

REFERENCES

- Aminatul Husna, D. M. (2022). Development of Interactive Learning Media Based on Articulate Storyline 3 on Newton's Law Material with a Contextual Approach at the Junior High School Level. *IJIS Edu: Indonesian J. Integr. Sci. Education*, 4 (1), 17-26.
- Arends, R. I. (2008). *Learning to teach*. New York: McGraw Hill Companies.
- Arends, R. I. (2012). *Learning to teach (9th Ed)*. New York, NY: McGraw-Hill.
- Arsyad, A. (2005). *Media Pembelajaran*. Jakarta: Rajagrafindo Persada.
- Arwanda, P. I. (2020). Pengembangan Media Pembelajaran Articulate Storyline Kurikulum 2013 Berbasis Kompetensi Peserta Didik Abad 21 Tema 7 Kelas IV Sekolah Dasar. *Jurnal Ilmiah Pendidikan Madrasah Ibtidaiyah*, 4(2), 193-204.
- Ary Setya Budhi Ningrum, A. M. (2015). Developing an Articulate Storyline for Teaching English in MA Al-Manar Prambon Nganjuk. *Proceeding International Conference of Islamic Education*, 210-221.
- Azikiwe, U. (2007). *Language Teaching and Learning*. Onitsha: Africana-First Pubs. Ltd.
- Bloom, B. (1956). *A taxonomy of educational objectives*. Handbook 1: Cognitive domain. New York: McKay.
- Borg, Walter and Gall. (2003). *Educational Research: An Introduction. Seventh Edition*. New York: Logman.
- C. M. Reigeluth & A. A. Carr-Chellman. (2009). *Instructional-Design Theories and Models* (Vol. 3). New York & London: Routledge.
- Darnawati, J. B. (2019). Pemberdayaan Guru melalui Pengembangan Multimedia Pembelajaran Interaktif dengan Aplikasi Articulate Storyline. *Amal Ilmiah: Jurnal Pengabdian kepada Masyarakat*, 1(1).
- Facione, P. A. (1998). *Critical thinking: What it is and why it counts*. California: Academic Press.
- Fatia, I. &. (2020). Pengembangan Media Articulate Storyline 3 pada Pembelajaran Faktor dan Kelipatan Suatu Bilangan di Kelas IV Sekolah Dasar. *Journal of*

Basic Education Studies, 3(2), 503–511.

Garcia, T. &. (1992). Critical Thinking and Its Relationship to Motivation, Learning Strategies, and Classroom Experience. *Paper presented at the Annual Meeting of the American Psycho. Association.*

Gerot, L. &. (1995). *Making Sense of Functional Grammar*. Australia: Gerd Stabler.

Hesta Rafmana, U. C. (2018). Pengembangan Multimedia Interaktif Berbasis Articulate Storyline untuk Meningkatkan Motivasi Belajar Siswa pada Mata Pelajaran PKN Kelas XI di SMA Srijaya Negara Palembang. *Jurnal Bhinneka Tunggal Ika*, 5(1), 52-65.

Hmelo-Silver, C. &. (2006). Goals and Strategies of a Problem-Based Learning Facilitator. *Interdisciplinary Journal of Problem-Based Learning*, 1(1), 21-39.

Hmelo-Silver, C. E. (2004). Problem-based learning: What and how do students learn? *Educational psychology review*, 16(3), 235-266.

Hufron, A. (2016). English Digital Talking Books as Media to Teach Narrative Writing. *Journal of English Language Teaching*, 5 (2), 1-8.

I Gede Partha Sindu, G. S. (2020). The Effectiveness of the Application of Articulate Storyline 3 Learning Object on Student Cognitive on Basic Computer System Courses. *Jurnal Pendidikan Vokasi*, 10(3), 290-299.

I Gede Yudha Septiana, I. M. (2022). Interactive Multimedia Based on Articulate Storylines in the Topic of Plant Anatomy and Physiology. *International Journal of Elementary Education*, 6 (2), 182-194.

