

## DAFTAR PUSTAKA

- Aaron, Doering H, and Roblyer M.D. 2014. *Integrating New International Edition into Teaching*. New York: Pearson.
- Aaron, M. D. Roblyer, and H. Doering. 2014. *Integrating Educational Technology into Teaching*. England: Pearson Education Limited.
- Afandi, Muhamad, Evi Chamalah, and Oktarina P Wardani. 2013. *Model-Model Pembelajaran Di Sekolah*. Semarang: Unissula Press.
- Agustini, Ketut, I Made Putrama, Dessy Seri Wahyuni, and I Nengah Eka Mertayasa. 2022. "Applying Gamification Technique and Virtual Reality for Prehistoric Learning toward the Metaverse." *International Journal of Information and Education Technology* 13(2): 247–56.
- Aisyah, Siti, Kurniati, Srikandi, and Rosmiaty. 2018. "Technikal Skills Analysis on Industrial Clothing Production Learning Of Vocational High School." In *Proceedings of the 1 St International Conference on Culinary, Fashion, Beauty, and Tourism*, Padang, 622–26. <http://tourismconference.fpp.unp.ac.id/>.
- Al-Tabany, Trianto Ibnu Badar. 2015. *Mendesain Model Pembelajaran Inovatif, Progresif, Dan Kontekstual*. Jakarta: Prenadamedia Group.
- Alessi, Stephen M, and Stanley R Trollip. 2001. *Multimedia for Learning: Methods and Development. 3rd Ed*. Massachusetts: A Person Eduation Company.
- Ampera, Dina, and Nurhayati. 2019. "Pengembangan Multimedia Interaktif Mata Pelajaran Membuat Pola Kelas Tata Busana Smk Negeri 1 Laguboti." *Jurnal Keluarga Sehat Sejahtera Vol. 17 (1) Juni 2019* 17(1): 1–10.
- Amundsen, Mike. 2011. *Media Building Hypermedia APIs with HTML5 and Node*. Tokyo: O'Reilly Media. <http://it-ebooks.info/book/357/%5Cnpapers3://publication/uuid/94939429-1BD5-4586-B999-D0AD6B5C0175>.
- Anderson, Lorin W., and David R. Krathwohl. 2014. *Kerangka Landasan Pembelajaran Pengajaran Dan Asesmen*. Yogyakarta: Pustaka Pelajar.
- Anderson, Lorin W et al. 2001. *Taxonomy For\_ Assessing a Revision Of Bloom's Taxonomy Of Educational Objectives*. New York: by Addison Wesley Longman, Inc. <https://www.uky.edu/~rsand1/china2018/texts/Anderson-Krathwohl - A taxonomy for learning teaching and assessing.pdf>.
- Angendari, Made Diah, I Made Candiasa, I Wayan Sukra Warpala, and Ketut

