

DAFTAR PUSTAKA

- Abdulrahaman, M. D., Faruk, N., Oloyede, A. A., Surajudeen-Bakinde, N. T., Olawoyin, L. A., Mejabi, O. V., Imam-Fulani, Y. O., Fahm, A. O., & Azeez, A. L. (2020). Multimedia tools in the teaching and learning processes: A systematic review. *Heliyon*, 6(11), e05312. <https://doi.org/10.1016/j.heliyon.2020.e05312>
- Agus, I. (2019). Efektivitas Guided Discovery Menggunakan Pendekatan Kontekstual Ditinjau dari Kemampuan Berpikir Kritis, Prestasi, dan Self-efficacy. *Jurnal Riset Pendidikan Matematika*, 6(2), 120–132. <https://doi.org/10.21831/jrpm.v6i2.14517>
- Angraini, L. M., & Nurmaliza, N. (2022). The Effect of Interactive Multimedia-Based Learning on Students' Mathematical Critical Thinking Ability in The Course of Structure Algebra. *Jurnal Didaktik Matematika*, 9(2). <https://jurnal.usk.ac.id/DM/article/view/26839>
- Arnindya Navitri Ainullah, I Nyoman Jampel, & I Gde Wawan Sudatha. (2023). Interactive Learning Multimedia with Problem-Based Learning for Fifth-Grade Elementary School Students. *Jurnal Ilmiah Sekolah Dasar*, 7(2), 316–326. <https://doi.org/10.23887/jisd.v7i2.57377>
- Astuti, P., Ningsih, S. Y., Mustika, H., Fitri, R., Hartati, Y. F., & Krisnawati, K. (2023). EFEKTIVITAS MODEL PEMBELAJARAN CTL (CONTEXTUAL TEACHING AND LEARNING) TERHADAP KEMAMPUAN PEMAHAMAN KONSEP MATEMATIS SISWA KELAS VIII SMP NEGERI 3 RAKIT KULIM. *NUSRA: Jurnal Penelitian Dan Ilmu Pendidikan*, 4(2), 225–242. <https://doi.org/10.55681/nusra.v4i2.861>
- Batubara, H. H. (2022). *Media Pembelajaran Digital*. Remaja Rosdakarya.
- Bian, J., Weir, C., Unni, P., Borbolla, D., Reese, T., Wan, Y.-K. J., & Del Fiol, G. (2018). Interactive Visual Displays for Interpreting the Results of Clinical Trials: Formative Evaluation With Case Vignettes. *Journal of Medical Internet Research*, 20(6), e10507. <https://doi.org/10.2196/10507>
- Branch, R. (2009). *Instructional Deisgn: The ADDIE Approach*. Springer.
- Buchori, A. (2019). Pengembangan multimedia interaktif dengan pendekatan kontekstual untuk meningkatkan pemecahan masalah kemampuan matematika. *Jurnal Inovasi Teknologi Pendidikan*, 6(1), 104–115. <https://doi.org/10.21831/jitp.v6i1.20094>
- Budhi, W., & Kartasasmita, B. (2015). *Berpikir Matematis Matematika untuk Semua*. Erlangga.
- Clark, R., & Mayer, R. (2016). *E-Learning and The Science of Instruction: Proven Guidlines for Consumers and Designers of Multimedia Learning*. John Wiley & Sons.
- Dahar, R. (2011). *Teori-Teori Belajar & Pembelajaran*. Erlangga.

- Daud, M., Siswanti, D. N., & Maulidya, N. (2021). *Buku Ajar Psikologi Perkembangan Anak*. Kencana.
- Dick, W., Carey, L., & Carey, J. O. (2015). *The Systematic Design of Instruction* (8th ed.). Pearson.
