

DAFTAR PUSTAKA

- Adesoji, F. A. (2018). Bloom Taxonomy Of Educational Objectives And The Modification Of Cognitive Levels. *Advances in Social Sciences Research Journal*, 5(5). <https://doi.org/10.14738/assrj.55.4233>
- Age, D., Morisson, B., Sutisna, U., & Umam, R. A. (2024). *Penerapan Metode Pembelajaran Video Based Learning Untuk Meningkatkan Keterlibatan Siswa di Era Digital Application of Video Based Learning Method to Increase Student Engagement in the* (Vol. 02, Issue 2).
- Ai'syah, A., Zakia Salma, U., & Dewi, N. R. (2022). Pengembangan E-LKPD Berpendekatan STEM Menggunakan Google Form dan Linktree untuk Melatih Kemampuan Berpikir Kritis Siswa SMP. *Proceeding Seminar Nasional IPA XII "PISA Melalui Sains Masa Depan Untuk Generasi Berwawasan Lingkungan."*
- Al-Adwan, A. S., Li, N., Al-Adwan, A., Abbasi, G. A., Albelbisi, N. A., & Habibi, A. (2023). "Extending the Technology Acceptance Model (TAM) to Predict University Students' Intentions to Use Metaverse-Based Learning Platforms". *Education and Information Technologies*, 28(11), 15381–15413. <https://doi.org/10.1007/s10639-023-11816-3>
- Almohesh, A. R. I., & Altamimi, J. A. H. (2024). Wow, I cannot stop: a concentration on vocabulary learning via instagram and its effects on informal digital learning of english, technostress, and on-line engagement. *BMC Psychology*, 12(1). <https://doi.org/10.1186/s40359-023-01503-w>
- Amaliah, N., Jirana, J., & Damayanti, M. (2021). Sosialisasi Pembuatan Linktree sebagai Media Pembelajaran Alternatif Masa Pandemi Covid 19 pada Guru-Guru SDN 18 Galung Lombok Polewali Mandar. *JATI EMAS (Jurnal Aplikasi Teknik Dan Pengabdian Masyarakat)*, 5(3). <https://doi.org/10.36339/je.v5i3.510>
- Amin, A. K., Degeng, N. S., Setyosari, P., & Djatmika, E. T. (2021). The Effectiveness of Mobile Blended Problem Based Learning on Mathematical Problem Solving. *International Journal of Interactive Mobile Technologies*, 15(1). <https://doi.org/10.3991/IJIM.V15I01.17437>
- Andika, I. P. W., & Yudiana, K. (2022). Aktivitas Pembelajaran Berbantuan Media Linktree Meningkatkan Literasi Sains dan Kemampuan Metakognitif pada Materi Macam-Macam Gaya Muatan IPA Kelas IV. *Jurnal Edutech Undiksha*, 10(1).
- Andira, N. E., & Puspasari, D. (2023). Pengembangan Media Pembelajaran Interaktif Google Site Berbantuan Game Wordwall Pada Mata Pelajaran Kearsipan Kelas X OTPdi SMK Negeri 1 Jombang. : *Journal Of Social Science Research*, 3(2).

Asih Purwanti, M. (n.d.). *Pengembangan Motion Graphic Pembelajaran*.

Baherimoghadam, T., Hamedani, S., mehrabi, M., Naseri, N., & Marzban, N. (2021). The effect of learning style and general self-efficacy on satisfaction of e-Learning in dental students. *BMC Medical Education*, 21(1). <https://doi.org/10.1186/s12909-021-02903-5>

Barat, K. A., Saumi, D., Pd, S., Negeri, S., Kabupaten, B., & Daya, A. B. (2023). Meningkatkan Hasil Belajar Bahasa Inggris Materi Passive Voice Melalui Model Pembelajaran Kooperatif Tipe STAD (Student Team Achievement) Terhadap Siswa Kelas IX-3 Semester 2 Tahun Pelajaran 2020/2021 Pada SMP Negeri 1 Blangpidie. In *Serambi Konstruktivis* (Vol. 5, Issue 1).

