

DAFTAR PUSTAKA

- Adara, R. A., & Haqiyyah, A. (2021). The effects of integrating digital storytelling to students' motivation. *Edukasi: Jurnal Pendidikan dan Pengajaran*, 7(2), 131–145. <https://doi.org/10.19109/ejpp.v7i2.6023>
- Arroba, J., & Acosta, H. (2021). Authentic digital storytelling as alternative teaching strategy to develop speaking skills in EFL classes. *LEARN Journal: Language Education and Acquisition Research Network*, 14(1), 317–343.
- Borg, W. R., & Gall, M. D. (1989). *Educational research: An introduction* (5th ed.). New York, NY: Longman.
- Bran, R. (2010). Message in a bottle: Telling stories in a digital world. *Procedia - Social and Behavioral Sciences*, 2(2), 1790–1793. <https://doi.org/10.1016/j.sbspro.2010.03.992>
- Brown, H. D. (2000). *Principles of Language Learning and Teaching; Fourth Edition*. San Fransisco: Longman Inc.
- Churchill, N. (2020). Development of students' digital literacy skills through digital storytelling with mobile devices. *Educational Media International*, 57(3), 271–284. <https://doi.org/10.1080/09523987.2020.1833680>
- Dick, W., Carey, L., & Carey, J. O. (2014). *The systematic design of instruction* (8th ed.). Pearson.
- Dewan Eropa. (2001). *Common European framework of reference for languages: Learning, teaching, assessment*. Cambridge University Press.
- Faturrahman. (2015). *Model-model pembelajaran*. Yogyakarta: Ar-Ruzz Media.
- Grandison T. (2018). Folklore and digital media. *International conference on interactive digital story telling*, 652-656. <https://so04.tci-thaijo.org/index.php/LEARN/article/view/248693>
- Heriyana, W. (2014). *Penerapan Metode Digital Storytelling Pada Keterampilan Menceritakan Tokoh Idola Mata Pelajaran Bahasa Indonesia Siswa Kelas VII di SMP Negeri 1 Kedamean, Gresik*. *Jurnal Mahasiswa Teknologi Pendidikan*, 5(2).
- Iskandarwassid dan Dadang Sunendar. 2009. *Strategi Pembelajaran Bahasa. Sekolah Pascasarjana Universitas Indonesia*.
- Joyce, B., Weil, M., & Calhoun, E. (1992). *Models of Teaching* (4th ed.). Boston: Allyn and Bacon.
- Krathwohl, D. R. (2021). A Revision of Bloom's Taxonomy: An Overview. *Theory Into Practice*, 41(4), 212–218.
- Kaya, T., & Tekiner Tolu, A. (2017). Effects of digital storytelling on speaking skills of Turkish EFL learners. *International Journal of Language Academy*, 5(7), 62–88.

- Levelt, W. J. M. (1989). *Speaking: From intention to articulation*. Cambridge MA: MIT Press.
- Maimunah, M. (2016). *Metode Penggunaan Media Pembelajaran*. Al-Afkar: Jurnal Keislaman & Peradaban, 5(1). Mukti. 1998. *Pembinaan Kemampuan*
- Mayer, R. E. (Ed.). (2014). *The Cambridge handbook of multimedia learning* (2nd ed.). New York, NY: Cambridge University Press.
- Mäder, R. (2015). *Digital Storytelling im Deutschunterricht: Digitales Geschichten erzählen mit Tablets*. Institut Weiterbildung und Beratung imedias.
- Nair, V., & Yunus, M. M. (2022). Using digital storytelling to improve pupils' speaking skills in the age of COVID-19. *Sustainability*, 14(15), 9215. <https://doi.org/10.3390/su14159215>
- Nugraha, I. (n.d.). *Strategi pembelajaran inovatif*. Pustaka Edukatif.
- Ohler, J. (2013). *Digital storytelling in the classroom: New media pathways to literacy, learning, and creativity* (2nd ed.). Thousand Oaks, CA: Corwin Press Berbicara Bahasa. Jakarta: Erlangga.
- Piaget, J. (1970). *Psychology and pedagogy*. Viking Press.
- Purwono. Joni, dkk. (2014). *Penggunaan Media Audio-Visual Pada Mata Pelajaran Ilmu Pengetahuan Alam Di Sekolah Menengah Pertama Negeri Pacitan*. Dalam *Jurnal Teknologi Pendidikan dan Pembelajaran* Vol.2, No.2: 127
- Ratri, S. Y. (2018). *Digital Storytelling Pada Pembelajaran Ips Di Sekolah Dasar*. *Jurnal Pena Karakter (Jurnal Pendidikan Anak dan Karakter)*, 1(1), 1-8.
- Shahid, M., & Khan, M. R. (2022). Use of digital storytelling in classrooms and beyond. *Journal of Educational Technology Systems*, 51(1), 63–77. <https://doi.org/10.1177/00472395221112599>
- Sriadhi, S., Hamid, A., Sitompul, H., & Restu, R. (2022). Effectiveness of Augmented Reality-Based Learning Media for Engineering-Physics Teaching. *International Journal of Emerging Technologies in Learning*, 17(5), 281–293. <https://doi.org/10.3991/ijet.v17i05.28613>
- Tanrikulu, F. (2020). Students' perceptions about the effects of collaborative digital storytelling on writing skills. *Computer Assisted Language Learning*, 35(5-6), 1090–1105. <https://doi.org/10.1080/09588221.2020.1774611>
- Tafonao, T. (2018). *Peranan media pembelajaran dalam meningkatkan minat belajar mahasiswa*. Kidd Jenny. (2009). *DST and the performance of memory digital*. *Digital memories*. 167-183
- Utomo, M. (2022). *Evaluasi pembelajaran*. Media Eduka.

- Vygotsky, L. S. (1978). *Mind in society: The development of higher psychological processes* (M. Cole, V. John-Steiner, S. Scribner, & E. Souberman, Eds.). Cambridge, MA: Harvard University Press.
- Yang, Y. T. C., Chen, Y. C., & Hung, H. T. (2022). Digital storytelling as an interdisciplinary project to improve students' English speaking and creative thinking. *Computer Assisted Language Learning*, 35(4), 840–862. <https://doi.org/10.1080/09588221.2020.1750431>