

DAFTAR PUSTAKA

- A. Dousay, T., & Maribe Branch, R. (2015). *Survey of Instructional Design Models: Sixth Edition*. BRILL. <https://doi.org/10.1163/9789004533691>
- Aguinis, H. (2023). *Performance Management*. SAGE Publications, Incorporated.
- Arends, R. I. (2012). *Learning to teach* (9. ed). McGraw Hill.
- Ashby, W. R. (2022). *An Introduction to Cybernetics*. Legare Street Press.
- Baines, A., & DeBarger, A. (2021). *Key Principles for Project Based Learning*.
- Banathy, B. H. (1968). *Instructional systems*. Fearon.
- Bass, L., Weber, I., & Zhu, L. (2015). *DevOps: A Software Architect's Perspective*. Addison-Wesley Professional.
- Baumgartner, L. M., & Carr-Chellman, D. (2024). Adult Learning: A Multifaceted Endeavor. *New Directions for Adult and Continuing Education*, 2024(184), 92–96. <https://doi.org/10.1002/ace.20550>
- Bayu, D. J. (2021, January 30). *Indonesia Didominasi Milenial dan Generasi Z - Infografik*. <https://katadata.co.id/ariayudhistira/infografik/6014cb89a6eb7/indonesia-didominasi-milenial-dan-generasi-z>
- Berge, Z. L. (2022). Designing Workplace Training for Generational Differences: Does It Matter? *Merits*, 2(4), Article 4. <https://doi.org/10.3390/merits2040028>
- Berridge, C., Jain, S., & Biyani, C. S. (2020). Defining boot camp: A supporting literature review. *South-East Asian Journal of Medical Education*, 13(2), 3. <https://doi.org/10.4038/seajme.v13i2.204>
- Cheenepalli, J., Hastings, J. D., Ahmed, K. M., & Fenner, C. (2025). Advancing DevSecOps in SMEs: Challenges and Best Practices for Secure CI/CD Pipelines. *2025 13th International Symposium on Digital Forensics and Security (ISDFS)*, 1–6. <https://doi.org/10.1109/ISDFS65363.2025.11011960>
- Clair, R. St. (2024). Andragogy: Past and Present Potential. *New Directions for Adult and Continuing Education*, 2024(184), 7–13. <https://doi.org/10.1002/ace.20546>

- Clark, R. C., & Mayer, R. E. (2016). *E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning* (Fourth edition). Wiley.
- Dale, E. (1954). *Audio-visual Methods in Teaching*. Dryden Press.
<https://books.google.co.id/books?id=wNrRAAAAMAAJ>
- de Jesus, Â. M., & Silveira, I. F. (2022). A Collaborative Learning Framework for Computational Thinking Development through Game Programming. *Informatics in Education*, 21(2), 253–281.
- Dick, W., Carey, L., & Carey, J. O. (2015). *The systematic design of instruction* (Eighth edition). Pearson.
- Driscoll, M., & Burner, K. (2022). *Psychology of Learning for Instruction*. Pearson Education.
- Fenech, R., Baguant, P., & Abdelwahed, I. (2021). Blended Learning: An Experiment on Student Attitudes. *International Journal of Web-Based Learning and Teaching Technologies*, 16(6).
- Fernandez-Gauna, B., Rojo, N., & Graña, M. (2023). Automatic Feedback and Assessment of Team-Coding Assignments in a DevOps Context. *International Journal of Educational Technology in Higher Education*, 20.
- Fu, M., Pasuksmit, J., & Tantithamthavorn, C. (2025). AI for DevSecOps: A Landscape and Future Opportunities. *ACM Transactions on Software Engineering and Methodology*, 34(4), 1–61.
<https://doi.org/10.1145/3712190>
- Gagné, R. M. (1985). *The Conditions of Learning and Theory of Instruction*. Holt, Rinehart and Winston.
- Gagné, R. M. (Ed.). (2005). *Principles of instructional design* (5th ed). Thomson/Wadsworth.
- Gall, M. D., Gall, J. P., & Borg, W. R. (2007). *Educational research: An introduction* (8th ed). Pearson/Allyn & Bacon.
- Goger, A., Parco, A., & Vegas, E. (2022). *Learning and Working in the Digital Age: Advancing Opportunities and Identifying the Risks*. Brookings Institution.