- Agustini. 2022. "Effect of Using Animation Video Media Through Problem-Based Learning Settings on Learning Outcomes for Making Fashion Patterns." *International journal of health sciences* 6(3): 1607–22.
- Anggraena, Yogi et al. 2022. *Kurikulum Untuk Pemulihan Pembelajaran*. Jakarta: Pusat Kurikulum dan Pembelajaran Badan Standar, Kurikulum, dan Asesmen Pendidikan Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi.
- Arends, Richaed. 2012. *Learning To Teach*. New York: Mc Graw Hill.
- Astuti, Rini Juni, Oratolo Suryo, and Answar Misbar. 2017. *Manajemen Knowledge: Implikasi Perguruan Tinggi*. Yogyakarta.
- Asyahar, R. 2011. *Kreatif Mengembangkan Media Pembelajaran*. Jakarta: Gaung Persada Press.
- At-Tamimi, Monther Malik Hatroosh, Oraad Bahlool, and Ismail Abid Zaid Ashoor. 2022. "The Effect of Active Learning According to Thelin Model Supported by Hypermedia in Learning Some Soccer Skills." *Journal of Humanities and Social Sciences Researches (JHSSR)* 1(3): 1–18.
- Azevedo, Roger, Daniel C. Moos, Amy M. Johnson, and Amber D. Chauncey. 2018. "Sifat Kompleks Dari Proses SRL Selama Pembelajaran Dengan Hypermedia, Dan Memberikan Bukti Empiris Mengenai Keuntungan Memperlakukan SRL Sebagai Sebuah Acara." *Educational Psychologist* 45(4): 210–23.
- Azhar, Arsyad. 2017. *Media Pembelajaran*. Depok: PT Raja Grafindo Persada.
- Azizah, Asmi Nur, Widi Purwianingsih, and Yanti Hamdiyati. 2021. "Kemampuan Bernalar Siswa Menggunakan Pembelajaran Berbasis Representasi Konseptual Dengan Hypermedia Pada Materi Sistem Pernapasan." *Jurnal Program Studi Pendidikan Biologi* 11(1): 27–39.
- Barret, Terry. 2017. *A New Model of Problem-Based Learning: Inspiring Concepts, Practice Strategies and Case Studies from Higher Education*. Maynooth: AISHE.
- Barrows, H S, and r m Tamblyn. 1980. *Problem-Based Learning: An Approach to Medical Education*. New York: Spinger.
- Bender, William M. 2017. *20 Strategies for Increasing Student Engagement*. Amerika: Learning Sciences Internasional,.
- Böheim, Ricardo et al. 2021. "How Changes in Teachers' Dialogic Discourse Practice Relate to Changes in Students' Activation, Motivation and Cognitive Engagement." *Learning, Culture and Social Interaction* 28(August 2020): 100450. <https://doi.org/10.1016/j.lcsi.2020.100450>.

- Boud, David, and Grahame I Feletti. 1997. *The Challenge Problem Based Learning 2nd Edition*. London: Kogan Page.
- Brame, Cynthia J. 2015. "Effective Educational Videos." *Vanderbilt University Center for Teaching*: 1–8. <http://cft.vanderbilt.edu/guides-subpages/effective-educational-videos/>.
- Budiyanto, Moch. Agus Krisno. 2016. *Sintak 45 Model Pembelajaran Dalam Student Centerd Learning (SCL)*. Malang: Universitas Muhammadiyah Malang.
- Buheji, Mohamed, and Aisha Buheji. 2020. "Characteristics of 'Problem-Based Learning' in Post-COVID-19 Workplace." *Human Resource Management Research* 10(2): 33–39.
- Candiasa, I Made. 2010. *Pengujian Instrumen Penelitian Disertasi Aplikasi ITEMAN Dan BIGSTEPS*. Singaraja: Unit Penerbit Universitas Pendidikan Ganesha.
- . 2020a. *Analisis Data Dengan Statistik Multivariat*. Singaraja: Undiksha Press.
- . 2020b. *Analisis Data Dengan Statistik Univariat Dan Bivariat*. Singaraja: Undiksha Press.
- . 2021. *Analisis Regresi Dan Analisis Kovarian*. Depok: Rajagrafindo Persada.
- Chambers, Roger. 2022. "A Review of Hypermedia in Problem-Based Learning." In *In D. Schmidt-Crawford (Ed.), Proceedings of Society for Information Technology & Teacher Education International Conference*, Waynesville, NC USA: Online: Association for the Advancement of Computing in Education (AACE)., 548–55. <https://www.learntechlib.org/primary/p/215794/>.
- Chapman, Nigel, and Jenny Chapman. 2002. *Digital Multimedia*. New York: British Library.
- Clarke, David, Eva Jablonka, Jonas Emanuelsson, and Ida Ah Chee Mok. 2006. *Making Connections Comparing Mathematics Classrooms Around the World*. Rotterdam, The Netherlands: Sense Publishers,.
- Dantes, Nyoman. 2017. *Desain Eksperimen Dan Analisis Data*. Depok: Rajagrafindo Persada.
- Darmawati, and Ambo Dalle. 2019. *Hypermedia Aplikasi Pembelajaran Bahasa Arab Di Era Digital*. Sulawesi Selatan: Kaafah Learning Center.
- Daryanto. 2016. *Media Pembelajaran*. Yogyakarta: Gava Media.