Barz, N., Benick, M., Dörrenbächer-Ulrich, L., & Perels, F. (2024). Students' acceptance of e-learning: extending the technology acceptance model with self-regulated learning and affinity for technology. *Discover Education*, 3(1). <https://doi.org/10.1007/s44217-024-00195-7>

Boye, E. S., & Agyei, D. D. (2023). Effectiveness of problem-based learning strategy in improving teaching and learning of mathematics for pre-service teachers in Ghana. *Social Sciences and Humanities Open*, 7(1), 100453. <https://doi.org/10.1016/j.ssaho.2023.100453>

Branch, R. M. (2010). Instructional design: The ADDIE approach. In *Instructional Design: The ADDIE Approach*. Springer US. <https://doi.org/10.1007/978-0-387-09506-6>

Cahyanto, I. (2023). Pemanfaatan Platform E-Learning Berbasis Cloud Computing Untuk Meningkatkan Efektivitas Pembelajaran Jarak Jauh. *Edum Journal*, 6(2). <https://doi.org/10.31943/edumjournal.v6i2.144>

Daryanes, F., Darmadi, D., Fikri, K., Sayuti, I., Rusandi, M. A., & Situmorang, D. D. B. (2023). The development of articulate storyline interactive learning media based on case methods to train student's problem-solving ability. *Heliyon*, 9(4), e15082. <https://doi.org/10.1016/j.heliyon.2023.e15082>

Devega, A. T., Ambiyar, A., Panyahuti, P., Adi, N. H., & Riyanda, A. R. (2022). The Effectiveness Of Learning Media On The Outcome Of Computer And Basic Network of Vocational Students. *Jurnal Pendidikan Teknologi Kejuruan*, 5(2), 47–52. <https://doi.org/10.24036/jptk.v5i2.23123>

Elena Trif-Boia Assist, A. (2022). Instructional Design In Education. In *Ijaedu-International E-Journal of Advances in Education: Vol. VIII*. <http://ijaedu.ocerintjournals.org>

- Fariha, E., Sismulyasih, N., & Purwati, P. D. (2024). Development of a Linktree-Based E-Module for Enhancing Fifth Graders' Reading Skills in Narrative Texts. *Tadris: Jurnal Keguruan Dan Ilmu Tarbiyah*, 9(1), 77. <https://doi.org/10.24042/tadris.v9i1.21928>
- Firda, R. A., & Rachmadyanti, P. (2022a). Analisis Pembelajaran IPS Berbasis WEB dengan Linktree pada Materi Karakteristik Ruang dan Pemanfaatan Sumber Daya Alam Kelas 4 Sekolah Dasar. *Jurnal PGSD*, 10(5).
- Firda, R. A., & Rachmadyanti, P. (2022b). Analisis Pembelajaran Ips Berbasis Web Dengan Linktree Pada Materi Karakteristik Ruang Dan Pemanfaatan Sumber Daya Alam Kelas 4 Sekolah Dasar | Jurnal Penelitian Pendidikan Guru Sekolah Dasar. *Jurnal Penelitian Pendidikan Guru Sekolah Dasar*, 10(5).
- Fitriani, F., Muzakkir, M., Astuti, E. R. P., Jayadi, A., & Gunawan, S. (2021). Pelatihan Pemanfaatan Media Pembelajaran Linktree Dan Microsoft Kaizala Untuk Menunjang Pembelajaran Daring Bagi Guru. *Selaparang Jurnal Pengabdian Masyarakat Berkemajuan*, 4(3). <https://doi.org/10.31764/jpmb.v4i3.5393>
- Foulger, T. (2023). Technology Infusion in Teacher Preparation. *EdTechnica*. <https://doi.org/10.59668/371.14237>
- Gentarefori Samala, A., Ali, T., Candra, O., & Husnaini, I. (2022). Interactive Learning Media Development using Articulate Storyline in Fundamentals of Electric Power Engineering. *Jurnal Teknologi Informasi Dan Pendidikan*, 15(2), 2023. <https://doi.org/10.24036/tip.v15i2>
- Harahap, A. I., Musdi, E., & Asmar, A. (2021). Pengembangan Media Pembelajaran Interaktif Berbasis Problem Based Learning (PBL) Berbantuan Android Untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Peserta Didik Kelas VII SMP Negeri 1 Sosopan. *Jurnal Edukasi Matematika Dan Sains*, 9(2).
- Harna, F., Sibuea, A. M., & Tanjung, S. (2024). Development of Linktree-Based Interactive Learning Media to Improve History Learning Outcomes. *Randwick International of Education and Linguistics Science Journal*, 5(2), 522–534. <https://doi.org/10.47175/rielsj.v5i2.988>
- Hasanah Lubis, L., Febriani, B., Fitra Yana, R., Azhar, A., & Darajat, M. (2023). The Use of Learning Media and its Effect on Improving the Quality of Student Learning Outcomes. *International Journal Of Education, Social Studies, And Management (IJESSM)*, 3(2), 7–14. <https://doi.org/10.52121/ijessm.v3i2.148>
- Hedayat, N., Raissi, R., & Asl, S. A. (2020). Neuro-linguistic programming and its implications for english language learners and teachers. *Theory and Practice in Language Studies*, 10(9), 1141–1147. <https://doi.org/10.17507/tpls.1009.19>