- Haerullah, A., & Hasan, S. (2017). *Model dan Pendekatan Pembelajaran Inovatif (Teori dan Aplikasi)* (1st ed.). Lintas Nalar, CV.
- Hamzah B. Uno. (2021). *Teori motivasi & pengukurannya: Kajian & analisis di bidang pendidikan*. Bumi Aksara.
- Harasim, L. M. (2017). *Learning theory and online technologies* (Second edition). Routledge, Taylor & Francis Group.
- Haverinen, H., Janhunen, T., Päivärinta, T., Lempinen, S., Kaartinen, S., & Merilä, S. (2024). Automating Cybersecurity Compliance in DevSecOps with Open Information Model for Security as Code. *Proceedings of the 4th Eclipse Security, AI, Architecture and Modelling Conference on Data Space*, 93–102. <https://doi.org/10.1145/3685651.3686700>
- Humble, J., & Farley, D. (2010). *Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation*. Addison-Wesley.
- Januszewski, A. (2008). *Educational Technology: A Definition with Commentary*. Routledge.
- Joyce, B., & Calhoun, E. (2024). *Models of Teaching*. Taylor & Francis. <https://books.google.co.id/books?id=MdsLEQAAQBAJ>
- Joyce, B. R. (2015). *Models of teaching* (Ninth edition). Pearson.
- KEMNAKER. (2021). *Satudata Kemnaker | Portal Data Ketenagakerjaan RI*. <https://satudata.kemnaker.go.id/publikasi/69>
- Kerzner, H. (2023). *Project Management Best Practices: Achieving Global Excellence* (5th edition). Wiley.
- Kilbane, C. R., & Milman, N. B. (2014). *Teaching models: Designing instruction for 21st century learners*. Pearson.
- Kim, G., Humble, J., Debois, P., & Willis, J. (2016). *The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations*. IT Revolution.
- Knowles, M. S. (1980). *The Modern Practice of Adult Education: From Pedagogy to Andragogy*. Association Press. <https://books.google.co.id/books?id=PUu3MOpUMvIC>
- KOMINFO, P. (2017). *Indonesia Darurat Tenaga Programmer*. Website Resmi Kementerian Komunikasi Dan Informatika RI.

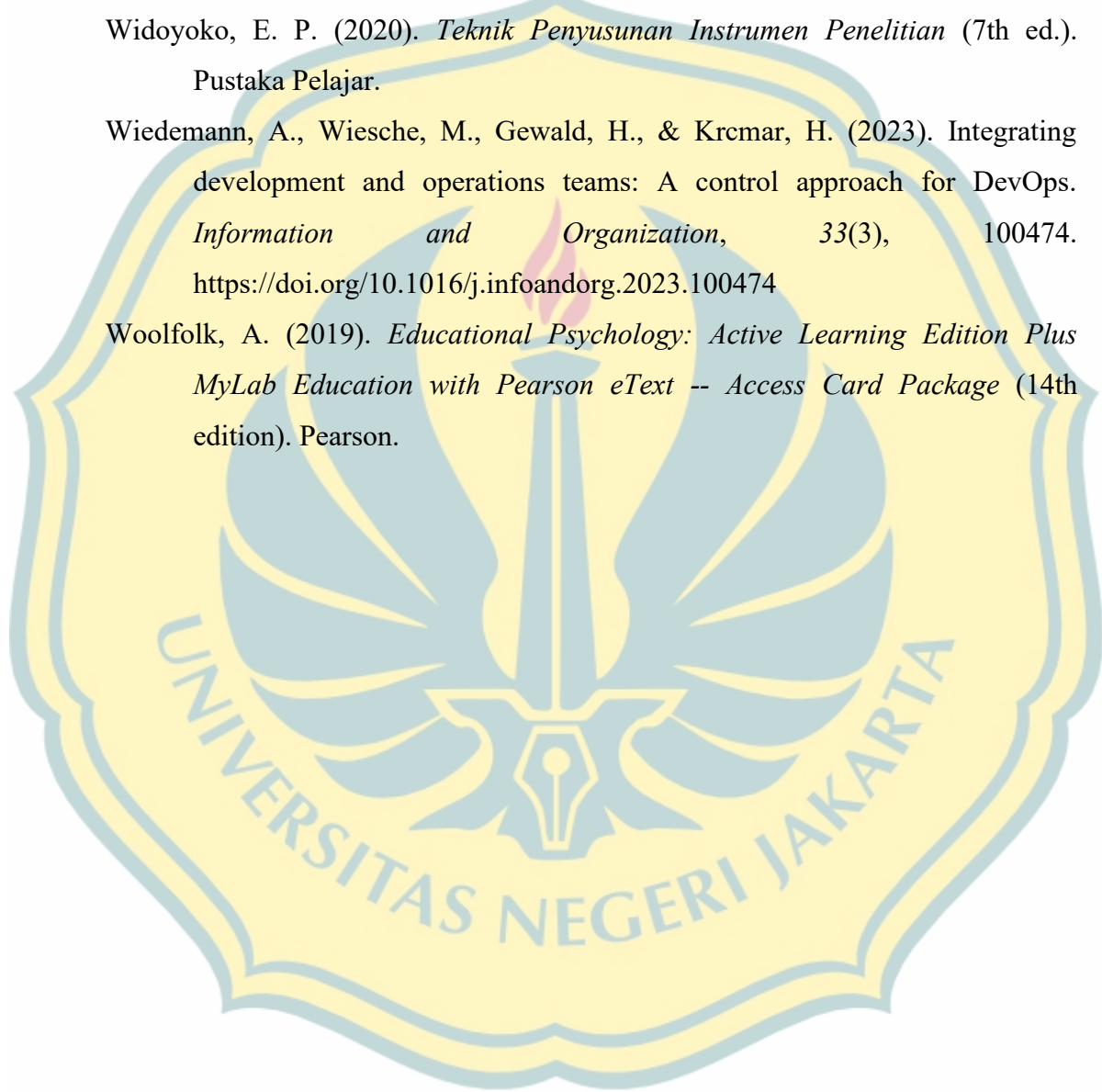
http://content/detail/10247/indonesia-darurat-tenaga-programmer/0/sorotan_media