- Dolean, D. D., & Lervag, A. (2022). Variations of homework amount assigned in elementary school can impact academic achievement. *The Journal of Experimental Education*, 90(2), 280–296. <https://doi.org/10.1080/00220973.2020.1861422>
- Dotan, D., & Zviran-Ginat, S. (2022). Elementary math in elementary school: the effect of interference on learning the multiplication table. *Cognitive Research: Principles and Implications*, 7(1), 101. <https://doi.org/10.1186/s41235-022-00451-0>
- Fauziah, L., & Asrizal, A. (2023). Development of Sound Wave E-learning Material by Integrating Contextual Teaching with Smartphone to Improve Students' Critical and Creative Thinking Skills. *Jurnal Pendidikan Sains Indonesia*, 11(4), 865–883. <https://doi.org/10.24815/jpsi.v11i4.32174>
- Gebre, E. H., & Polman, J. L. (2020). From “context” to “active contextualization”: Fostering learner agency in contextualizing learning through science news reporting. *Learning, Culture and Social Interaction*, 24, 100374. <https://doi.org/10.1016/j.lcsi.2019.100374>
- Geni, K. H. Y. W., Sudarma, I. K., & Mahadewi, L. P. P. (2020). Pengembangan Multimedia Pembelajaran Interaktif Berpendekatan CTL Pada Pembelajaran Tematik Siswa Kelas IV SD. *Jurnal Edutech Undiksha*, 8(2), 1. <https://doi.org/10.23887/jeu.v8i2.28919>
- Hannafin, M., & Peck, K. (1988). *The Design, Development, and Evaluation of Instructional Software*. Macmillan Publishing Company.
- Hapsari, I. I. (2016). *Psikologi Perkembangan Anak*. Indeks.
- Hendriana, H., Prahmana, R. C. I., & Hidayat, W. (2019). The Innovation of Learning Trajectory on Multiplication Operations for Rural Area Students In Indonesia. *Journal on Mathematics Education*, 10(3), 397–408. <https://doi.org/10.22342/jme.10.3.9257.397-408>
- Herdianti, A., & Suparno, S. (2023). Pengaruh Model Contextual Teaching and Learning Terhadap Keterampilan Berbicara Anak Usia Dini. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 7(1), 1063–1072. <https://doi.org/10.31004/obsesi.v7i1.3876>
- Johnson, E. (2011). *Contextual Teaching & Learning: Menjadikan Kegiatan Belajar-Mengajar Mengasyikkan dan Bermakna* (3rd ed.). Kaifa.
- Kanvaria, V. K. (2014). *A Comprehension on Educational Technology and ICT for Education*. Gbo.
- Kustandi, C., & Darmawan, D. (2020). *Pengembangan Media Pembelajaran: Konsep & Aplikasi Pengembangan Media Pembelajaran Bagi Pendidik di Sekolah dan Masyarakat*. Prenada media.

- Lestari, F. P., Ahmadi, F., & Rochmad, R. (2021). The Implementation of Mathematics Comic through Contextual Teaching and Learning to Improve Critical Thinking Ability and Character. *European Journal of Educational Research*, volume-10-2021(volume-10-issue-1-january-2021), 497–508. <https://doi.org/10.12973/eu-jer.10.1.497>
- Liana, Y. R., & Nursuhud, P. I. (2020). Problem-Based Learning Approach with Supported Interactive Multimedia in Physics Learning: Its Effects on Critical Thinking Ability. *Jurnal Ilmu Pendidikan Fisika*, 5(2), 88–97. <https://journal.stkipisingkawang.ac.id/index.php/JIPF/article/view/1765>
- Määttä, S., Hannula-Sormunen, M., Halme, H., & McMullen, J. (2022). Guiding students' attention towards multiplicative relations around them: A classroom intervention. *Journal of Numerical Cognition*, 8(1), 36–52. <https://doi.org/10.5964/jnc.6363>
- Magdalena, I. (2021). *Psikologi Pendidikan Sekolah Dasar* (D. E. Restiani, Ed.; 1st ed.). CV Jejak, Anggota IKAPI.
- Magina, S. M. P., Lautert, S. L., & Santos, E. M. dos. (2020). Successful Strategies of Primary School Students in Proportional Problems. *Educação & Realidade*, 45(4). <https://doi.org/10.1590/2175-623696023>
- Manurung, S. R., & Panggabean, D. D. (2020). IMPROVING STUDENTS' THINKING ABILITY IN PHYSICS USING INTERACTIVE MULTIMEDIA BASED PROBLEM SOLVING. *Jurnal Cakrawala Pendidikan*, 39(2), 460–470. <https://doi.org/10.21831/cp.v39i2.28205>
- Marta, N. A., Abdurakhman, A., & Djunaidi, D. (2023). Preparing Graduates for the Workforce: The Development of Contextual-Based History Learning E-Modules in Vocational Schools. *Paramita: Historical Studies Journal*, 33(2). <https://doi.org/10.15294/paramita.v33i2.37112>
- Mayer, R. (2009). *Multimedia Learning*. Cambridge University Press.
