# DAFTAR PUSTAKA

Adamu, T. I., dkk. (2018). Use of Audio-Visual Materials in Teaching and Learning of Classification of Living Things Among Secondary School Students in Sabon Gari LGA of Kaduna State. *Plant*. Vol. 6, No. 2, pp. 33-37.

Adkhar, B. I. (2015). Pengembangan Media Video Animasi Pembelajaran Berbasis Powtoon pada Kelas 2 Mata Pelajaran Ilmu Pengetahuan Alam Disd Labschool Unnes. *Doctoral dissertation*. Universitas Negeri Semarang.

Agustina, A. (2016). Penerapan Metode Ice Breaker dalam Meningkatkan Motivasi Belajar Siswa Kelas VII Pada Mata Pelajaran PAI di SMP PGRI Betung. *Skripsi*. Palembang: UIN Raden Fatah.

Albers, B. D. & Bach, R. (2003). Rockin' Soc: Using Popular Music to Introduce Sociological Concepts. *Teaching Sociology*, 31(2), American Socio.

Amali, L. N., Zees, N., and Suhada, S. (2020). Motion graphic animation video as alternative learning media. *Jambura Journal of Informatics*. 2 (1), p 23-30.

Amin, A. M., Corebima, A. D., Zubaidah, S., & Mahanal, S. (2020). The Correlation between Metacognitive Skills and Critical Thinking Skills at the Implementation of Four Different Learning Strategies in Animal Physiology Lectures. *European Journal of Educational Research*, 9(1), 143-163.

Amir, M. T. (2016). *Inovasi Pendidikan Melalui Problem Based Learning*. Jakarta: Prenada Media Group.

Anderson, L W. & Karthwohl, D R., (2001). *A Taxonomy for Learning, Teaching and Assesing; A Revision of Bloom's Taxonomy of Education Objectives*. New York: Addison Wesley Lonman Inc.

Arends, R. (2007). *Learning to Teach*. Yogyakarta: Pustaka pelajar.

Arief. R K. (2013). *Manager dan Supervisor*. Buku Pintar. Yogyakarta.

Arifin, J. (2017). *SPSS 24 untuk Penelitian dan Skripsi*. Jakarta: PT Elex Media Komputindo.

Arikunto, S., (2013). *Prosedur Penelitian atau Pendekatan Praktik*. Edisi Revisi 6. Jakarta: Rineka Cipta.

Artawan. (2010). *Media Animasi*. Jakarta: Yrama Widya.

Astra, I. M., Susanti, D., & Sakinah, S. (2020). The effects of cooperative learning model think pair share assisted by animation media on learning outcomes of physics in high school. In Journal of Physics: *Conference Series*. 1521(2), 022005. IOP Publishing.

Astuti, Y., & Mustadi, A. (2014). Pengaruh Penggunaan Media Film Animasi terhadap Keterampilan Menulis Karangan Narasi Siswa Kelas V SD. *Jurnal Prima Edukasia*. 2(2), 250-262.

Azhar, A. (2005). *Media Pembelajaran*. cet. 6. Jakarta: Raja Grafindo Persada.

Bambang, S., & Nur, I. (2002). *Metodologi Penelitian Bisnis, Cetakan Kedua*. Yogyakara: BFEE UGM.

Borg, W. R.,  & Gall, M. D. G. (1983). *Educational Research: An Introduction, Fifth Edition*. New York: Longman.

Branch, R. M. (2009). *Instructional design: The ADDIE approach* (Vol. 722). Springer Science & Business Media.

BSNP. (2014). *Instrumen Penilaian Buku Teks Pelajaran Tahun 2014*. Jakarta: Badan Standar Nasional Pendidikan

Cecep, S., & Bambang S. (2013). *Media Pembelajaran: Manual dan Digital*. Bogor: Ghalia Indonesia.

Chang, R. (2010). *Chemistry, 10th ed*. New York: McGraw-Hill Companies, Inc.

Chen, J., Kolmos, A., & Du, X. (2021). Forms of implementation and challenges of PBL in engineering education: a review of literature. *European Journal of Engineering Education*. 46(1), 90-115.

Dalyono. (2001). *Psikologi Pendidikan*. Jakarta: Rineka Cipta.

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

El Shaban, A., & Egbert, J. (2018). Diffusing education technology: A model for language teacher professional development in CALL. *System*. 78, 234-244.

Ennis, R. H. (1996). *Chritical Thinking*. New Jersey: Printice-Hall Inc.

Evelin, S., & Hartini. N. (2010). *Teori Belajar dan Pembelajaran*. Bogor: Ghalia Indonesia.

Facione, P. A. (2011). *Critical Thinking : What It Is and Why It Counts*. California : The California Academic Press.

Fauziah, A., dkk. (2017). Hubungan Antara Motivasi Belajar dengan Minat Belajar Siswa Kelas IV SDN Poris Gaga 05 Kota Tangerang. *Jurnal JPSD*. 4(1), 47-53.

