

## DAFTAR PUSTAKA

- A. Hakim, Liliyansari, A. Setiawan, G. A. P. S. (2017). Interactive Multimedia Thermodynamics To Improve Creative Thinking Skill Of Physics Prospective Teachers. *Jurnal Pendidikan Fisika Indonesia*, 13(1), 33–40.
- Abdul Majid, D. A. (2010). *Pendidikan Karakter dalam Perspektif Islam*. Bandung: Insan Cita Utama.
- Acep Saepul Rahmat, M. Syarif Sumantri, D. (2018). Peningkatan Hasil Belajar IPS Materi SDA dan Pemanfaatannya melalui Model Pembelajaran Inquiry Berbantuan Media Games Book di Kelas IV Sekolah Dasar. *Indonesian Journal of Primary Education*, 2(1).
- Aggarwal, J. C. (2014). *Essentials of Educational Technology, 3rd Edition*. Noida: Vikas Publishing.
- Alan, Jolliffe., Jonathan, Ritter, dan D. S. (2001). *The Online Learning Handbook- Developing and Using Web-Based Learning*. UK: Kogan Page Limited.
- Albertus, D. K. (2010). *Pendidikan Karakter Strategi Mendidik Anak di Zaman Global*. Jakarta: PT. Grasindo.
- Asep Herry Hernawan, D. (2006). *Pengembangan Kurikulum dan Pembelajaran*. Jakarta: UT Departemen Pendidikan Nasional.
- Annan, D. (2008). Learning Efficacy and Cost-effectiveness of Print Versus e-Book Instructional Material in an Introductory Financial Accounting Course. *Journal of Interactive Online Learning*, 7(2), 153.
- Anastasia, A., Istiadi, M., & Hidayat. (2010). QR Code sebagai inovasi identifikasi tanaman bagi pengunjung di kebun raya bogor
- Ahmad Yousef Abdelraheem, A. H. A.-R. (2006). Utilisation and Benefits of instructional media and teaching social studies courses as perceived by omani students. *Malaysian Online Journal of Instructional Technology*, 2(1).
- Alan Januszewski, M. M. (2008). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Annan, D. (2008). Learning Efficacy and Cost-effectiveness of Print Versus e-Book Instructional Material in an Introductory Financial Accounting Course. *Journal of Interactive Online Learning*, 7(2), 153.
- Anurrahman. (2010). *Belajar dan Pembelajaran*. Bandung: Alfabeta.
- Barbara B Seels, R. R. (1994). *The definition of education technology*. Washington DC: AECT.
- Banathy, B. H. (1968). *Instructional Systems*. California: Fearon Publishers.
- Barbara Means, Marine Bakia, R. M. (2014). *Learning Online*. New York: Routledge.
- Bellanca, J. A. (Ed. . (2010). *21st century skills: Rethinking how students learn*. Bloomington: Solution Tree Press.

- Branch. (2009). *Instructional Design: The ADDIE Approach*.
- Branch, K. L. G. dan R. M. (2002). *Survey of Instructional Development Models, Fourth Edition*. New York: Syracuse University.
- Conde-Lagoa, D., C.-, Montenegro, 170 astano, F.J., and G.-, & Castineira, F. (2010). Secure eTickets Base odes with User-Encrypted Content. In *IEEE, International Conference on Consumer Electronics* (pp. 257–258).
- Charles M. Reigeluth dan Chellman. (2009). *Instructional Design Theories and Models, Volume III*. New York: Routledge.
- Chen, A. S. and X. (2016). Online Education and Its Effective Practice: A Research Review. *Journal of Information Technology Education*, 15, 164.
- Chen, S. (2002). A Cognitive Model for non-linear Learning in Hypermedia Programmes. *British Journal of Educational Technology*, 33(4), 449–460.
- Christopher Butcher, Clara Davies, and M. H. (2006). *From Module Outline to Effective Teaching*. New York: Routledg.
- Clark, D. (2012). ADDIE Timeline.
- Donald Ary, Lucy C. Jacobs, dan C. S. (2010). *Introduction to research in Education*. Belmont: Wadsworth.