- Miarso, Y. (2015). *Menyemah Benih Teknologi Pendidikan* (2nd ed.). Prenadamedia.
- Mudjiran. (2021). *Psikologi Pendidikan: Penerapan Prinsip-Prinsip Psikologi dalam Pembelajaran*. Kencana.
- Munir. (2015). *Multimedia Konsep & Aplikasi dalam Pendidikan*. Alfabeta.
- Nawa, K., & Dwi, D. F. (2023). PENGEMBANGAN MEDIA PEMBELAJARAN DENGAN BANTUAN APLIKASI QUIZIZZ UNTUK MENINGKATKAN HASIL BELAJAR MATEMATIKA PADA MATERI BANGUN DATAR KELAS IV SD. *ARMADA : Jurnal Penelitian Multidisiplin*, 1(7), 740–745. <https://doi.org/10.55681/armada.v1i7.707>
- Nur, A., Rejekiningsih, T., Triyanto, T., & Rusnaini, R. (2020). Development of Interactive Multimedia Learning Courseware to Strengthen Students' Character. *European Journal of Educational Research*, 9(3), 1267–1279. <https://doi.org/10.12973/eu-jer.9.3.1267>

- Nuraeni, Z., Indaryanti, I., & Sukmaningthias, N. (2021). Pengembangan Perangkat Pembelajaran Bercirikan CTL Berbantuan GeoGebra Menggunakan Model Flipped Learning. *Jurnal Elemen*, 7(1), 58–69. <https://doi.org/10.29408/jel.v7i1.2723>
- Okayanti, G. A. M., & Semara Putra, DB. Kt. Ngr. (2021). Contextual Teaching And Learning Assisted With School Environmental Media Affect The Science Knowledge Competency Of Grade IV Elementary School. *Journal of Education Technology*, 4(4), 531. <https://doi.org/10.23887/jet.v4i4.27110>
- Ophuis-Cox, F. H. A., Catrysse, L., & Camp, G. (2023). The effect of retrieval practice on fluently retrieving multiplication facts in an authentic elementary school setting. *Applied Cognitive Psychology*, 37(6), 1463–1469. <https://doi.org/10.1002/acp.4141>
- Parwati, N. N., Suryawan, I., & Apsari, R. (2018). *Belajar dan Pembelajaran*. Rajawali.
- Permendikbudristek. (2022). *Peraturan Menteri Pendidikan, Kebudayaan, Riset, dan Teknologi Republik Indonesia Nomor 7 Tahun 2022 Tentang Standar Isi Pada Pendidikan Anak Usia Dini, Jenjang Pendidikan Dasar, dan Jenjang Pendidikan Menengah*.
- Permendikbudristek No 16. (2022). *Standar Proses pada Jenjang Pendidikan Anak Usia Dini, Jenjang Pendidikan Dasar, dan Jenjang Pendidikan Menengah*.
- Pratiwi, R. I. M., & Wiarta, I. W. (2021). Pengembangan Multimedia Interaktif Berbasis Pendidikan Matematika Realistik Indonesia pada Pembelajaran Matematika Kelas II SD. *Jurnal Edutech Undiksha*, 9(1). <https://doi.org/10.23887/jeu.v9i1.32220>
- Prawiradilaga, D. (2014). *Wawasan Teknologi Pendidikan*. Kencana.
- Pribadi, B. (2019). *Media dan Teknologi dalam Pembelajaran*. Prenadamedia Group .
- Pribadi, B. (2020). *Desain dan Pengembangan Program Pelatihan Berbasis Kompetensi: Implementasi Model ADDIE* (1st ed.). Kencana.
- Prihantini. (2021). *Strategi Pembelajaran SD*. Bumi Aksara.