- Lang, G., & Sharp, J. H. (2022a). Coding Bootcamp Satisfaction: A Research Model and Survey Instrument. *Information Systems Education Journal*, 20(2), 49–60.
- Lang, G., & Sharp, J. H. (2022b). Coding Bootcamp Satisfaction: A Research Model and Survey Instrument. *Information Systems Education Journal*, 20(2), 49–60.
- Luz, W. P., Pinto, G., & Bonifácio, R. (2019). Adopting DevOps in the real world: A theory, a model, and a case study. *Journal of Systems and Software*, 157, 110384. <https://doi.org/10.1016/j.jss.2019.07.083>
- Media, K. C. (2023, June 9). *Indonesia Butuh 9 Juta Talenta Digital pada 2030, Apa yang Perlu Dipersiapkan Pelaku Industri?* KOMPAS.com. <https://money.kompas.com/read/2023/06/09/150600726/indonesia-butuh-9-juta-talenta-digital-pada-2030-apa-yang-perlu-dipersiapkan>
- Mehta, C. M., Arnett, J. J., Palmer, C. G., & Nelson, L. J. (2020). Established adulthood: A new conception of ages 30 to 45. *American Psychologist*, 75(4), 431–444. <https://doi.org/10.1037/amp0000600>
- Mikhaylova, O. (2025). Emerging adulthood: Prediction by markers of adulthood and associations with health in a Russian sample. *Frontiers in Public Health*, 13, 1542170. <https://doi.org/10.3389/fpubh.2025.1542170>
- Mitchell, D., Shiu, W., Enemark, S., & Kavanagh, J. H. (2020). On “Blended” Learning and the Benefits for Surveying Education, Professional development and “Life-Long Learning.” <https://api.semanticscholar.org/CorpusID:225898090>
- Molenda, M. (2003). In search of the elusive ADDIE model. *Performance Improvement*, 42(5), 34–36. <https://doi.org/10.1002/pfi.4930420508>
- Morrison, G. R., Ross, S. J., Morrison, J. R., & Kalman, H. K. (2019). *Designing Effective Instruction*. John Wiley & Sons.
- Murphy, E. (1997). *Constructivism: From Philosophy to Practice*.
- Newby, T. J. (Ed.). (2011). *Educational technology for teaching and learning*. Pearson.