- Hidajat, F. A. (2023). A comparison between problem-based conventional learning and creative problem-based learning on self-regulation skills: Experimental study. *Heliyon*, 9(9), e19512. <https://doi.org/10.1016/j.heliyon.2023.e19512>
- Holmes, A. G. (2019). Learning Outcomes – A Good Idea, Yet with Problems and Lost Opportunities. *Educational Process: International Journal*, 8(3), 159–169. <https://doi.org/10.22521/edupij.2019.83.1>
- Jafnihirida, L., Suparmi, Ambiyar, Rizal, F., & Pratiwi, K. E. (2023). Efektivitas Perancangan Media Pembelajaran Interaktif E-Modul. *Innovative: Journal Of Social Science Research*, 3(1).
- Janah, R. R., & Liansari, V. (2023). Pengaruh media quiziz terhadap aspek menulis peserta didik Kelas IV Sekolah Dasar: The Influence of Quiziz Media on the Writing Aspects of Grade IV Elementary School Students. *Tunas: Jurnal Pendidikan Guru Sekolah Dasar*, 8(2).
- Jones, B. (n.d.). *Good practice: Scaffolded, Collaborative Project-based Learning*.
- Khairun, D. Y., Hakim, I. Al, & Abadi, R. F. (2021). Pengembangan pedoman observasi anak berkesulitan membaca (dyslexia). *Jurnal UNIK: Pendidikan Luar Biasa*, 6(1). <https://doi.org/10.30870/unik.v6i1.11877>
- Kiraly, R., Kiraly, S., & Palotai, M. (2024). Investigating the usability of a new framework for creating, working and teaching artificial neural networks using augmented reality (AR) and virtual reality (VR) tools. *Education and Information Technologies*, 29(10), 13085–13104. <https://doi.org/10.1007/s10639-023-12349-5>
- Kristanto, A., Pd, S., & Pd, M. (n.d.). *Media Pembelajaran*.
- Kusuma, A. S., & Nurmawanti, I. (2023). Pengaruh Strategi Pembelajaran Problem Based Learning (PBL) Terhadap Keterampilan Metakognitif dan Kemampuan Pemecahan Masalah Mahasiswa. *Jurnal Ilmiah Profesi Pendidikan*, 8(3), 1922–1934. <https://doi.org/10.29303/jipp.v8i3.1890>
- Kwangmuang, P., Jarutkamolpong, S., Sangboonraung, W., & Daungtod, S. (2021). The development of learning innovation to enhance higher order thinking skills for students in Thailand junior high schools. *Heliyon*, 7(6), e07309. <https://doi.org/10.1016/j.heliyon.2021.e07309>
- Lestari, N., Yusuf, S. M., Basri, K. I., Suciati, S., & Masykuri, M. (2020). The presence of the Problem-based Learning syntax in junior high school biology textbooks. *JPBI (Jurnal Pendidikan Biologi Indonesia)*, 6(1), 9–14. <https://doi.org/10.22219/jpbi.v6i1.11096>