- Purba, H. S., Sukmawati, A., Wiranda, N., Suryaningsih, Y., & Aprilian, R. (2021). Developing Wetland Contextual Interactive Learning Media on Numbers Using Drill and Practice Method. *Jurnal Pendidikan Matematika*, 16(1), 45–56. <https://doi.org/10.22342/jpm.16.1.14153.45-56>
- Rahayu, M., Rusdiyani, I., & Fadlullah, F. (2022). Efektivitas Multimedia Pembelajaran Interaktif Dalam Menstimulasi Kemampuan Berbicara Anak Usia 5-6 Tahun. *Tunas Siliwangi : Jurnal Program Studi Pendidikan Guru PAUD STKIP Siliwangi Bandung*, 8(2), 108. <https://doi.org/10.22460/ts.v8i2p108-114.3175>
- Rusman. (2014). *Model-model Pembelajaran Mengembangkan Profesionalisme Guru* (2nd ed.). Rajawali pers.

- Rusman. (2017). *Belajar & Pembelajaran Berorientasi Standar Proses Pendidikan*. Kencana.
- Sadagheyani, H. E., Tatari, F., Raoufian, H., Salimi, P., & Gazerani, A. (2021). The effect of multimedia-based education on students' anger management skill. *Educación Médica*, 22(3), 149–155. <https://doi.org/10.1016/j.edumed.2020.09.020>
- Sanjaya, W. (2014). *Penelitian Pendidikan: Jenis, Metode dan Prosedur*. Kencana.
- Santoso, H., Sunardi, S., & Prastiti, T. D. (2023). The Effect of The CTL Approach on Student's Creative Thinking Skills and Mathematics Learning Outcomes. *Madrasah: Jurnal Pendidikan Dan Pembelajaran Dasar*, 15(2), 102–114. <https://doi.org/10.18860/mad.v15i2.19517>
- Santrock, J. W. (2014). *Child Development* (14th ed.). MCGraw Hill Education.
- Sari, V. S., Purwaningsih, E., Winarto, W., & Pramono, N. A. (2021). Development of the Interactive Multimedia Software “Inquiry Play-Room” as an Electronic Learning Resource for Rotation and Equilibrium Topic. *International Journal of Interactive Mobile Technologies (IJIM)*, 15(07), 81. <https://doi.org/10.3991/ijim.v15i07.21561>
- Saripudin, D., Insan, W., & Nugraha, E. (2022). The Development of Interactive E-Book of Local History for Senior High School in Improving Local Wisdom and Digital Literacy. *European Journal of Educational Research*, 11(1), 17–31. <https://doi.org/10.12973/eu-jer.11.1.17>
- Sawitri Pratiwi, N. Pt. D., Putra, Md., & Sastra Agustika, Gst. N. (2020). Pengaruh Model Think Talk Write Berbantuan Multimedia terhadap Keterampilan Berbicara Siswa SD. *Jurnal Ilmiah Sekolah Dasar*, 4(1), 33. <https://doi.org/10.23887/jisd.v4i1.24277>
- Setianing Putri, N., Juandi, D., & Jupri, A. (2022). The implementation effect of realistic mathematics education and contextual teaching and learning approaches on the students' mathematical communication ability: A meta-analysis. *Al-Jabar: Jurnal Pendidikan Matematika*, 13(2), 383–400. <http://ejournal.radenintan.ac.id/index.php/al-jabar/article/view/13562>
- Setianingrum, D. A., Ula, E. M., Pratiwi, S., & Jumadi, J. (2022). Development of LKPD with a Contextual Approach Based on Flipbook to Increase Science Learning Motivation. *Jurnal Pendidikan Sains Indonesia*, 10(4), 833–848. <https://doi.org/10.24815/jpsi.v10i4.26098>
- Setyosari, P. (2020). *Metode Penelitian Pendidikan & Pengembangan*. Kencana.
- Setyowati, R. R., Rochmat, S., Aman, A., & Nugroho, A. N. P. (2023). Virtual Reality on Contextual Learning during Covid-19 to Improve Students' Learning Outcomes and Participation. *International Journal of Instruction*, 16(1), 173–190. <https://doi.org/10.29333/iji.2023.16110a>
- Siregar, E., & Hadiansyah, T. (2018). *Pedoman Pelaksanaan Evaluasi Media Pembelajaran*. UNJ Press.

- Sisdiknas. (2003). *Undang-Undang Republik Indonesia Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional*.
- Smaldino, S. E., Lowther, D. L., & Russell, J. D. (2011). *Instructional Technology and Media for Learning* (9th ed.). KENCANA.