Ikhwanul Muslim, A. H. (2015). Penerapan Model Pembelajaran PBL untuk Meningkatkan Penguasaan Konsep dan Keterampilan Berpikir Kritis Siswa pada Konsep Elastisitas dan Hukum Hooke di SMA Negeri Unggul Harapan Persada. *Jurnal Pendidikan Sains Indonesia*, 3 (2), 35-50.

Joko Suprianto, W. S. (2019). Development of Writing Learning Media Based on Visual Literacy to Improve Critical Thinking Ability of Second Grade Elementary School Students. *International Journal of Scientific and Research Publications*, 9(2), 295-298. *Journal of Physics: Conf. Series* 1088, 1-7.

Jumariati, &. I. (2017). Problem-Based Learning in English Writing Classroom: A Study on Students' Perceptions toward Its Impacts. *International Journal of English and Education*, 6(3), 180-194.

Khusnah, N. S. (2020). Pengembangan Media Pembelajaran Jimat Menggunakan Articulate Storyline. *Jurnal Analisa*, 6(2), 197-208.

- Kilroy, D. (2004). Problem-Based Learning. *Emergency Medicine Journal*, 21(4), 411-413.
- Klein, P. D. (2004). *Constructing scientific explanations through writing* (Vol. 32). Instr. Sci.
- Latuheru, J. D. (1988). *Media Pembelajaran Dalam Proses Belajar- Mengajar Masa Kini*. Jakarta: Departemen Pendidikan dan Kebudayaan.
- Leztiyani, I. (2021). Optimalisasi Penggunaan Articulate Storyline 3 dalam Pembelajaran Bahasa dan Sastra Indonesia. *Jurnal Pendidikan Indonesia*, 2(1), 24-35.
- Medina, J. &. (2011). Adolescents' Awareness of Environmental Care: Experiences when Writing Short Descriptive Texts in English. *PROFILE*, 13 (2), 11-30.
- Miaz, Y. H. (2018). Cartography in designing digital map using Adobe Flash CS6.
- Mundilarto, &. I. (2017). Effect of Problem-Based Learning on Improvement Physics Achievement and Critical Thinking of Senior High School Student. *Journal of Baltic Science Education*, 16(5), 761-779.
- Naz, A. A. (2008). Use of Media for Effective Instruction its Importance: Some Consideration. *Journal of Elementary Education*, 18(1-2), 35-40.
- Nugraha, W. S. (2018). Peningkatan Kemampuan Berpikir Kritis dan Penguasaan Konsep IPA Siswa SD dengan Menggunakan Model Problem Based Learning. *EduHumaniora: Jurnal Pendidikan Dasar*, 10(2), 115-127.
- Othoman, N. &. (2013). Problem-Based Learning in the English Language Classroom. *English Language Teaching*, 6(3), 125-134.
- Puput Asri Ramadhani, P. F. (2022, September). The Development of English Learning Media Through Powtoon to Improve Students' Reading Comprehension at XI Grade of SMK Negeri 1 Dayun. *Jurnal Ilmiah Indonesia*, 7, 15578 - 15591.
- Putri, T. J. (2022). Pengembangan Media Interaktif Berbasis Articulate Storyline Pada Pembelajaran Tematik Untuk Kelas 4 Sekolah Dasar. *Prosiding Konferensi Ilmiah Dasar*, 3, 1515-1525.
- Quitadamo I. J, K. M. (2007). Learning to Improve: Using Writing to Increase Critical Thinking Performance in General Education Biology. *CBE Life Sci Educ. Summer*, 6, 140-154.

