

DAFTAR PUSTAKA

- Akbar, S. (2017). *Instrument Perangkat Pembelajaran*. PT. Remaja Rosdakarya.
- Akbarini, N. R., Murtini, W., & Rahmanto, A. N. (2018). The Effect of Lectora Inspire-Based Interactive. *Jurnal Pendidikan Vokasi*, 8(1), 78–87.
- Akker, J. V. D. (1999). *Principles and Methods of Development Research*. Kluwer Academic Publisher.
- Albiladi, W. S., & Colleges, R. C. (2019). *Blended Learning in English Teaching and Learning : A Review of the Current Literature*. December 2020. <https://doi.org/10.17507/jltr.1002.03>
- Arisanti, D., Derlina, D., & Rahmatsyah, R. (2022). Tool Development Effectiveness Display Mirrors and Lenses (Multi shapes) as a Physics Learning Media with ADDIE Design. *Jurnal Ilmiah Pendidikan Fisika*, 6(2), 403. <https://doi.org/10.20527/jipf.v6i2.5483>
- Arsyad, A. (2011). *Media Pembelajaran*. Rajawali Pers.
- Astutik, M., Rusimamto, P. W., & Teknik. (2016). Pengembangan Media Pembelajaran Multimedia Interaktif Berbantuan Software Lectora Inspire Untuk Meningkatkan Hasil Belajar Pada Mata Pelajaran Teknik Listrik Di Smk Negeri 2 Surabaya. *Jurnal Pendidikan Teknik Elektro*, 5(1), 107–114.
- Asyhar, R. (2012). *Kreatif Mengembangkan Media Pembelajaran*. Referensi Jakarta.
- Borg, W.R. & Gall, M. D. G. (1983). *Educational Research: An Introduction* (fifth). Longman.
- Brali, A. (2018). *Integrating MOOCs in traditionally taught courses : achieving learning outcomes with blended learning*. <https://doi.org/10.1186/s41239-017-0085-7>
- Branch, R. M. (2009). *Instructional Design-The ADDIE Approach*. Springer.
- Dahria, M., & Santoso, I. (2009). Manfaat powerpoint dalam presentasi makalah. *Jurnal SAINTIKOM*, 6(1), 252–275.
- Daryanto. (2017). *Media Pembelajaran*. Gava Media
- Dewa, E., Maria Ursula Jawa Mukin, & Oktavina Pandango. (2020). Pengaruh Pembelajaran Daring Berbantuan Laboratorium Virtual Terhadap Minat dan Hasil Belajar Kognitif Fisika. *JARTIKA Jurnal Riset Teknologi Dan Inovasi Pendidikan*, 3(2), 351–359. <https://doi.org/10.36765/jartika.v3i2.288>
- Ding, X., & Liu, J. (2012). Research on Five Stakeholders & Five Relationships of Higher Engineering Education in China. *International Journal of Education and Management Engineering*, 2(9), 61–65. <https://doi.org/10.5815/ijeme.2012.09.10>
- Fajrina, W., Simorangkir, M., & Nurfajriani, D. (2018). *Developing Interactive Computer Based Learning Media of Lectora Inspire to Enhance Conceptual Skills of Senior High Schools Students*. February. <https://doi.org/10.2991/aisteel-18.2018.12>
- Faruk, A. (2014). Development of Interactive Learning Media Based Lectora. *Proceeding of International Conference On Research, Implementation And Education Of Mathematics And Sciences 2014*, Yogyakarta State University, May, 18–20.
- Fayanto, S., & Juni, D. (2020). Physics Teaching: Development of Lectora Inspire With Multiple-Representation Approach To Reduce of Misconception. *Physics Teaching: Development of Lectora*, 4(2), 159–170. <http://jurnal.abulyatama.ac.id/index.php/dedikasi>

