

REFERENCES

- Allen, M. (2012). *Michael allen's guide to e-learning: Building interactive, fun, and effective learning programs for any company (2nd ed.)*. New Jersey: Wiley.
- Amarain, S. (2009). *Text form and features*. Yogyakarta: Umberella corporation.
- Ammon, U. (2012). English as an international language: Current perspectives and future directions. *Annual Review of Applied Linguistics*, 32, 63-81.
- Anderson, M. A. (2003). *Text types in English 2*. Canberra: National library of Australia.
- Asmani, J. M. (2012). *Pendidikan berbasis keunggulan lokal*. Yogyakarta: Diva press.
- Buckingham, D. (2013). *Media education: literacy, learning and contemporary culture*. New York: John Wiley & Sons.
- Clark, R. C. (2016). *E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning*. New Jersey: Wiley.
- Clark, R. E. (2012). *Learning from media: Arguments, analysis, and evidence*. (2nd ed.). Charlotte: Information Age Publishing.
- Crystal, D. (2003). *English as a global language (2nd Ed.)*. Cambridge: Cambridge University Press.
- Darmadi, H. (2019). *Pengantar pendidikan di era globalisasi: Konsep dasar, teori, strategi dan implementasi dalam pendidikan globalisasi*. Tangerang: AnImage.
- Dewi, L. M. (2016). Efektivitas penggunaan media pembelajaran video interaktif dengan seting diskusi kelompok kecil untuk meningkatkan keterampilan berpikir kritis pada anak usia dini. *Jurnal pendidikan universitas dhyana pura*, 1(1), 31-46.
- Dewi, N. R. (2021). Developing e-learning of kkni-based curriculum and textbook analysis teaching instruments in english education study program, UNIMED. *Proceedings of the 6th annual international seminar on transformative education and educational leadership (AISTEEL 2021)*, 591, 902-906. doi:<https://doi.org/10.2991/assehr.k.211110.202>

- Djuharie, O. S. (2007). *Genre: Dilengkapi 700 soal uji pemahaman*. Bandung: CV. Parma Widya.
- Elviana, R. I. (2020). Developing interactive multimedia for teaching descriptive texts based on Palembang local culture. *Indonesian EFL Journal*, 6(1), 19-26. doi:10.25134/iefj.v6i1.2634
- Fauziah, M. P. (2022). Pengembangan media audio visual (video) animasi berbasis Doratoon materi hak dan kewajiban penggunaan sumber energi mata pelajaran PPKn di sekolah dasar. *Jurnal basicedu*, 6(4), 6505-6513.
- Hall, G. &. (2012). *Exploring english language teaching: Language in action*. Oxfordshire: Routledge.
- Harahap, M. W. (2017). The effect of visual media on students' writing mastery of procedure text: A study at the X grade students of SMA Negeri 1 Sibabangun. *Jurnal education and development STKIP tapanuli selatan*, 7(5), 14-20.
- Haseeb, W. (2022, August 12). *Adventr editor overview*. Retrieved 10 30, 2023, from Adventr AI: <https://support.adventr.ai/support/solutions/articles/69000035910-adventr-editor-overview>
- Hassan, S. O. (2022). The effectiveness of using interactive video on teaching social and national education in developing students visual thinking. *Journal of Positive School Psychology*, 6(6), 6219-6230.
- Jumriani, M. P. (2021). The urgency of local wisdom content in social studies learning: Literature review. *The innovation of social studies journal*, 103-109.
- Karo-Karo, I. R. (2018). Manfaat media pembelajaran. *Axiom*, 7(1), 91-96.
- Koentjaraningrat. (1989). *Kebudayaan, mentalitas, dan pembangunan*. Jakarta: Gramedia.
- Kun, P. Z. (2013). Pembelajaran sains berbasis kearifan lokal. *Prosiding: Seminar nasional fisika dan pendidikan fisika*, 4(1), 1-14.
- Lestari, S. (2018). Peran teknologi dalam pendidikan di era globalisasi. *Edureligia*, 2(2), 94-100.