- Departemen Pelayanan Pemuda General Conference. (2015). Ceck List Kurikulum Master Guide. <https://doi.org/10.37//0033-2909.I26.1.78>
- Dewanto, I. J. (2015). Pengembangan Model Pembelajaran Rekayasa Perangkat Lunak Berbasis Belajar Pemecahan Masalah. *Jurnal Teknologi Pendidikan*, 17(3), 141–150.
- Dabbagh, N. dan B. B. R. (2005). *Online Learning : Concepts, Strategies and Application*. New Jersey: Pearson Prentice Hall.
- Dailysocial.id. (2014). Kelase Provides Online Learning Platform.
- Dale H. Schunk. (2012). *Learning Theories An Education Perspective*. Boston: Pearson Education, Inc. <https://doi.org/10.1111/j.1552-6569.2011.00666.x>
- De Bra, P.M.E.; Calvi, L. (1998). AHA : a generic adaptive hypermedia system. In *Proceedings of the 2nd Workshop on Adaptive Hypertext and Hypermedia (in conjunction with Hypertext'98)*.
- Department, Y. (2004). General Conference of SDA. Washington DC: General Conference of SDA Youth Department.
- Dewi Salma Prawiradilaga, Retno Widyaningrum, D. A. (2017). Indonesian Journal of Curriculum and Educational Technology Studies. *Indonesian Journal of Curriculum and Educational Technology Studies*, 5(2), 57–65.
- Dewi Salma Prawiradilaga, U. A. C. (2018). *Modul Hypercontent Teknologi Kinerja*. Jakarta: Prenadamedia Group.
- Dkk, R. C. R. (2011). *The Instructional Design Knowledge Base*. New York: Routledge.

- (Eds.), P. G. and E. C. (2015). *Assessment and Teaching of 21st Century Skills: Methods and Approach*. Dordrecht: Springer.
- Edukasi101.com. (2014). Edukasi101 Hadirkan Kelase untuk Digitalisasi Pendidikan.
- Esra YECAN, K. C. (2013). Mersin University Journal of the Faculty of Education. *Mersin University Journal of the Faculty of Education*, 9(2), 192–206.
- Finzgar, L., and Trebar, M. (2011). Use of NFC and QR code identification in an electronic ticket system for public transport. In *Conference International, Slovenia* (pp. 1–6).
- Fred Percival, H. E. (1993). *A Handbook of educational Technology*. (Kogan Page Ltd, Ed.). London.
- Fotis Lazarinis, Steve Green, E. P. (2010). Creating personalized assessments based on learner knowledge and objectives in a hypermedia Web testing application. *Computers & Education*, 55(4), 1732–1743.
- Gunawardena, M. S. M. dan C. . (1996). *Distance education*. Dalam David H Jonassen, (Ed) *handbook of research for educational communications and technology*. New York: AECT.
- Gunawan, G., Nisrina, N., & Suranti, N. (2018). Enhancing Studentsr Creativity in Physics Classroom using Virtual Laboratory. *Advances in Social Science, Education and Humanities Research*, 262(Ictte), 362–366. <https://doi.org/10.2991/ictte-18.2018.67>
- General Conference Youth Ministries of the Seventh-day Adventist Church. (2019). Master Guide.
- Geografi.sobatmateri.com. (2019). Nilai-nilai Utama Penguatan Pendidikan Karakter.
- Gi-Zen Liu, J.-Y. C. and G.-J. H. (2018). Mobile-based collaborative learning in the fitness center: A case study on the development of English listening comprehension with a context-aware application. *British Journal of Educational Technology*, 49(2), 305–320.
- Glenn E. Snelbecker. (1974). *Learning Theory, Instructional Theory, and Psycoeducational Design*. USA: Mc Graw-Hill, Inc.
- Gredler, M. E. B. (2009). *Learning and Instructional Theory Into Practice, Sixth Edition*. New Jersey: Pearson Education, Inc.
- Guilford, J. . (2009). *Intelligence,Creativity and Thear Educational Implications*. USA: Edits Pub.
- Gunawan, H. (2012). *Pendidikan Karakter Konsep dan Implementasi*. Bandung: Alfabeta.