- Delfino, Armando P. 2019. "Student Engagement and Academic Performance of Students of Partido State University." *Asian Journal of University Education* 5: 1–16. <https://eric.ed.gov/?id=EJ1222588>.
- Depdiknas. 2003. "Undang-Undang Republik Indonesia No 20 Tentang Sistem Pendidikan Nasional." *Jakarta: Direktorat Pendidikan Menengah Umum*: 6. [http://stpi-binainsanmulia.ac.id/wp-content/uploads/2013/04/Lamp\\_2\\_UU20-2003-Sisdiknas.doc](http://stpi-binainsanmulia.ac.id/wp-content/uploads/2013/04/Lamp_2_UU20-2003-Sisdiknas.doc).
- Dicks, Bella, Bruce Mason, Amanda Coffey, and Paul Atkinson. 2005. *Qualitative Research and Hypermedia*. London: Sage Publication.
- Djaali. 2020. *Metodologi Penelitian Kuantitatif*. Jakarta Timur: PT Bumi Aksara.
- Dumiyati. 2021. *Manajemen Kurikulum Program Keterampilan Vokasional: Teori Dan Implementasi*. Indramayu: Adab.
- Eggen, Paul, and Don Kauckak. 2012. *Strategi Dan Model Pembelajaran Mengharkan Konten Dan Keterampilan Berpikir*. Jakarta Barat: PT Indeks.
- Ermawati, Lilik Sujiantini, Atiqoh, and Yoso Wiyarno. 2022. "The Effect of Problem Based Learning Model and Achievement Motivation on Mathematics Learning Outcomes." 6(36): 2120–26.
- Ernawati, Ernawati. 2022. "Fashion Design Education Students' Ability to Create Fashion Patterns: Investigating the Effect of Antecedent Factors." *JPPI (Jurnal Penelitian Pendidikan Indonesia)* 8(2): 312.
- Fahmidani, Yuyum, Yayuk Andayani, Januar Srikandijana, and Agus Abhi Purwoko. 2019. "Pengaruh Model Pembelajaran Berbasis Masalah Dengan Media Lembar Kerja Terhadap Hasil Belajar Siswa SMA." *Chemistry Education Practice* 2(1): 1.
- Febriana, Rina. 2019. *Evaluasi Pembelajaran*. Jakarta: Bumi Aksara.
- Fikrie, and Lita Ariani. 2019. "Keterlibatan Siswa (Student Engagement ) Di Sekolah Sebagai Salah Satu Upaya Peningkatan Keberhasilan Siswa Di Sekolah." *Seminar Nasional & Call Paper Psikologi Pendidikan 2019: Menjadi Siswa Yang Efektif di Era Revolusi Industri 4.0* (April 2019): 103–10.
- Fitria, Dinelti, Lufri, Ali Imran, and Yuni Ahda. 2022. "Studi Literature Model Problem Based Learning." *International Journal Of Humanities Education and Social Sciences (IJHESS)* 1(6): 908–20.
- Fredricks, Jennifer A., Michael Filsecker, and Michael A. Lawson. 2016. "Student Engagement, Context, And Adjustment: Addressing Definitional, Measurement, And Methodological Issues." *Learning and Instruction* 43:1–4.