- Mahsun. (2014). *Teks dalam pembelajaran bahasa Indonesia: Kurikulum 2013*. Jakarta: PT RajaGrafindo Persada.
- Marginson, S. (2016). Higher education and globalization. In J. Wright, *international encyclopedia of social and behavioral sciences* (2nd ed., Vol. 11, pp. 91-96). Amsterdam: Elsevier.
- Mayer, R. E. (2009). *Multimedia learning: Second edition* (2nd ed.). Cambridge: Cambridge University Press.
- McLendon, S. (2017). Interactive video telehealth models to improve access to diabetes specialty care and education in the rural setting: A systematic review. *Diabetes spectrum*, 30(2), 124-136. doi:<https://doi.org/10.2337%2Fds16-0004>
- Melisa, A. D. (2023). Pengembangan video animasi berbantuan Doratoon pada tema makanan sehat di kelas v sekolah dasar. *EDUKASIA: Jurnal pendidikan dan pembelajaran*, 4(2), 902-908.
- Meyer, J. W. (2010). Globalization and education: A view from the bottom. *Comparative Education Review*, 54(2), 155-171.
- Miarso, Y. (2009). *Sowing educational technology*. Jakarta: Kencana Prenada Media Group.
- Muhibah, S. (2021). Model video pembelajaran berbasis animasi sebagai solusi belajar efektif di masa pandemi Covid-19. *Jurnal pengabdian dinamika*, 8(1), 82-86.
- Musfiqon. (2012). *Development of learning media and sources*. Jakarta: Prestasi Pustakaraya.
- Nurseto, T. (2011). Membuat media pembelajaran yang menarik. *Jurnal ekonomi dan pendidikan*, 8(1), 19-35.
- O'Rourke, K. H. (2020). *A short history of globalization*. Princeton: Princeton University Press.
- Purwanti, B. (2015). Pengembangan media video pembelajaran matematika dengan model assure. *Jurnal kebijakan dan pengembangan pendidikan*, 3(1), 42-47.

- Puspitarini, Y. D. (2019). Using learning media to increase learning motivation in elementary. *Anatolian Journal of Education*, 4(2), 53-60. doi:<https://doi.org/10.29333/aje.2019.426a>
- Riyana, C. (2007). *Pedoman Pengembangan Media Video*. Jakarta: P3AI UPI.
- Rodrik, D. (2018). *Straight talk on trade: Ideas for a sane world economy*. Princeton: Princeton University Press.
- Rohani. (2020). *Media pembelajaran*. Medan: Fakultas Ilmu Tarbiyah dan Keguruan UIN Sumatera Utara.
- Ruswinarsih. (2015). The use of pictures in improving writing procedure text ability of the first students' of SMPN 5 Dumai. *Journal ELTIN*, 3(1), 12-24.
- Sefton-Green, J. (2013). *Learning at not-school: A review of study, theory, and advocacy for education in non-formal settings*. Cambridge: The MIT Press.
- Setyawan, A. (2008). *A guide to write procedure*. Bandung: Pakar raya.
- Shrestha, R. (2018). Globalization and its impact on education: A critical review. *Journal of NELTA*, 23(2), 64-71.
- Sofiyullah, N. (2015). *Pengembangan video pembelajaran interaktif berbasis materi dan soal sebagai suplemen untuk meningkatkan penguasaan konsep mata pelajaran ipa*. Semarang: Semarang state university press.
- Spector, J. M. (2008). Learning in the digital age: Refocusing on learning spaces. In M. D. J. M. Spector, *Handbook of research on educational communications and technology* (3rd ed., pp. 701-712). Abingdon: Routledge.
- Steger, M. B. (2017). *Globalization: A very short introduction*. Oxford: Oxford University Press.
- Stiglitz, J. E. (2002). *Globalization and its discontents*. New York: W.W. Norton & Company.
- Sugiyono. (2020). *Metode penelitian & pengembangan (Research and development)*. Bandung: Alfabeta.

- Support, A. (2023, January 5). *What can you create with Adventr?* Retrieved 10 30, 2023, from Adventr AI: <https://support.adventr.ai/support/solutions/articles/69000031391-what-can-you-create-with-adventr>
- Teknologi.id. (2021, December 17). *Cara membuat video kartun untuk pendidikan step-by-step*. Retrieved 10 30, 2023, from Teknologi.id: <https://teknologi.id/tips-and-trick/cara-membuat-video-kartun-untuk-pendidikan-step-by-step>
- Thompson, G. (2021). *Introducing functional grammar (4th ed.)*. Abingdon: Routledge.
- Tompkins, G. E. (2003). *Teaching writing*. Cambridge: Cambridge University Press.
- Umar, A. H. (2022). The effectiveness of using the doratoon animation maker learning media in semantic courses in Indonesian language and literature education students FBS Unimed. *Morfai journal*, 2(3), 497-502.
- Walter, S. (2018). *The backlash against globalization*. Cambridge: Cambridge University Press.
- Wardani, R. K. (2018). Pengembangan video interaktif pada pembelajaran ipa tematik integratif materi peredaran darah manusia. *Jurnal ilmiah sekolah dasar*, 2(4), 371-381.
- Yanti, I. F. (2023). Pemanfaatan media pembelajaran berbasis Doratoon untuk meningkatkan motivasi belajar siswa pada mata pelajaran TIK di SMP Negeri 2 Bukittinggi. *Jurnal inspirasi pendidikan (Alfihris)*, 1(1), 35-45.
- Yasa, K. A. (2017). Pengembangan media pembelajaran interaktif berbasis adobe flash pada mata pelajaran prakarya dan kewirausahaan materi elektro listrik untuk kelas XI mipa dan IPS di SMA negeri 3 Singaraja. *Jurnal Pendidikan Teknologi dan Kejuruan*, 14(2), 199-209.