- Hu, L., Wang, Y., Li, D., & and Li, J. (2010). A hybrid client/server and browser/server mode-based universal mobile ticketing system. In *IEEE, International Conference on Information Management and Engineering* (pp. 691–695).
- Hadi, A. S. (2012). *Teknologi Informasi dan komunikasi dalam Pendidikan*. Yokyakarta, Graha Ilmu.

- Hadi Wardoyo, Imam Suyitno, Suyono, S. H. (2016). Bahan Ajar Membaca Kritis-Kreatif untuk Siswa SMP. *Jurnal Pendidikan Humaniora*, 4(1), 22–35. Retrieved from <http://books.google.co.id/books?id=LFu7lK2kU1QC&lpg=PA78&ots=oS18Qr8OJ&dq=pengumuman%20adalah&pg=PA78#v=onepage&q=pengumuman%20adalah&f=false>
- Hamdani. (2011). *Strategi Belajar Mengajar*. Bandung: Pustaka setia.
- Harasim, L. (2012). *Learning Theory And Online Technology*. US: Routdege.
- Hargis, J. (2000). The Self Regulated Learner Advantage: Learning Scince on the Internet. *Electronic Journal of Science Education*, 4(4).
- Hari Setiaji, Wing Wahyu W, dan S. S. K. (2015). Pengembangan Faktor Learner Satisfaction Dengan Menggunakan Kerangkan Kerja Community Of Inquiry. In *Seminar Nasional Teknologi Informasi dan Komunikasi*. Yogyakarta.
- Harmer, J. (2003). *How to Teach English*. Edinburgh Gate: Addison Wesley Longman Limited.
- Haughey, M. & Anderson, T. (1998). *Networked Learning: The pedagogy of the Internet*. Montreal: Cheneliere/McGraw-Hill.
- [Http://www.21stcenturylearning.co.za](http://www.21stcenturylearning.co.za). (2017). 21stcenturylearning.
- Hurlock, E. (2007). *Personality Dedelopment*. USA: Michigan University.
- Ibrahim, N. (2010). *Perspektif Pendidikan Terbuka Jarak Jauh*. Jakarta: Bumi Aksara.
- Ig Ibert Bittencourt , Evandro Costa , Marlos Silva, E. S. (2009). A computational model for developing semantic web-based educational systems. *Elsevier B.V. All Rights Reserved*.
- Jeremy Harmer. (1991). *The practice of English Language Teaching*. London: Longman Group Limited.
- Jerrold E. Kemp et al. (2007). *Jerrold E*. New Jersey: John Wiley & Sons, Inc.
- Jeghesta, M. (2017). Wujudkan Transformasi Digital, Dunia Pendidikan Implementasikan Digital Classroom (diakses 23 Februari 2019). Retrieved from <https://autotekno.sindonews.com/read/1246685/123/wujudkan-transformasi-digital-dunia-pendidikan-implementasikan-digital-classroom-1507534024>
- Jose Bidarra, Mauro Figueiredo, C. N. (2015). Interactive Design and Gamification of eBooks for Mobile and Contextual Learning. *International Journal of Interactive Mobile Technologies (IJIM)*, 9(3), 24–32.
- Jeghesta, M. (2017). Wujudkan Transformasi Digital, Dunia Pendidikan Implementasikan Digital Classroom (diakses 23 Februari 2019). Retrieved from <https://autotekno.sindonews.com/read/1246685/123/wujudkan-transformasi-digital-dunia-pendidikan-implementasikan-digital-classroom-1507534024>
- Khan, Y. (2010). *Pendidikan Karakter Berbasis Potensi Diri: Mendokrak Kualitas Pendidikan*. Bandung: : Pelangi Publishing.

- Khine, M. S. (2006). *Teaching With Technology: Strategies For Engaging Learners.* (P. Hall, Ed.). Singapore.
- Kitao, D. K. K. and D. S. K. (n.d.). Selecting and Developing Teaching/ Learning Materials. Retrieved from <http://iteslj.org/Articles/Kitao-Materials.html>
- Komara, E. (2014). *Belajar dan Pembelajaran Interaktif.* Bandung: Refika Aditama.