- Fredricks, Jennifer A. 2014. *Eight Myths Of Student Disengagement*. Amerika: A Join Publication.
- Fredricks, Jennifer A, Phyllis C Blumenfeld, and Alison H Paris. 2004. "School Engagement Potential of The Concept." *Review of Educational Research* 74(1): 59–109.
- Gahayu, Sri Asih. 2019. *Metodologi Penelitian Kesehatan Masyarakat*. Yogyakarta: Deepublish.
- Gibbs, Robyn, and Jenny Poskitt. 2010. Ministry of Education, New Zealand: *Student Engagement in the Middle Years of Schooling (Year 7-10): A Literature Review. Report to the Ministry of Education*. [www.educationcounts.govt.nz/publications](http://www.educationcounts.govt.nz/publications).
- Gill-Simmen, Lucy. 2021. "Using Padlet in Instructional Design to Promote Cognitive Engagement: A Case Study of Undergraduate Marketing Students." *Journal of Learning Development in Higher Education* (20): 1–14.
- Graaff, Erik De, and Anette Kolmos. 2003. "Characteristics of Problem-Based Learning." *International journal of engineering education* 19(5): 657–62. <https://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.455.3467&rep=rep1&type=pdf>.
- Greene, Barbara A. 2015. "Measuring Cognitive Engagement With Self-Report Scales: Reflections From Over 20 Years of Research." *Educational Psychologist* 50(1).
- Gu, Bingfei, Guolian Liu, and Bugao Xu. 2017. "Individualizing Women's Suit Patterns Using Body Measurements from Two-Dimensional Images." *Textile Research Journal* 87(6): 669–681.
- Guilford, J. P. 1942. *Fundamental Statistics in Psychology and Education*. New York: Fourth Impression.
- Guo, Philip J., Juho Kim, and Rob Rubin. 2014. "How Video Production Affects Student Engagement: An Empirical Study of MOOC Videos." *L@S 2014 - Proceedings of the 1st ACM Conference on Learning at Scale*: 41–50.
- Hakami, Zaki. 2021. "Comparison between Virtual and Traditional Learning Methods for Orthodontic Knowledge and Skills in Dental Students: A Quasi-Experimental Study." *Healthcare (Switzerland)* 9(9).
- Hanifa, Novria, Riswan Djaenudin, and Dewi Koryati. 2015. "Pengembangan Hypermedia Pada Pembelajaran Ekonomi Kelas Xi Ips Di Sma Negeri 1 Tanjung Raja." *Jurnal Profit* 2(2): 96–105. <https://ejournal.unsri.ac.id>.
- Hanifa, Novria, Riswan Jaenudin, and Dewi Koryati. 2015. "Pengembangan

- Hypermedia Pada Pembelajaran Ekonomi Kelas Xi Ips Di Sma Negeri 1 Tanjung Raja.” *Jurnal Profit:Kajian Pendidikan Ekonomi dan Ilmu Ekonomi* 2(2): 96–105.
- Hardisurya, Irma, Ninuk Mardiana Pambudy, and Herman Jusuf. 2019. *Kamus Mode Indonesia*. Jakarta: Buku Kompas.
- Hardyanti T, Ravena, Lambang Subagiyob, and Riskan Qadar. 2021. “Penggunaan Media Pembelajaran Interaktif Berbasis Audio-Visual Dengan Aplikasi Powtoon Untuk Meningkatkan Minat Dan Hasil Belajar Siswa Fisika Di SMK Negeri 6 Samarinda.” *JKPI: Jurnal Kajian Pendidikan IPA* 1(1): 31–40. <http://repository.unmul.ac.id/handle/123456789/13950>.
- Hariana. 2012. *Penuntun Menjahit Praktis*. Bandung: Wahana Media Pustaka.
- Haryono, Sapto, Hendra Jaya, and Saliruddin. 2017. “Konsep Hypermedia Dalam Pembelajaran Berbasis WEB.” In *Seminar Nasional Universitas Negeri Makassar*, Makasar: Universitas Negeri Makassar, 8–9. <http://eprints.unm.ac.id/4499/>.
- Hasan, Muhammad et al. 2021. *Media Pembelajaran*. Klaten: Tahta Media Group.
- Hidayati, Issrina Dwika, and Aslam. 2021. “Efektivitas Media Pembelajaran Aplikasi Quizizz Secara Daring Terhadap Perkembangan Kognitif Siswa.” *Jurnal Pedagogi dan Pembelajaran* 4(2): 251–57. <https://ejournal.undiksha.ac.id/index.php/JP2/article/view/37038/19701>.
- Hu, Min, and Hao Li. 2017. “Student Engagement in Online Learning: A Review.” *Proceedings - 2017 International Symposium on Educational Technology, ISET 2017*: 39–43.
- Huang, Biyun, Khe Foon Hew, and Chung Kwan Lo. 2019. “Investigating the Effects of Gamification-Enhanced Flipped Learning on Undergraduate Students’ Behavioral and Cognitive Engagement.” *Interactive Learning Environments* 27(8): 1106–26. <https://doi.org/10.1080/10494820.2018.1495653>.
- Hunaepi, Taufik Samsuri, and Maya Afrilyana. 2014. *Model Pembelajaran Langsung Model Pembelajaran Langsung*. Mataram: Duta Pustaka Ilmu.
- Idris, Ismi Hafsari, Syamsurizal, and Damris Muhammad. 2018. “Peningkatan Cognitive Engagement Siswa Dalam Pembelajaran Dengan Pendekatan POE (Predict-Observe-Explain) Dan Multimedia Interaktif Yang Dikembangkan Sendiri.” 7(2): 21–31.
- Indarta, Yose et al. 2022. “Relevansi Kurikulum Merdeka Belajar Dengan Model Pembelajaran Abad 21 Dalam Perkembangan Era Society 5.0.” *Edukatif: Jurnal Ilmu Pendidikan* 4(2): 3011–24.

