum Merdeka. Tarbawi: Jurnal pemikiran dan Pendidikan Islam, 5(2), 130-138.

Munte, S. W., Fadilah, R., & Lubis, R. (2022). Perbedaan Motivasi Belajar Dan Minat Belajar Antara Siswa Yang Belajar Daring Dan Luring Pada Pelajaran Bahasa Indonesia Di SMP Swasta Katolik Budi Murni 3 Medan. Journal of Education, Humaniora and Social Sciences (JEHSS) Vol. 5, No. 2 DOI:10.34007/jehss.v5i2.1377

Nataliia, M. & Inna, V. (2020). Interactive Methods of Teaching the Humanities in Higher Education Institutions. International Journal of Management and Humanities (IJMH), Vol.4, 53.

Nurdiyanti, Sukarmin, & Budiharti, R. (2024). Pengembangan Media Pembelajaran Fisika Berbasis Moodle pada Materi Gelombang Bunyi. Jurnal Materi dan Pembelajaran Fisika (JMPF), Vol. 12, No. 1. DOI : https://doi.org/10.20961/jmpf.v12i1.60912

Nordin, H., Singh, D., & Mansor, Z. (2020). An Empirical Study of e-Learning Interface Design Elements for Generation Z. International Journal of Advanced Computer Science and Applications, Vol. 11, No. 9

Pastor, H., Satorre, R., Molina, R., Gallego, F., & Llorens, F. (2015, 2-3 March 2015). Can moodle be used for structural gamification? Paper presented at the In: INTED 2015 Proceedings of the 9th International Technology, Education and Development Conference, IATED

R. C. Clark and R. E. Mayer, "*E-learning* and the science of instruction: Proven guidelines for consumers and designers of multimedia learning," John Wiley Sons, 2016.

Ramadan, M. (2022). The Effect Of Academic Stress, Learning Facilities And Learning Environment On Student's Online Learning Motivation.

Rusli, M. T., Hermawan, D., & Supuwiningsih, N. N. (2020). Memahami E-learning: Konsep, Teknologi, dan Arah Perkembangan. Penerbit Andi. Yogyakarta. ISBN: 978-623-01-0658-3

Salamah, I. & Ganiardi, M. A. (2016). Pengembangan Perangkat Lunak E-Learning berbasis Komponen Multiplatform. Prosiding SEMNASTEK Fakultas Teknik Universitas Muhammadiyah Jakarta.

Sujadi Metodologi Penelitian Pendidikan. (Jakarta: Rineka cipta, 2003), hlm. 164

Suparmini, K., Suwindia, I. G., & Winangun, I. M. A. (2024). Gamifikasi untuk meningkatkan motivasi belajar siswa di era digital. *Education and Social Sciences Review*, Vol. 5, No. 2, 2024, pp. 145-148. https://doi.org/10.29210/07essr500200

Tashkulovna, S., Y. (2021). Interactive Methods of Teaching Children and Its Theoretical Basis and Personal and Professional Development of a Teacher. International Journal for Research in Applied Science & Engineering Technology (IJRASET), 9(9), 623-624.

Walkington, C. & Bernacki, L.M. (2020). Appraising research on personalized learning: Definitions, theoretical alignment, advancements, and future directions. Journal of Research on Technology in Education, 52(3), 242-243.

Wulandari, F., Sjaifuddin, & Vitasari, M. (2022). Analisis Miskonsepsi Siswa pada Mata Pelajaran IPA SMP Kota Tangerang Tema Pemanasan Global dengan Metode CRI (Certainty Of Response Index). EKSAKTA Jurnal Penelitian dan Pembelajaran MIPA Vol. 7 No. 2 DOI:10.31604/eksakta.v7i2.303-314

Xu, W., Zhang, N., & Wang, M. (2023). The impact of interaction on continuous use in online learning platforms: a metaverse perspective. Internet Research. https://doi.org/10.1108/intr-08-2022-0600

Yun-Ji, N. 2005. An Improvement of the Deviation of Response Time on Multimedia Application e-Learning. The Korea Academia-Industrial cooperation Society, 6, 502-505.

Yusoff, M. S. B. (2019). ABC of Content Validation and Content Validity Index Calculation. Education in Medicine Journal, 11(2), 49–54. https://doi.org/10.21315/eimj2019.11.2.6

Zhang, T., Shaikh, Z. A., Yumashev, A. V., & Chłąd, M. (2020). Applied Model of E-Learning in the Framework of Education for Sustainable Development. Sustainability, 12(16), 6420. https://doi.org/10.3390/su12166420