- Komang Erna Astari, I Dewa Ayu Made Budhyani, N. K. W. (2014). Penerapan Media Audio Visual Untuk Meningkatkan Kreativitas Belajar Pada Mata Pelajaran Cetak Saring Siswa Kelas X Smkn 1 Sukasada. *Jurnal BOSAPARIS: Pendidikan Kesejahteraan Keluarga*, 2(1).
- Kyong-Ho Lee, Nicholas Guttenberg, V. M. (2002). Standardization aspects of eBook content formats. *Computer Standards and Interfaces*, 24(3), 227–239. [https://doi.org/https://doi.org/10.1016/S0920-5489\(02\)00032-6](https://doi.org/https://doi.org/10.1016/S0920-5489(02)00032-6)
- Kupers, E., Lehmann-Wermser, A., McPherson, G., & van Geert, P. (2019). *Children's Creativity: A Theoretical Framework and Systematic Review. Review of Educational Research* (Vol. 89). <https://doi.org/10.3102/0034654318815707>
- Kompas.com. (2014). “Nawa Cita”, 9 Agenda Prioritas Jokowi-JK.
- Ley David. 2007. *Ubiquitous Computing.* Becta, Emerging Technologies for Learning Vol.2.
- Lilawati, J. (2017). Analisis Pemanfaatan Sumber Belajar Dalam Proses Pembelajaran. In *Pembelajaran Prosiding Seminar Nasional Tahunan Fakultas Ilmu Sosial Universitas Negeri Medan* (p. 106). Medan: Fakultas Ilmu Sosial Universitas Negeri Medan.
- Lichona, T. (1991). *Educating for Character: How Our Schools Can Teach Respect and Responsibility.* New York: Bantam Books.
- Lickona, T. (1992). *Educating For Character: How Our School can Teach Respect and Responsibility.* New York: Bantam Books.
- Linda, H. (2012). *Learning Theory and Online Technologies.* New York: Routledge.
- Marzuki, I. (2018). SEARCH FOR CHARACTER EDUCATION CONCEPT. *International Journal Of Education, Information Trechnology, and Others* V, 1(2), 14–24. <https://doi.org/10.5281/zenodo.1493035>
- Miarso, Y. (2007). *Menyemai Benih Teknologi Pendidikan. Computer.* <https://doi.org/10.1038/cddis.2011.1>
- Min JOU, Chien-Pen CHUANG, Y.-S. W. (2010). Creating Interactive Web-Based Environments To Scaffold Creative Reasoning And Meaningful Learning: From Physics To Products. *TOJET: The Turkish Online Journal of Educational Technology*, 9(4).
- Mukminan. (2003). *Peran teknologi pembelajaran dalam pengembangan dan implementasi kurikulum berbasis kompetensi.* Yogyakarta.
- Makmur, A. (2015). Efektifitas Penggunaan Metode Base Method Dalam Meningkatkan Kreativitas Motivasi Belajar Matematika Siswa SMP N 10 Padangsidimpuan. *Jurnal EduTech*, 1(1), 1-15 . ISSN 2442-6024.

- Maria, Lydiawati Kosasih Asalla; Naova, R. H. (2014). Pengaruh Penerapan CoI Framework Pada Pembelajaran Online Terhadap Peningkatan Pemahaman (Subkategori Cognitive Presence) Mahasiswa. *Comtech*, 5(1), 213–223.
- Martins, A. C., Faria, L., Vaz de Carvalho, C., & Carrapatoso, E. (2008). User Modeling in Adaptive Hypermedia Educational Systems. *Educational Technology & Society*, 11(1), 194–207.
- Maslow, A. (2009). *Motivation and Personality, 3rd Edition*. USA: Longman.
- Miarso, Y. (2009). *Menyemai Benih Teknologi Pendidikan*. Jakarta: Kencana Prenada Group.
- Min JOU, Chien-Pen CHUANG, Y.-S. W. (2010). Creating Interactive Web-Based Environments To Scaffold Creative Reasoning And Meaningful Learning: From Physics To Products. *TOJET: The Turkish Online Journal of Educational Technology*, 9(4).