- Fendya, W. T. & Wibawa, S. C. (2018). Pengembangan Sistem Kuesioner Daring dengan Metode Weight Product untuk Mengetahui Kepuasan Pendidikan Komputer pada LPK Cyber Computer. *Jurnal IT-EDU*, 3(1), 45–53.
- Fuada, S. (2015). PENGUJIAN VALIDITAS ALAT PERAGA PEMBANGKIT SINYAL (OSCILLATOR) UNTUK PEMBELAJARAN WORKSHOP. *Prosiding Seminar Nasional Pendidikan. "Inovasi Pembelajaran Untuk Pendidikan Berkemajuan, November*, 854–861.
- Hinampas, R. T., Murillo, C. R., Tan, D. A., & Layosa, R. U. (2018). *Blended Learning Approach : Effect On Students ' Academic Achievement And Practical Skills In Science Laboratories*. 7(11), 63–69.
- Hunaidah, H. (2019). Validity and Effectiveness Lesson Plan of Physic Learning Argument Driven Inquiry (Adi) Model Assisted By Lectora Inspire Software To Improve the Skills of Scientific Argumentation of High School Students. *JPPS (Jurnal Penelitian Pendidikan Sains)*, 8(2), 1722. <https://doi.org/10.26740/jpps.v8n2.p1722-1726>
- Irwandani, I., Umarella, S., Rahmawati, A., Meriyati, M., & Susilowati, N. E. (2019). Interactive Multimedia Lectora Inspire Based on Problem Based Learning: Development in the Optical Equipment. *Journal of Physics: Conference Series*, 1155(1). <https://doi.org/10.1088/1742-6596/1155/1/012011>
- J. Sirait, L. Sutrisno, N. Balta, & A. Mason. (2017). the Development of Questionnaire To Investigate Students' Attitudes and Approaches in Physics Problem Solving. *Jurnal Pendidikan Fisika Indonesia*, 13(2), 79–87. <https://doi.org/10.15294/jpfi.v13i2.10152>
- Krasnova, L., & Shurygin, V. (2019). Blended learning of physics in the context of the professional development of teachers. *International Journal of Emerging Technologies in Learning*, 14(23), 17–32. <https://doi.org/10.3991/ijet.v14i23.11084>
- Kurniawan, R. B., Mujasam, M., Yusuf, I., & Widyaningsih, S. W. (2019). Development of physics learning media based on Lectora Inspire Software on the elasticity and Hooke's law material in senior high school. *Journal of Physics: Conference Series*, 1157(3). <https://doi.org/10.1088/1742-6596/1157/3/032022>
- Liliana, R. A., Raharjo, W., & Jauhari, I. (2020). The development of interactive learning media with lectora inspire in gas kinetic theory subject to improve the result and students' interest of the eleventh grade students of senior high school. *Journal of Physics: Conference Series*, 1567(3). <https://doi.org/10.1088/1742-6596/1567/3/032092>
- Mas'ud. (2013). *Membuat Multimedia Pembelajaran Dengan Menggunakan Lectora*. Pustaka Shonif.
- Mulyati, D., Marizka, H., & Bakri, F. (2019). *E-Learning Using Wordpress on Physics Materials with The 5E Learning Cycle Strategy*. 5(2), 101–112.
- Nieveen, N. (1999). *Prototyping to Reach Product Quality (Design Approaches and Tools in Education and Training)*. Kluwer Academic Publisher.
- Nurjanah, A., & Suharyanto. (2016). *Pengembangan Media Pembelajaran Mandiri Fisika Menggunakan Lectora Inspire Pada Materi Fluida Statis*. 63–72.
- Prasetyo, N. A. (2017). Pengembangan buku ajar berbasis lingkungan hidup pada matakuliah biologi di universitas tribhuwana tunggadewi. *Jurnal Pendidikan Biologi Indonesia*, 3(1), 19–27.
- Purnomo, B. (2021). The Development Lectora Inspire Based Learning Media for High