- Razilu, Z. (2021). Pengembangan Mobile Learning Berbasis Android Menggunakan Articulate Storyline 3 di Sekolah Dasar. *DECODE: Jurnal Pendidikan Teknologi Informasi*, 1(1), 17-21.
- Reinita, G. A. (2022). Development of Interactive Multimedia Articulate Storyline 3 Based Approach (CTL) on Integrated Thematic Learning in Grade IV Elementary School. *Jurnal Handayam*, 70-78.
- Richards, J. C. (2002). *Methodology in Language Teaching: An Anthology of Current Practice*. Cambridge: Cambridge University Press.
- Rivard, L. P. (1994). A review of writing to learn in science: implications for practice and research. *J. Res. Sci. Teach*, 31(9), 969–983.
- Rohmah, F. N. (2020). Mengembangkan Media Pembelajaran Interaktif Mata Pelajaran Korespondensi Berbasis Android Menggunakan Articulate Storyline3. *Ecoducation: Economic and Education Journal*, 2(2), 169–182.
- S. Bailin, R. C. (1999). Conceptualizing Critical Thinking. *Journal of Curriculum Studies*, 31(3), 285–302.
- Sadli, S. (2002). Feminism in Indonesia in an International Context. *Popline Journal*, 11(2), 80-91.
- Sam, N. (2021). Pengembangan Multimedia Pembelajaran pada Mata Pelajaran IPS di SMP Negeri 46 Makassar. *Journal of Educational Technology, Curriculum, Learning, and Communication*, 1(3), 138-148.
- Sanjaya, W. (2006). *Strategi Pembelajaran*. Jakarta: Kencana Prenada Media Group.
- Santyasa, I. W. (2020). Efektivitas Pelatihan Pembuatan Media Pembelajaran Interaktif Berbasis Articulate Storyline 3 untuk Guru-Guru di SMAN 2 Singaraja. *Proceeding Senadimas Undiksha*, 1784–1790.
- Savery, J. R. (2006). Overview of problem-based learning: Definitions and distinctions. *Interdisciplinary Journal of Problem-Based Learning*, 1(1), 9-20.
- Savery, J. R. (2009). *Problem-Based Approach to Instruction*.
- Seng, O. (2003). *Problem-Based Learning Innovation: Using Problem to Power Learning in 21st Century*. Singapore: Thompson Learning.
- Sri Indasah, D. S. (2021). Pengembangan Media Articulate Storyline pada Materi Klasifikasi Makhluk Hidup Kelas X SMA. *BIOEDUKASI Jurnal Pendidikan Biologi*, 12(1), 70-83.

- Sudjana, N. (2001). *Media Pengajaran*. Bandung: Sinar Baru Algesindo.
- Sugiyono. 2012. *Metode Penelitian Kuantitatif & Kualitatif dan R & D*. Bandung: Alfabeta.
- Supriana, I.W. (2018). Peningkatan dan Pengembangan Pengajaran Berbasis Teknologi bagi Guru-Guru di SMK Pariwisata Margarana. *Jurnal Widya Laksana*, 7(1), 47-54.
- Suryani, N. (2016). Utilization of Digital Media to Improve the Quality and Attractiveness of The Teaching of History. *Proceeding The 2nd International Conference on Teacher Training and Education*, 2(1), 131-144.
- Suyono. (2014). Belajar Menulis dan Menulis Untuk Belajar. *Prosiding Forum Ilmiah X FPBS UPI*, 182-190.
- Tambunan, H. (2019). The Impact of Online Media Towards Students' Critical Thinking Ability in Writing Class. *Studies in English Language and Education*, 6(2), 126-136.
- Torre, D. M. (2006). Overview of Current Learning Theories for Medical Educators. *The American Journal of Medicine*, 119(9), 903-907.
- Wade, C. (1995). Using Writing to Develop and Assess Critical Thinking. *Teaching of Psychology*, 22(1), 24-28.
- Watson, G. &. (1980). *Watson-Glaser Critical Thinking Manual*. San Antonio: The Psychological Corporation, Harcourt Brace & Co.
- Yew, E. H. (2016). Problem-Based Learning: An Overview of Its Process and Impact on Learning. *Health Professions Education*, 2(2), 75-79.
- Yusra Nasution, R. S. (2021). Development of Electronic Student Worksheet Problem-Based Learning Model Based on Articulate Storyline Application in Class IV SD Negeri 043935 Simpang Katepul School Year 2020/2021. *ICONSEIR*, 1-6.