- Lisiswanti, R., Saputra, O., & Windarti, I. (2015). Peranan Media dalam Pembelajaran pada Pembelajaran Matematika. *Jurnal Kesehatan*, 6(1).
- Mettis, K., Våljataga, T., & Uus, Ö. (2023). Mobile Outdoor Learning Effect on Students' Conceptual Change and Transformative Experience. *Technology, Knowledge and Learning*, 28(2), 705–726. <https://doi.org/10.1007/s10758-022-09614-w>
- Nera Afriyose, Sudjarwo, & Sugeng Widodo. (2022). Development of Discovery Learning based Linktree Learning Media to Improve Geography Learning Outcomes in High School. *East Asian Journal of Multidisciplinary Research*, 1(8), 1625–1634. <https://doi.org/10.55927/eajmr.v1i8.1253>
- Newman, S., & Latifi, A. (2021). Vygotsky, education, and teacher education. *Journal of Education for Teaching*, 47(1). <https://doi.org/10.1080/02607476.2020.1831375>
- Nurafni, & Ninawati, M. (2021). Efektivitas Penerapan Aplikasi Linktree dan Wordwall Terhadap Motivasi Intrinsik Siswa Kelas V Sekolah Dasar. *Jurnal Pemikiran Dan Pengembangan Sekolah Dasar (JP2SD)*, 9(2).
- Obari, H. (2021). The Integration of 21 st Century Skill and Virtual Learning with COVID-19. *AsiaCALL Online Journal*, 12(3).
- Orhan, A. (2024). Investigating the Effectiveness of Problem Based Learning on Academic Achievement in EFL Classroom: A Meta-Analysis. *Asia-Pacific Education Researcher*. <https://doi.org/10.1007/s40299-024-00889-4>
- Penulis, K. (n.d.). Transformasi Media Pembelajaran Sebagai Penyalur Pesan Syamsiani STIT Misbahul Ulum Gumawang. *Bahasa Dan Pendidikan*, 2(3).
- Polly, D. (n.d.). *Put the Learner First: Infusing Cognitive Principles into the Development of Instructional Activities*.
- Prahesti, S. I., & Fauziah, S. (2021). Penerapan Media Pembelajaran Interaktif Kearifan Lokal Kabupaten Semarang. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 6(1). <https://doi.org/10.31004/obsesi.v6i1.879>
- Priscila Ritonga, A., Putri Andini, N., Ikhlamah, L., & Pendidikan Guru, J. (2022). Pengembangan Bahan Ajaran Media. *Jurnal Multidisiplin Dehasen*, 1(3), 343–348.
- Rahmi, A., Fatma Tresno Ingtyas, Nuwairi Hilda, Dina Ampera, & Siti Wahidah. (2022). Development Of Learning Tools For Case Method-Based Cake Decoration Courses In Improving Students' Critical Thinking Skills. *East Asian Journal of Multidisciplinary Research*, 1(6). <https://doi.org/10.55927/eajmr.v1i6.748>

- Rakhmawati, D. (2021). Advantages and Disadvantages of Problem Based Learning Models. *SHEs: Conference Series*, 4(5).
- Ranganathan, P., & Caduff, C. (2023). Designing and validating a research questionnaire - Part 1. *Perspectives in Clinical Research*, 14(3), 152–155. https://doi.org/10.4103/picr.picr_140_23
- Renova, A., Idrus, A., & Suratno, S. (2022). Linktree Sebagai Multimedia Pembelajaran Online Dalam Pemahaman Konsep Sistem Persamaan Linear Dua Variabel (SPLDV). *Jurnal Ilmiah Bina Edukasi*, 15(2). <https://doi.org/10.33557/jedukasi.v15i2.2119>
- Roswita Paramata, N., Qurrotun Nisa, H., Dzul Ikram Hasanuddin, A., & Hamid Isa, A. (2024). The ADDIE Method in Digital Atlas-Based Learning Media on Practicum Learning Outcomes in Histology of Medical Students. *PPSDP International Journal of Education*, 3(2), 140–145.
- Sapriyah. (2019). Analisis Terhadap Kerucut Pengalaman Edgar Dale dan Keragaman Gaya Belajar untuk Memilih Media yang Tepat dalam Pembelajaran. *Prosiding Seminar Nasional Pendidikan FKIP*, 2(1).
- Sari, P. (2019). Analisis Terhadap Kerucut Pengalaman Edgar Dale dan Keragaman dalam Memilih Media yang Tepat dalam Pembelajaran. *Jurnal Manajemen Pendidikan*, 1(1).
- Sari, Y. I., Sumarmi, Utomo, D. H., & Astina, I. K. (2021). The Effect of Problem Based Learning on Problem Solving and Scientific Writing Skills. *International Journal of Instruction*, 14(2). <https://doi.org/10.29333/iji.2021.1422a>
- Sewandono, R. E., Thoyib, A., Hadiwidjojo, D., & Rofiq, A. (2023a). Performance expectancy of E-learning on higher institutions of education under uncertain conditions: Indonesia context. *Education and Information Technologies*, 28(4), 4041–4068. <https://doi.org/10.1007/s10639-022-11074-9>
- Sewandono, R. E., Thoyib, A., Hadiwidjojo, D., & Rofiq, A. (2023b). Performance expectancy of E-learning on higher institutions of education under uncertain conditions: Indonesia context. *Education and Information Technologies*, 28(4), 4041–4068. <https://doi.org/10.1007/s10639-022-11074-9>
- Shafira, M. Y. R., & Wiranda, N. (2022). Pengembangan Media Pembelajaran Interaktif Berbasis Hypermedia dalam Pembelajaran Subnetting dengan Metode Tutorial. *Computing and Education Technology Journal (CETJ)*, 2.
- Shaikh, S., Daudpotta, S. M., & Imran, A. S. (2021). Bloom's Learning Outcomes' Automatic Classification Using LSTM and Pretrained Word Embeddings. *IEEE Access*, 9, 117887–117909. <https://doi.org/10.1109/ACCESS.2021.3106443>