<https://edukatif.org/index.php/edukatif/index>.

- Iqbal, Javed, Muhammad Zaheer Asghar, Muhammad Azeem Ashraf, and Xie Yi. 2022. "The Impacts of Emotional Intelligence on Students' Study Habits in Blended Learning Environments: The Mediating Role of Cognitive Engagement during COVID-19." *Behavioral Sciences*. 12(1).
- Irmayanti, and Syamsul Hadi. 2018. "The Contribution of Pattern Making Knowledge and Sewing Skill to the Outcome of Women's Blazer Making." In *Advances in Social Science, Education and Humanities Research (ASSEHR)*, Surabaya: by Atlantis Press., 32–36.
- Janah, Mely Cholifatul, and Antonius Tri Widodo. 2018. "Pengaruh Model Problem Based Learning Terhadap Hasil Belajar Dan Keterampilan Proses Sains." *Jurnal Inovasi Pendidikan Kimia* 12(1): 2097–2107.
- Jensen, Annie Aarup, Diana Stentoft, and Ole Ravn. 2019. *Interdisciplinarity and Problem-Based Learning in Higher Education*. Switzerland: Springer Nature Switzerland.
- Joseph-armstrong, Helen. 2010. *Pattermaking for Fashion Design*. New York: Prentice Hall.
- Juardi, Indri Fitriani, Silmi Ireskiani Ainun, Tin Rustini, and Yona Wahyuningsih. 2022. "Model Pembelajaran Menggunakan Hypertext Dan Hypermedia Pembelajaran Blended Learning Pada Hasil Pembelajaran IPS SD." *Jurnal Pendidikan Tambusai* 6(2): 9775–83.
- Kayode, Bakare Kazeem. 2018. "Effect of Communication Management on Distance Learners' Cognitive Engagement in Malaysian Institutions of Higher Learning." *International Review of Research in Open and Distributed Learning* 19(4): 17–38.
- Kemendikbud. 2018. . . *Panduan Penilaian Hasil Belajar Dan Pengembangan Karakter Pada Sekolah Menengah Kejuruan*. Jakarta: Direktorat pembinaan Sekolah Menengah Kejuruan.
- Kemendikbud RI. 2015. "Salinan Peraturan Menteri Pendidikan Dan Kebudayaan Republik Indonesia Nomor 12 Tahun 2015 Pasal 4." *Kemendikbud.Go.Id*: 3. <https://www.kemdikbud.go.id/main/blog/2015/06/permendikbud-no-12-tahun-2015-tentang-program-indonesia-pintar-4285-4285>.
- Kew, Si Na, and Zaidatun Tasir. 2021. "Analysing Students' Cognitive Engagement in e-Learning Discussion Forums through Content Analysis." *Knowledge Management & E-Learning* 13(1): 39–57.
- Khan, Haider, Rani Gul, and Murtaza Zeb. 2023. "The Effect of Students' Cognitive and Emotional Engagement on Students' Academic Success and

