DAFTAR PUSTAKA

Adler, E., & Clark, R. (2008). *How It's Done : An Introduction to Social Research.* Mason : Cengge Learning.

Amaliyah, L., Irwansyah, F. S., Windayani, N., & Ramdhani, M. A. (2018). Design of Android Interactive Multimedia for the Concept of Aromatic Compound. In *MATEC Web of Conferences* (Vol. 197, p. 16004). EDP Sciences.

Anshori, S. (2017). Pemanfaatan TIK sebagai sumber dan media pembelajaran di sekolah. *Civic-Culture: Jurnal Ilmu Pendidikan PKn dan Sosial Budaya*, *1*(1).

Anshori, S. (2018). Pemanfaatan Teknologi Informasi Dan Komunikasi Sebagai Media Pembelajaran. *Civic-Culture: Jurnal Ilmu Pendidikan PKn dan Sosial Budaya*, *2*(1).

Aoun, J.E. (2017). *Robot-proof: higher education in the age of artificial intelligence*. US: MIT Press.

Argadinata, H., & Gunawan, I. (2020). "The Leadership of Pancasila in Education: Foundation for Strengthening Student Characters in the Industrial Revolution Era 4.0," in *Proceedings of the 4th International Conference on Education and Management (COEMA 2019)*, 2020, pp. 5–7.

Arikunto, S. (2012) *Dasar-Dasar Evaluasi Pendidikan.* Jakarta : Bumi Aksara.

Arsyad, A. (2013). *Media Pembelajaran.* Jakarta : PT. Raja Grafindo Persada.

Bafadal, I., Juharyanto, Nurabadi, A., & Gunawan, I. (2020). "Efforts to Improve the Integrity of the Principal with the Moral Debate Model," in *Proceedings of the 4th International Conference on Education and Management (COEMA 2019)*, pp. 1–4.

Bakar, R., (2014). The effect of Learning Motivation On Student Productive Competencies in Vovational High School, West Sumatra. *International Journal of Asia Social Science*. 4(6), 722-732.

Borg, W.R. & Gall, M.D. (1989). *Educational Research : An Introduction, Fifth Edition.* New York : Longman

Darmawa, D. (2012). *Pendidikan Teknologi Informasi dan Komunikasi*. Bandung : PT Remaja Rosdakarya.

Daryanto, D. (2013). *Media Pembelajaran Perannya Sangat Penting dalam Mencapai Tujuan Pembelajaran*. Yogyakarta : Gava Media.

Dimyati & Mudjino. (2002). *Belajar dan Pembelajaran*. Jakarta : Rineka Cipta.

Domingo, M. G., & Garganté, A. B. (2016). Exploring the use of educational technology in primary education: Teachers' perception of mobile technology learning impacts and applications' use in the classroom. *Computers in Human Behavior*, *56*, 21-28.

Fajrina, W., & Simorangkir, M. (2018, December). Developing Interactive Computer Based Learning Media of Lectora Inspire to Enhance Conceptual Skills of Senior High Schools Students. In *3rd Annual International Seminar on Transformative Education and Educational Leadership (AISTEEL 2018)* (pp. 57-60). Atlantis Press.

Firly, N. (2019). *Android Aplication Development for Rookies with Database*. Jakarta : PT Alex Media Komputindo.

Hakiki, M. (2020). Validitas Media Pembelajaran Interaktif Berbasis Android pada Mata Pelajaran Komputer dan Jaringan Dasar Di Sekolah Menengah Kejuruan. *Jurnal Inovasi Pendidikan dan Teknologi Informasi (JIPTI)*, *1*(1), 9-15.

Hansun, S., Marcel, B. K., & Micheal, W. S. (2018). *Pemograman Android dengan Android Studio*. Yogyakarta : ANDI.

Humairah, N., Muchtar, Z., & Sitorus, M. (2020). The Development of Android-Based Interactive Multimedia for High School Students. In *The 5th Annual International Seminar on Transformative Education and Educational Leadership (AISTEEL 2020)* (pp. 113-119). Atlantis Press.

Muhlas, M., & Marwani, L. (2020). Development of E-Learning Smart Apps Creator (SAC) Learning Media for Selling Employees on Paid TV. *Akademika: Jurnal Teknologi Pendidikan*, *9*(02), 129-143.

Munir. (2015). *Multimedia Konsep dan Aplikasi dalam Pendidikan*. Bandung : Alfabeta

Myori, D. E., Chaniago, K., Hidayat, R., Eliza, F., & Fadli, R. (2019). Peningkatan Kompetensi Guru dalam Penguasaan Teknologi Informasi dan Komunikasi melalui Pelatihan Pengembangan Media Pembelajaran Berbasis Android. *JTEV (Jurnal Teknik Elektro dan Vokasional)*, *5*(2), 102-109.

Prayitno, E., (1989). *Motivasi dalam Belajar*. Jakarta: Proyek Pengembangan LPTK.