- Moallem, M., & University of North Carolina, W. (2007). Accommodating Individual Differences in the Design of Online Learning Environments: A Comparative Study. *Journal of Research on Technology in Education*, 40(2), 217–245.
- Molenda, A. K. B. dalam A. J. dan M. (2008). Educational technology. A Definition with Commentary. New York: Lawrence Erlbaum Associates.
- Munandar, S. U. (1992). *Mengembangkan Bakat dan Kreativitas Anak Sekolah*. Jakarta: PT. Gramedia.
- Munandi, Y. (2008). *Media Pembelajaran; Sebuah Pendekatan Baru*. Jakarta: Gaung Persada.
- Matthew B. Miles dan A Michael Huberman. (1992). *Analisis Data Kualitatif, Terjemahan Tjetjep Rohendi Rohidi*. Jakarta: UI Press.
- Meredith D. Borg, Joyce P. Gall, W. R. (2007). *Educational Research an Introduction eighth edition*. Boston: pearson.
- News, W. (2011). Vendini Releases New QR Code Capability for Mobile Ticketing. *Journal of Communications*.
- Nasional, D. P. (2008). *Penulisan Modul*. Jakarta: Departemen Pendidikan Nasional.
- Nasir, A. R., & Bargstädt, H. (2017). An approach to develop video tutorials for construction tasks. *Procedia Engineering*, 196(June), 1088–1097. <https://doi.org/10.1016/j.proeng.2017.08.066>
- Newby Timothy J. et al. (2011). *Educational Technology for Teaching and Learning*. Canada: Pearson Education.
- Nisa', Choirun, W. W. (2013). Penggunaan Media Audio Visual Dalam Meningkatkan Kreativitas Dan Hasil Belajar Siswa Pada Materi Pembelajaran Membuat Aneka Lipatan Serbet ( Napkin Folding ) Choirun Nisa ' Wahono Widodo Abstrak. *E-Journal Boga*, 2(1), 29–32.
- OECD. (2017). *OECD Skills Outlook 2017: Skills And Global Value Chains*. Paris: OECD.

- Pendidikan, K., & Kebudayaan, D. A. N. (2018). *Pendidikan karakter kerja*. Jakarta: KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN DIREKTORAT JENDRAL PENDIDIKAN DASAR DAN MENENGAH DIREKTORAT PEMBINAAN SMK.
- Piskurich, G. M. (2015). *Rapid Instructional Design: Learning ID Fast and Right, 3rd Ed.* New Jersey: Wiley.
- Prawiradilaga, D. S. (2012). *Wawasan Teknologi Pendidikan* (Vol. 81). Jakarta: Kencana Prenada Media Group.
- Pribadi, B. A. (2010). *Model Desain Sistem Pembelajaran*. Jakarta: Dian Rakyat.
- Purwanto, P. P. dan. (2001). Penulisan Bahan Ajar. Jakarta: Departeman Pendidikan Nasional.
- Prawiradilaga, D. S. (2012). *Wawasan Teknologi Pendidikan*. Jakarta: Perpustakaan Nasional : Katalog Dalam Terbitan.
- Purwanto, A. (2014). Pengaruh Kreativitas Siswa Terhadap Prestasi Belajar Mata Pelajaran Ekonomi Sub Akuntansi Siswa Kelas Xi Ips Sma Negeri 1 Kampak Trenggalek. *Jurnal Pendidikan Profesional*, 3(2), 1.
- Purwanto, P. P. dan. (2003). *Media dan Teknologi pembelajaran di perguruan tinggi; berani tampil beda?* Yogyakarta.
- Purwanto, A. (2014). Pengaruh Kreativitas Siswa Terhadap Prestasi Belajar Mata Pelajaran Ekonomi Sub Akuntansi Siswa Kelas Xi Ips Sma Negeri 1 Kampak Trenggalek. *Jurnal Pendidikan Profesional*, 3(2), 1.
- Purwanto, P. P. dan. (2003). *Media dan Teknologi pembelajaran di perguruan tinggi; berani tampil beda?* Yogyakarta.
- Reiser, R. A. (2007). *Trend and Issues in Instructional Design and Technology*. Upper Saddle River, NJ: Pearson Education.