Fitzgerald, N., & Li, L. (2015). Using presentation software to flip an undergraduate analytical chemistry course.

Gall, M. D., Borg, W. R., & Gall, J. (2003). P. (1996). *Educational Research. An Introduction*.

Gilakjani, A. P. (2012). The significant role of multimedia in motivating EFL learners' interest in English language learning. *International Journal of Modern Education and Computer Science*, 4(4), 57–66.

Gredler, M. E. (1991). *Belajar dan Membelajarkan*. Jakarta: Rajawali Pers.

Hanif, M. (2020). The Development and Effectiveness of Motion Graphic Animation Videos to Improve Primary School Students' Sciences Learning Outcomes. *International Journal of Instruction*. 13(3), 247-266.

Hanson, C. M. (2002). A Stop Sign at the Intersection of History and Biography: Illustrating Mills's Imagination with Depression-Era Photographs. *Teaching Sociology*, 30(2), 235–242 American Socio.

Hapsari, A. S., & Hanif, M. (2019). Motion graphic animation videos to improve the learning outcomes of elementary school students. *European Journal of Educational Research*. 8(4), 1245-1255.

Hasanah, A. N. (2017). Hubungan Antara Motivasi Belajar dan Kontrol Diri dengan Prokrastinasi dalam Mengerjakan Skripsi pada Mahasiswa Program Studi Ilmu Komunikasi Fakultas Ilmu Sosial dan Ilmu Politik Universitas Mulawarman. *Psikoborneo*. 5(3), 477-491.

Helsy, I., Farida, I., & Ramdhani, M. A. (2017). Volta-Based Cells Materials Chemical Multiple Representation to Improve Ability of Student Representation. *In Journal of Physics: Conference Series*. 895(1), 012010. IOP Publishing.

Imamah, N. (2012). Peningkatan Hasil Belajar IPA Melalui Pembelajaran Kooperatif Berbasis Konstruktivisme Dipadukan dengan Video Animasi Materi Sistem Kehidupan Tumbuhan. *Jurnal Pendidikan IPA Indonesia*. 1(1), 32-36.

Irfani, W. (2019). Pengembangan Media *Lectora Inspire* dan Video Pembelajaran Berbasis ICT pada Materi Larutan Elektrolit dan Nonelektrolit. *Tesis*. Medan: Universitas Negeri Medan.

Ismail, M. E., Othman, H., Amiruddin, M. H., & Ariffin, A. (2017). The use of animation video in teaching to enhance the imagination and visualization of student in engineering drawing. *Conference series: materials science and engineering*. 203(1). 012023. IOP Publishing.

Meltzer. D E. (2002). The Relationship Between Mathematics Preparation and Conceptual Learning Grains in Physics: A Possible "Hidden Variable" in Diagnostice Pretest Score. *American Journal Physics*. 70(12), 27.

Mewengkang, A., dkk. (2020). Penerapan Media Pembelajaran Berbasis Video Animasi pada Materi Laju Reaksi dan Faktor-faktor yang mempengaruhi Laju Reaksi. *Oxygenius Journal Of Chemistry Education*. 2(1), 29-33.

Nasution, S. (2006). *Berbagai Pendekatan dalam Proses Belajar dan Mengajar*. Jakarta: Bumi Aksara.

Nimah, Z. (2013). Media Promosi. Available at: http://digilib.uinsby.ac.id/10922/5/bab 2.pdf (Accessed: 05 January 2020).

Novira, P., Silalahi, A., & Silaban, S. (2021). Analysis Effectiveness of the Online Learning through the Use of Google Classroom during the COVID-19 Pandemic. *Jurnal Pendidikan dan Pembelajaran Kimia*. 10(1), 88-93.

Noviyanto, T. S. H., dkk. (2015). Penggunaan Media Video Animasi Sistem Pernapasan Manusia untuk Meningkatkan Hasil Belajar Biologi. *EDUSAINS*. 7(1), 57-63.

Nur'aini. (2019). Pengembangan Multimedia *Lectora Inspire* Terintegrasi *Problem Based Learning* pada Topik Karbohidrat untuk Mahasiswa Program Studi Argoteknologi. *Tesis*. Medan: Universitas Negeri Medan.

Oktavianingtyas, E., Salama, F. S., Fatahillah, A., Monalisa, L. A., and Setiawan, T. B. (2018). Development 3D Animated Story as Interactive Learning Media with Lectora Inspire and Plotagon on Direct and Inverse Proportion Subject. *J. Phys. Conf. Ser*. 1108 (1), p. 012111.

Purwanto, N. (2004). *Prinsip-Prinsip dan Teknik Evaluasi Pengajaran*. Bandung: Rosdakarya.

Puspitarini, Y. D., Akhyar, M., and Djono, D. (2018). Developing Powtoon-Based Video Learning Media for Five Grade Students of Elementary School. *Conf. of Communication Science Research (ICCSR)*. pp 173-177.