Purwanto, S.,Rahmawati., &Tharmizi, A. (2013) Mobile Searching Objek Visata Pekanbaru Menggunakan Location Base Service (LBS) Berbasis Android. *Jurnal Politeknik Caltex Riau,*1,177.

Ryan, R. M., & Deci, E. L. (2020). Intrinsic and extrinsic motivation from a self-determination theory perspective: Definitions, theory, practices, and future directions. *Contemporary Educational Psychology*, *61*, 101860

Said, K., Kurniawan, A., & Anton, O. (2018). Development of Media-Based Learning Using Android Mobile Learning. *Journal of Theoretical & Applied Information Technology*, *96*(3).

Safaat, N. H. (2012). *Android Pemograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android*. Bandung : Informatika.

Sanjaya, W. (2012). *Media Komunikasi Pembelajaran*. Jakarta : Kencana

Santoso, G., Susanto, A., & Wardani, M. B. (2009). Perancangan Konten M-Learning dengan Sistem Live Multimedia Berbasis Selular. *Jurnal Teknologi*, *2*(2), 124-129.

Sardiman. (2001). *Interaksi dan Motivasi Belajar Mengajar: Pedoman bagi Guru dan Calon Guru*. Jakarta: Rajawali Pers.

Satyaputra., & Aritonang. (2014). *Beginning Android Programming with ADT Budli*. Jakarta : Elex Media Komputindo.

Setiawan, E. B., & Angga, T.R. (2019). *Membangun Aplikasi Android, Web dan Web Service*. Bandung : Informatika Bandung.

Setyawan, A., Purwantoro, D., & Eng, M. (2017). Pengembangan Media Pembelajaran Berbasis Adobe Flash Professional CS6 Pada Mata Kuliah Hidrolika Di Jurusan Pendidikan Teknik Sipil Dan Perencanaan Universitas Negeri Yogyakarta. *E-Journal Pend. Teknik Sipil Dan Perencanaan*, *5*(2), 7.

Sidjabat, S. (1993). *Menjadi Guru Profesional*. Bandung: Yayasan Kalam Hidup.

Siregar, H., & Sudrajat, A. (2018). Multimedia Development Interactive Learning Using Problem Based Learning Adobe Flash Program to Increase Student's Motivation and Learning Outcomes in Salt Hydrolysis Material. In *3rd Annual International Seminar on Transformative Education and Educational Leadership (AISTEEL 2018)* (pp. 376-381). Atlantis Press.

Situmorang, M., Sitorus, M., Hutabarat, W., & Situmorang, Z. (2015). The Development of Innovative Chemistry Learning Material for Bilingual Senior High School Students in Indonesia. *International Education Studies*, *8*(10), 72-85.

Slameto. (2003). *Belajar dan Faktor-Faktor yang Mempengaruhinya*. Jakarta : Rineka Cipta.

Sudjana, N. (2011). *Metode Statistika*. Bandung : PT Trasito.

Sudrajat, A. (2013). *Pengembangan Perangkat Assesmen Kompetensi Praktikum Kimia Analitik Dasar Berbasis Task With Student Direction (TWSD) Bagi Mahasiswa Calon Guru*. Disertasi, Bandung : UPI.

Sugiyono. (2016). *Metode Penelitian Pendidikan (Pendekatan Kuantitatif, Kualitatif, dan R&D)*. Bandung : Alfabeta.

Suryaningtyas, V. W., Nugroho, R. A., Cahyono, S. P., Nababan, M. R., & Santosa, R. (2019). Translation Learning Enrichment Using Smart Application Creator 3.0: An Attempt to Design a Mobile Application in Translation for Tourism Purpose Course. In *2019 International Seminar on Application for Technology of Information and Communication (iSemantic)* (pp. 542-547). IEEE.

Susila, R dan Riyana, C. (2009). *Media Pembelajaran*. Bandung : CV. Wecana Prima

Susilawati, W. (2020, February). Improving Students' Mathematical Representation Ability Through Challenge-Based Learning with Android Applications. In *Journal of Physics: Conference Series* (Vol. 1467, No. 1, p. 012010). IOP Publishing.

Sutopo, A.H. (2003). *Multimedia interaktif dan Flash*. Yogyakarta : PT Graha Ilmu.

Tamhane, K. D., Khan, W. T., Tribhuwan, S. R., Burke, A. P., & Take, S. B. (2015). Mobile learning application. *International Journal of Scientific and Research Publications*, *5*(3), 1-4.

Thiagrajan, S., dkk. (1974). *Instructional Developmet for Training Teacher of Expectional Children Minneapolis*. Minnesota : Leadership training instate/Science Education, University of Minnesota.

Warista, B. (2008). *Teknologi Pembelajaran : Landasan & APlikasinya*. Jakarta : Rineka

Wardani, A. D., Gunawan, I., Kusumaningrum, D. E., Benty, D. D. N., Sumarsono, R. B., Nurabadi, A., & Handayani, L. (2020). Student Learning Motivation: A Conceptual Paper. In *2nd Early Childhood and Primary Childhood Education (ECPE 2020)* (pp. 275-278). Atlantis Press.