- Richey, B. B. S. dan R. C. (1994). *Teknologi Pembelajaran : Definisi dan Kawasannya*. Jakarta: Unit Penerbitan Universitas Negeri Jakarta.
- Rita C. Richey, James D. Klein, and M. W. T. (2011). *The Instructional Design Knowledge Base Teori, Research, and Practice*. New York: Routledge.
- Roblyer, M. . (2016). *Integrating Educational Technology into Teaching*. New Jersey: pearson.
- Romiszowski, T. P. A. dalam C. R. D. and A. J. (1997). *Instructional Development Paradigm*. New Jersey: Educational Technology Publications, Inc.
- Rowntree, D. (1994). *Preparing Materials for Open, Distance and Flexibel Learning*. London: Kogan Page Limited.
- Rogers, C. (2006). *Counseling and Psychotherapy*. USA: Houghton Mifflin Company. Retrieved from papers2://publication/uuid/004CA23F-C283-49C9-8CA1-8A0E6D6749BE
- Rofiuddin, A. (2003). Faktor Kreativitas Dalam Kemampuan Membaca Dan Menulis Siswa Sekolah Dasar. *Bahasa Dan Seni*, 2(31), 172–197.

- Rouillard, J. 2008. Contextual QR codes. InComputing in the Global Information Technology. ICCGI'08. The Third International Multi-Conference on (pp. 50-55).
- Salvin, R. E. (2011). *Psikologi Pendidikan: Teori dan Praktek*. Jakarta: PT Indeks.
- Sanjaya, W. (2006). *Strategi Pembelajaran Berorientasi Standar Proses Pendidikan*. Jakarta: Kencana Prenada Media Group.
- SDA, G. C. of. (1995). General Conference of SDA Department Church Ministry Publication. *Obesity*. Silver Spring: SDA Department Church Ministry Publication. <https://doi.org/10.1038/oby.2011.76>
- Semiawan, Conny., A.S. Munandar, S. C. U. M. (1987). *Memupuk Bakat dan Kreativitas Siswa*. Jakarta: PT. Gramedia.
- Sharon E. Smaldino, D. L. L. J. D. S. (2012). *Instructional Technology & Media For Learning Teknologi Pembelajaran dan Media untuk Belajar*. Penterjemah : Arif Rahman. (Kencana, Ed.). Jakarta.
- Shiangkwei Wang, T. C. R. (2006). The Effects of a Web-Based Learning Environment on Student Motivation in a High School Earth Science Course. *Educational Technology Research and Development*.
- Siddiquah, A., & Salim, Z. (2017). The ICT Facilities, Skills, Usage, and the Problems Faced by the Students of Higher Education. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(8). <https://doi.org/10.12973/ejmste/75299>
- Simonson, M., Smaldino, S., Albright, M., & Zvacek, S. (2005). *Teaching at a Distance: Foundations of Distance Education*. 3rd Edition. Upper Saddle River, NJ: pearson.
- Smellie, J. E. K. dan D. C. (1989). *Plaining, Producting, And Using Instructional Media 6th Edition*. New York: Harper and Row.
- Suparman, A. (2014). *Desain Instruksional Modern: Panduan Para Pengajar dan Inovator Pendidikan, Edisi Keempat*. Jakarta: Erlangga.
- Samiawan, C. R. (1999). *Pendidikan Tinggi; Peningkatan Kemampuan Manusia Sepanjang Hayat Seoptimal Mungkin*. Jakarta: Grasindo.
- Siang, Jhoni. Lagun., Nurdin Ibrahim, & Rusmono. (2017). Pengembangan Paket Modul Cetak Mata Pelajaran Pendidikan Agama Kristen SMP Negeri Tidore Kepulauan. *Jurnal Teknologi Pendidikan*, 19(3), 191–205.
- Siang, Jhoni Lagun, Siringoringo, Farland. (2018). Strategi, Metode dan Model Mengajar Sekolah Sabat. Purwokerto: CV Pena Persada.
- Siregar, M. S. (2019). *Hasil Wawancara dengan calon master guide tanggal 17 Februari 2019*. Jakarta.