- Sihombing, E., Andheska, H., & Elfitra, L. (2023). Perancangan Media Pembelajaran Video Pintar Berbasis Linktree untuk Kemahiran Menulis Cerita Fantasi Siswa Kelas VII Sekolah Menengah Pertama. *Educaniora: Journal of Education and Humanities*, 1(3), 12–23. <https://doi.org/10.59687/educaniora.v1i3.60>
- Simanjuntak, M. P., Hutahaean, J., Marpaung, N., & Ramadhani, D. (2021). Effectiveness of problem-based learning combined with computer simulation on students' problem-solving and creative thinking skills. *International Journal of Instruction*, 14(3). <https://doi.org/10.29333/iji.2021.14330a>
- Speldewinde, C., & Campbell, C. (2024). Building a Better Wall: Assessing Children's Design Technology Learning in Nature-Based Early Childhood Education. *Canadian Journal of Science, Mathematics and Technology Education*. <https://doi.org/10.1007/s42330-024-00320-6>
- Suarim, B., & Neviyarni, N. (2021). Hakikat Belajar Konsep pada Peserta Didik. *Edukatif: Jurnal Ilmu Pendidikan*, 3(1), 75–83. <https://doi.org/10.31004/edukatif.v3i1.214>
- Sugiyono. (2016). Sugiyono, Metode Penelitian. *Uji Validitas*.
- Syafii, A. F., Mujiwati, E. S., & Primasatya, N. (2023). Pengembangan E-Learning Berbantu Linktree Pada Materi Hubungan Gaya Dan Gerak Untuk Siswa Kelas Iv Mi Sabilillah Tanjung Kabupaten Nganjuk. *Inovasi Sekolah Dasar: Jurnal Kajian Pengembangan Pendidikan*, 10(1). <https://doi.org/10.36706/jisd.v10i1.18732>
- Tambunan, K., Sitompul, H., & Mursid, R. (2021). Pengembangan Media Pembelajaran Interaktif Berbasis Problem Based Learning Pada Pembelajaran Tematik. *Jurnal Teknologi Informasi & Komunikasi Dalam Pendidikan*, 8(1). <https://doi.org/10.24114/jtikp.v8i1.26784>
- Tanjung, S. (2016). Pengaruh Media Pembelajaran Dan Gaya Kognitif Terhadap Hasil Belajar Sejarah. *Paramita: Historical Studies Journal*, 25(2). <https://doi.org/10.15294/paramita.v25i2.5170>
- Triani, E., Oktami, L., Inghug, D., & Rizqiyah, N. N. (2024). Unlocking Cognitive Potential: Enhancing Problem-Solving Abilities Through Innovative Problem-Based Learning Models. *EduFisika: Jurnal Pendidikan Fisika*, 9(1), 54–62. <https://doi.org/10.59052/edufisika.v9i1.32651>
- UNESCO. (2021). UNESCO Recommendation on Open Science. *United Nations Educational, Scientific and Cultural Organization*.

- Wahyuningsih, E. (2022). Pengembangan Media Cerpen Digital Menggunakan Linktree Dalam Pembelajaran Cerpen Di Sekolah Menengah Pertama. *Prosiding Bina Basa V*, 1(1).
- Wahyuningsih, S., & Ni'mah, I. S. (2023). Building Self-Confidence in English Public Speaking through YouTube? Why Not? *Scope : Journal of English Language Teaching*, 7(2), 287. <https://doi.org/10.30998/scope.v7i2.16198>
- Wang, P., Ganushchak, L., Welie, C., & van Steensel, R. (2024). The Dynamic Nature of Emotions in Language Learning Context: Theory, Method, and Analysis. In *Educational Psychology Review* (Vol. 36, Issue 3). Springer. <https://doi.org/10.1007/s10648-024-09946-2>
- Yuliana, M., & Jamaluddin Ahmad. (2019). The Analysis of Expert Material Assessment Based on Project Based Learning. *CENDEKIAWAN*, 1(2), 1–9. <https://doi.org/10.35438/cendekiawan.v1i2.165>