- School Students in Learning History. *Indonesian Research Journal in Education /IRJE*, 5(2), 360–374. <https://doi.org/10.22437/irje.v5i2.10244>
- Putri, I. A., Siswoyo, S., & Indrasari, W. (2016). Pengembangan Media Pembelajaran Fisika Menggunakan Lectora Inspire pada Materi Usaha dan Energi SMA. *Jurnal Penelitian & Pengembangan Pendidikan Fisika*, 02(2), 71–78. <https://doi.org/10.21009/1.02210>
- Rachmawati, A., & Nurhayati. (2017). Pengembangan Media Pembelajaran Berbasis Lectora Inspire Pada Mata Pelajaran Perekayasaan Sistem Radio Dan Televisi Untuk Smk Negeri 5 Surabaya. *Jurnal Pendidikan Teknik Elektro*, 05(02), 413–419.
- Reffiane, F., Iswari, R. S., & Marwoto, P. (2019). The effectiveness of Lectora Inspire media assisted guided inquiry method on the students' critical thinking skill in the science nature: A case study at gugus Diponegoro elementary schools Semarang. *Journal of Physics: Conference Series*, 1170(1). <https://doi.org/10.1088/1742-6596/1170/1/012078>
- Riduwan. (2015). *Metode & Teknik Menyusun Proposal Penelitian*. Alfabeta.
- Shurygin, V. Y., & Krasnova, L. A. (2016). Electronic learning courses as a means to activate students' independent work in studying physics. *International Journal of Environmental and Science Education*, 11(8), 1743–1751. <https://doi.org/10.12973/ijese.2016.551a>
- Shurygin, V. Y., & Sabirova, F. M. (2017). Particularities of blended learning implementation in teaching physics by means of LMS Moodle. *Espacios*, 38(40).
- Sudarwati, I., Khanafiyah, S., & Sugiyanto, S. (2017). Online-Course Development Via Discussion-Forum on the Students of Physic Education Universitas Negeri Semarang. *Jurnal Pendidikan Fisika Indonesia*, 13(1), 9–18. <https://doi.org/10.15294/jpfi.v13i1.8982>
- Sudjana. (1996). *Metode Statistika*. Tarsito.
- Sugiyono. (2010). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, kualitatif, dan R&D*. Alfabeta.
- Susilana, R dan Riyana, C. (2008). *Media Pembelajaran*. CV.Wacana Prima.
- Tafonao, T. (2018). Peranan Media Pembelajaran Dalam Meningkatkan Minat Belajar Mahasiswa. *Jurnal Komunikasi Pendidikan*, 2(2), 103. <https://doi.org/10.32585/jkp.v2i2.113>
- Tazkia, Z. Sahyar, & Juliani, R. (2019). Kelayakan Multimedia Interaktif Berbasis Web di Tingkat SMA. *Jurnal Pendidikan Fisika*, 8(1), 19–28.
- Trianto. (2010). *Mendesain Model Pembelajaran Inovatif Progesif*. Kencana.
- Utari, S. R., Nor, M., Nasir, M., Education, P., & Program, S. (2021). *Empirical Analysis of Interactive Multimedia in Physics Learning Using Lectora-Inspire in Light Concept At Junior High School*. 1–10.
- Veri, J., Sefriani, R., & Aulia, L. (2019). Pengembangan Mobile Learning Berbasis Client Server Pada Mata Pelajaran Pengembangan Mobile Learning Berbasis Client Server Pada Mata Pelajaran Simulasi Digital. *Komtekinfo*, 5 (3)(June 2020), 61–71. <https://doi.org/10.29165/komtekinfo.v5i3.194>
- Wahyuni, S. (2017). *Jurnal Pendidikan IPA Indonesia DESIGN AND IMPLEMENTATION OF SCHOLOGY-BASED BLENDED*. 6(1), 170–178. <https://doi.org/10.15294/jpii.v6i1.7205>
- Zainuddin, Hasanah, A. R., Salam, M. A., Misbah, & Mahtari, S. (2019). Developing the interactive multimedia in physics learning. *Journal of Physics: Conference Series*,

1171(1). <https://doi.org/10.1088/1742-6596/1171/1/012019>

Zamani, A. Z., & Nurcahyo, H. (2016). Pengembangan Media Pembelajaran Berbantuan Komputer untuk Meningkatkan Motivasi dan Hasil Belajar Developing Computer-Based Learning Media to Improve Motivation and Learning Outcome. *Jurnal Pendidikan Matematika Dan Sains*, 4(1), 89–100.