Ramadhan, M. A., & Ramdani, S. D. (2015). Vocational Education Perspective on Curriculum 2013 and its Role in Indonesia Economic Development. *Retrieved December*, 30, 2016.

Ridho, S., Ruwiyatun, R., Subali, B., & Marwoto, P. (2020). Analisis Kemampuan Berpikir Kritis Siswa Pokok Bahasan Klasifikasi Materi dan Perubahannya. *Jurnal Penelitian Pendidikan IPA*, 6(1), 10-15.

Sadiman, A. (2010). *Media pendidikan*. Jakarta: Rajawali Pers.

Sanjaya, W. (2006). *Strategi Pembelajaran Berorientasi Standar Proses Pendidikan*. Jakarta: Prenada Kencana Media Group.

Santi, N. (2020). Pengembangan Media *Mobile Learning* Terintegrasi *Problem Based Learning* pada Materi Kesetimbangan Kimia. *Tesis*. Medan: Universitas Negeri Medan.

Setiawan, M. A., Dasna, I. W., & Marfu'ah, S. (2016). The Effect of Interactive Multimedia to Student's Learning Outcomes in Organic Chemistry I Courses. *Research Report*. (2).

Shri, K. M. & Badri. Y. (2014). Audio-Visual Aids & The Secondary School Teaching. *Global Journal of HUMAN-SOCIAL SCIENCE Linguistics & Education*. 14 (1).

Silalahi Albinus (2017) Development Research (Penelitian Pengembangan) dan Research & Development (Penelitian & Pengembangan) dalam Bidang Pendidikan/Pembelajaran, Disampaikan pada Seminar & Workshop Penelitian Disertasi Program Doktoral Pasca Sarjana Universitas Negeri Medan, Tanggal 3-4 Pebruari 2017, DOI: 10.13140/RG.2.2.13429.88803/1.

Slavin, E. R., (2008). *Cooperative Learning Teori Riset dan Praktik*. Bandung: Nusa Media.

Soika, K., Reiska, P., & Mikser, R. (2010). The importance of animation as a visual method in learning chemistry. *In Proceedings of the 4th International Conference on Concept Mapping*. 419-427.

Susilowati, dkk. (2017). Analisis Keterampilan Berpikir Kritis Siswa Madrasah Aliyah Negeri di Kabupaten Magetan. *Prosiding Seminar Nasional Pendidikan Sains (SNPS)*. Surakarta.

Sudrajat, A. (2013). *Pengertian Pendekatan, Strategi, Metode, Teknik dan Model Pembelajaran*. Bandung: Sinar Baru Algensindo.

Sundayana, R. (2015). *Statistika Penelitian Pendidikan Cetakan ke-2*. Bandung: Alfabeta.

Tan, E. & Pearce, N. (2011). Open education videos in the classroom: Expolring the opportunities and barriers to the use of YouTube in teaching introductory sociology. *Research in Learning Technology*, 19(1).

Trianto. (2009). *Mendesain Model Pembelajaran Inovatif-progresif*. Jakarta: Kencana Prenada Grup.

Waluyanto, H. D. (2005). Komik Sebagai Media Komunikasi Visual Pembelajaran. *Jurnal Nirmana*. Vol.7, No.1.

Wardani, A. D., dkk. (2020). Student Learning Motivation: A Conceptual Paper. In *2nd Early Childhood and Primary Childhood Education (ECPE 2020)* (pp. 275-278). Atlantis Press.

Wicaksono, H. A., & Pristiwati, R. (2021). The Suitability of Video Learning Media on Youtube with Poetry Writing Learning Materials Curriculum. *International Journal of Active Learning*, 6(1), 9-16.

Widoyoko, E, P. (2012). *Teknik Penyusunan Instrumen Penelitian*. Yogyakarta: Pustaka Belajar.

Wuryanti, U., & Kartowagiran, B. (2016). Pengembangan Media Video Animasi untuk Meningkatkan Motivasi Belajar dan Karakter Kerja Keras Siswa Sekolah Dasar. *Jurnal Pendidikan Karakter*. 6(2).

Zahrah, F., dkk. (2017). Penerapan Praktikum dengan Model *Problem Based Learning* (PBL) pada Materi Laju Reaksi di SMA Negeri 1 Lembah Selawah. *Indonesian Journal of Science Education*. 5(2), 115-123. DOI: 10.24815/jpsi.v5i2.9826.

Zakir, S., Maiyana, E., Khomarudin, A. N., Novita, R., & Deurama, M. (2021). Development of 3D Animation Based Hydrocarbon Learning Media. *Journal of Physics: Conference Series*. 1779 (1). 012008. IOP Publishing.

Zheng, B., dkk. (2016). Learning in one-to-one laptop environments: A meta-analysis and research synthesis. *Review of Educational Research*, 86(4), 1052–1084.