- Noe, R. A. (2023). *Employee training and development* (Ninth edition). McGrawHill Education.
- Norvig, P., & Russell, S. (2021). *Artificial Intelligence: A Modern Approach, Global Edition* (4th edition). Pearson.
- Nurrijal, Setyosari, P., Kuswandi, D., & Ulfa, S. (2023). Creative Problem Solving Process Instructional Design in the Context of Blended Learning in Higher Education. *Electronic Journal of E-Learning*, 21(2), 80–97.
- Nuthall, G. (2004). Relating Classroom Teaching to Student Learning: A Critical Analysis of Why Research Has Failed to Bridge the Theory-Practice Gap. *Harvard Educational Review*, 74(3), 273–306. <https://doi.org/10.17763/haer.74.3.e08k1276713824u5>
- Olson, M. H., & Ramírez, J. J. (2020). *An Introduction to Theories of Learning*. Routledge. <https://books.google.co.id/books?id=obxCygEACAAJ>
- Prawiradilaga, D. S. (2016). *Mozaik Teknologi Pendidikan: E-Learning*. <https://books.google.co.id/books?id=SdxDDwAAQBAJ>
- Price, R., & Dunagan, A. (2019). *Betting on Bootcamps: How Short-Course Training Programs Could Change the Landscape of Higher Ed*. Clayton Christensen Institute for Disruptive Innovation.
- Rajapakse, R. N., Zahedi, M., Babar, M. A., & Shen, H. (2022). Challenges and solutions when adopting DevSecOps: A systematic review. *Information and Software Technology*, 141, 106700. <https://doi.org/10.1016/j.infsof.2021.106700>
- Reigeluth, C. M., & An, Y. (2020). *Merging the Instructional Design Process with Learner-Centered Theory: The Holistic 4D Model* (1st ed.). Routledge. <https://doi.org/10.4324/9781351117548>
- Reigeluth, C. M., Beatty, B. J., & Myers, R. D. (2016). *Instructional-Design Theories and Models, Volume IV: The Learner-Centered Paradigm of Education*. Routledge.
- Richey, R., Klein, J. D., & Tracey, M. W. (2011). *The instructional design knowledge base: Theory, research and practice*. Routledge.

- Rowntree, D. (1994). *Preparing Materials for Open, Distance and Flexible Learning: An Action Guide for Teachers and Trainers*. Kogan Page.
<https://books.google.co.id/books?id=wFU9AAAAIAAJ>
- Santrock, J. W. (Ed.). (2011). *Educational psychology* (5th ed., international student ed).
- Schunk, D. H. (2020). *Learning Theories: An Educational Perspective*. Pearson Education.
- Setyosari, P. (2016). *Metode Penelitian Pendidikan & Pengembangan*. Prenada Media. <https://books.google.co.id/books?id=SnA-DwAAQBAJ>
- Sinan, M., Shahin, M., & Gondal, I. (2025). Integrating Security Controls in DevSecOps: Challenges, Solutions, and Future Research Directions. *Journal of Software: Evolution and Process*, 37(6).
<https://doi.org/10.1002/smr.70029>
- Siregar, E., & Hara, H. (2010). *Teori belajar dan pembelajaran*. Ghalia Indonesia.
<https://books.google.co.id/books?id=ujRSnQAACAAJ>
- Smaldino, S. E., Lowther, D. L., Mims, C., & Russell, J. D. (2019). *Instructional technology and media for learning* (12th Edition). Pearson Education, Inc.
- Smith, P. L., & Ragan, T. J. (2005). *Instructional design* (3rd ed). J. Wiley & Sons.
- Sommerville, I. (2020). *Engineering Software Products: An Introduction to Modern Software Engineering*. <https://www.pearson.com/en-us/subject-catalog/p/engineering-software-products-an-introduction-to-modern-software-engineering/P200000003243/9780137524846>
- Suparman, A. (2014). *Desain Instruksional Modern* (4th ed.). Penerbit Erlangga.
- Tanzil, M. H., Sarker, M., Uddin, G., & Iqbal, A. (2023). A mixed method study of DevOps challenges. *Information and Software Technology*, 161, 107244.
<https://doi.org/10.1016/j.infsof.2023.107244>
- Verhulst, S. L., & DeCenzo, D. A. (2021). *Fundamentals of Human Resource Management*. John Wiley & Sons.
- Vidyasagar, V. (2025). *DevSecOps: Integrating Security into the DevOps Lifecycle*.
<https://doi.org/10.5281/ZENODO.15483597>
- Wadsworth, B. J. (2004). *Piaget's theory of cognitive and affective development* (Classic ed., 5th ed). Pearson/A and B.

- Wang, S., Asif, M., Shahzad, M. F., & Ashfaq, M. (2024). Data privacy and cybersecurity challenges in the digital transformation of the banking sector. *Computers & Security*, 147, 104051. <https://doi.org/10.1016/j.cose.2024.104051>
- Widoyoko, E. P. (2020). *Teknik Penyusunan Instrumen Penelitian* (7th ed.). Pustaka Pelajar.
- Wiedemann, A., Wiesche, M., Gewalt, H., & Krcmar, H. (2023). Integrating development and operations teams: A control approach for DevOps. *Information and Organization*, 33(3), 100474. <https://doi.org/10.1016/j.infoandorg.2023.100474>
- Woolfolk, A. (2019). *Educational Psychology: Active Learning Edition Plus MyLab Education with Pearson eText -- Access Card Package* (14th edition). Pearson.



Intelligentia - Dignitas