- Smaldino, S., Lowther, D., & Russell, J. (2012). *Instructional Technology and Media for Learning: Teknologi Pembelajaran dan Media untuk Belajar* (9th ed.). Kencana.
- Sudaryono. (2017). *Metodologi Penelitian*. Rajawali Pers.
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Alfabeta.
- Sulaiman, H., Purnama, S., Holilulloh, A., Hidayati, L., & Saleh, N. H. (2020). *Psikologi Perkembangan Anak dan Remaja: Pengasuhan Anak Lintas Budaya*. Remaja Rosdakarya.
- Suralaga, F. (2021). *Psikologi Pendidikan: Implikasi dalam Pembelajaran* (1st ed.). Rajawali Pers.
<https://repository.uinjkt.ac.id/dspace/bitstream/123456789/55466/1/PSIKOLOGI%20PENDIDIKAN.pdf>
- Suryani, N., Setiawan, A., & Putria, A. (2018). *Media Pembelajaran Inovatif dan Pengembangannya*. Remaja Rosdakarya.
- Susanti, U., & Wutsqa, D. U. (2020). Keefektifan Pendekatan Contextual Teaching Learning dan Problem Solving Ditinjau dari Prestasi dan Kepercayaan Diri Siswa. *Jurnal Riset Pendidikan Matematika*, 7(1), 97–107.
<https://doi.org/10.21831/jrpm.v7i1.8537>
- Susanto, A. (2016). *Teori Belajar Pembelajaran di Sekolah Dasar*. Kencana.
- Suyono, & Hariyanto. (2015). *Implementasi Belajar dan Pembelajaran*. Rosdakarya.
- Suyono, & Hariyanto. (2019). *Belajar dan Pembelajaran: Teori dan Konsep Dasar*. Rosdakarya.
- Tabacu, L. M., Watson, S. M., Chezar, L. C., Gable, R., Oliveira, C. R., & Lopes, J. (2020). Looking for a pattern: Error analysis as a diagnostic assessment for making instructional decisions to promote academic success. *Preventing School Failure: Alternative Education for Children and Youth*, 65(1), 58–69.
<https://doi.org/10.1080/1045988X.2020.1818180>
- Tria Astika, R., Made Astra, I., Sumarni, S., Dwi Andika, W., & Kinarya Palupi, E. (2019). Survey of Elementary School Teacher Needs on Video Learning Mathematics Based on Contextual Teaching and Learning in Palembang City. *Al-Jabar: Jurnal Pendidikan Matematika*, 10(2), 251–260.
<http://ejournal.radenintan.ac.id/index.php/al-jabar/article/view/4936>
- Vagg, T., Balta, J. Y., Bolger, A., & Lone, M. (2020). Multimedia in Education: What do the Students Think? *Health Professions Education*, 6(3), 325–333.
<https://doi.org/10.1016/j.hpe.2020.04.011>

- Wang, T. H., Kao, C. H., & Wang, T. J. (2021). Implementation of Mobile Learning in Mathematics Instruction for Elementary Second Graders. *Mathematics*, 9(14). <https://doi.org/10.3390/MATH9141603>
- Wang, T.-H., Kao, C.-H., & Wang, T.-J. (2021). Implementation of Mobile Learning in Mathematics Instruction for Elementary Second Graders. *Mathematics*, 9(14), 1603. <https://doi.org/10.3390/math9141603>
- Watini, S. (2019). Pendekatan Kontekstual dalam Meningkatkan Hasil Belajar Sains pada Anak Usia Dini. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 3(1), 82. <https://doi.org/10.31004/obsesi.v3i1.111>
- Widya, Y. (2023). *Penelitian dan Pengembangan (Research and Development)*. Kuras Purba.
- Yaumi, M. (2023). *Media dan Teknologi Pembelajaran: Edisi Kedua*. Kencana.
- Zainiyati, H. S. (2017). *Pengembangan Media Pembelajaran Berbasis ICT: Konsep dan Aplikasi pada Pembelajaran Pendidikan Agama Islam*. Kencana.
- Zou, D., & Teng, M. F. (2023). Effects of tasks and multimedia annotations on vocabulary learning. *System*, 115, 103050. <https://doi.org/10.1016/j.system.2023.103050>