- Spector, M. J. (2009). *Adventures and advences in instructional design theory and practice* . Datam Leslie Moller I Jason Bond Huett I Dougles M Harvey (Eds) *Learning and instructional technologies for the 21 ct century; viclone of the future*. New Jersey: Springer ScienceBbusiness Media, LLC.
- Supriadi. (2015). Pemanfaatan Sumber Belajar dalam Proses Pembelajaran. *Lantanida Jurnal UIN Ar-Raniry Banda Aceh*, 3(2), 2.

- Supranata, S. (2006). *Analisis, Validitas, Reliabilitas dan Interpretasi Hasil Tes*. Bandung: Remaja Rosdakarya.
- Shulamit Kotzer, Y. E. (2012). Learning and teaching with Moodle-based E-learning environments, combining learning skills and content in the fields of Math and Science & Technology. In *Proceedings of 1st Moodle Research Conference* (p. 122).
- Sitepu, B. P. (2006). Penyusunan buku pelajaran. Jakarta : Verbum Publishing.
- Sitepu B.P. (2014). *Pengembangan Sumber Belajar*. Jakarta: Raja Grafindo Persada.
- Suparta, W. (2012). Application of Near Field Communication Technology for Mobile Airline Ticketing. *Journal of Computer Science*.
- Suyono, H. (2013). *Belajar dan Pembelajaran, Teori dan Konsep Dasar*. Bandung: Remaja Rosda Karya.
- Taiwo, S. (2009). Teachers' Perception Of The Role Of Media In Classroom Teaching In Secondary Schools. *The Turkish Online Journal Of Educational Technology*, 8(1).
- Taiwo, S. (2009). Teachers' perception of the role of media in classroom teching in secondary schools. *The Turkish Online Journal of Educational Technology –Tojet*, 8(1).
- Togi, M. (2019). *Hasil Wawancara dengan instruktur tanggal 17 Februari 2019*. Jakarta.
- Wayas Shirly Amaris, Fitria Akhyar, E. Y. H. (2015). Pengaruh Penggunaan Sumber Belajar Terhadap Prestasi Belajar IPS. *Jurnal Pedagogi*, 3(5), 1.
- Wibowo, E. P. (2016). Kompetensi Guru Dalam Pemanfaatan Sumber Belajar by Utilized di SDN Catur Tunggal 6. *Jurnal Prodi Teknologi Pendidikan UNY*, 5(5), 36.
- Walter Dick. Lou Carey, dan J. O. C. (2015). *The Systematic Design of Instruction*. London: pearson.
- Walter Dick, L. C. and J. O. C. (2005). *The Systematic Design of Instruction*. New York: Pearson Education, Inc.
- Walter Dick, L. C. dan J. O. C. (2009). *The Systematic Design of Instruction 7ed*. Boston: pearson.
- Widodo, U. R. & A. (2017). Pengembangan Tutorial Online Yang Mengintegrasikan Panduan Belajar Mandiri Untuk Melatih Self-Regulated Learning. *Jurnal Pendidikan Dan Kebudayaan*, 2(2), 202.
- [www.edweek.org](http://www.edweek.org). (2010). Karakteristik Pembelajaran Abad ke XXI.
- [Www.maxmanroe.com](http://Www.maxmanroe.com). (2017). Kelase Startup Inovatif di Bidang Pendidikan Online.
- [Www.p21.org](http://Www.p21.org). (2018). P21 Framework Definitions.
- Widoyoko, E. P. (2017). *Evaluasi Program Pembelajaran Panduan Praktis Bagi Pendidik dan Calon Pendidik*. Yogyakarta: Pustaka Pelajar.

- Yamin, M. (2007). Desain Pembelajaran Berbasis Tingkat Satuan Pendidikan.
- Yamin, M. (2011). *Paradigma Baru Pembelajaran*. Jakarta: Gaung Persada.
- Zhang, M., Yao, D., A., & Zhou, Q. (2012). The Application and Design of QR Code in Scenic Spot's eTicketing System-A Case Study of Shenzhen Happy Valley. *International Journal of Science and Technology*, 2(12).