- Academic Productivity.” *Journal of Social Sciences Review (JSSR)* 3(1): 322–34.
- Khoiriyah, Anna Jarrotul, and Husamah. 2018. “Problem-Based Learning: Creative Thinking Skills, Problem-Solving Skills, and Learning Outcome of Seventh Grade Students.” *JPBI (Jurnal Pendidikan Biologi Indonesia)* 4(2): 151–60.
- Khoirurrijal et al. 2022. *Pengembangan Kurikulum Merdeka*. Malang: CV. Literasi Nusantara Abadi.
- Khurniawan, Arie Wobowo. 2016. *Grand Design Pengembangan Teaching Factory Dan Technopark Di SMK*. Jakarta: Direktorat Jenderal Pendidikan Dasar dan Menengah.
- De Koning, Björn B., Huib K. Tabbers, Remy M.J.P. Rikers, and Fred Paas. 2009. “Towards a Framework for Attention Cueing in Instructional Animations: Guidelines for Research and Design.” *Educational Psychology Review* 21(2): 113–40.
- Kosasih. 2016. *Strategi Belajar Dan Pembelajaran Implementasi Kurikulum 2013*. Bandung: Yrama Widya.
- Kusrini. 2006. *Sistem Pakar, Teori Dan Aplikasi*. Yogyakarta: Andi Publisher.
- Kustandi, Cecep, and Daddy Darmawan. 2020. *Pengembangan Media Pembelajaran : Konsep & Aplikasi Pengembangan Media Pembelajaran Bagi Pendidik Di Sekolah Dan Masyarakat*. Jakarta: Kencana.
- Kusumawati, Naniek, and Endang Sri Maruti. 2019. *Strategi Belajar Mengajar Di Sekolah Dasar*. Magetan: AE Media Grafika.
- Lawshe, C H. 1975. “A Quantitative Approach to Content Validity.” *Personnel Psychology* 28(4): 563–75.
- de Leng, Bas, and Friedrich Pawelka. 2020. “The Use of Learning Dashboards to Support Complex In-Class Pedagogical Scenarios in Medical Training: How Do They Influence Students’ Cognitive Engagement?” *Research and Practice in Technology Enhanced Learning* 15(1).
- Li, Shan et al. 2021. “Automated Detection of Cognitive Engagement to Inform the Art of Staying Engaged in Problem-Solving.” *Computers and Education* 163: 104114. <https://doi.org/10.1016/j.compedu.2020.104114>.
- Li, Shan. 2021. “Measuring Cognitive Engagement: An Overview of Measurement Instruments and Techniques.” *International Journal of Psychology and Education Studies* 8(3): 63–76.
- Lin, Lin, Rustam Shadiey, Wu Yui Hwang, and Shusheng Shen. 2020. “From



Knowledge and Skills to Digital Works: An Application of Design Thinking in the Information Technology Course.” *Thinking Skills and Creativity* 36(June 2019): 100646. <https://doi.org/10.1016/j.tsc.2020.100646>.

Lismaya, Lilis. 2019. *Berpikir Kritis & PBL (Problem Based Learning)*. Surabaya: Media Sahabat Cendekia.

Liu, Kaixuan, Xianyi Zeng, Xuyuan Tao, and Pascal Bruniaux. 2019. “Associate Design of Fashion Sketch and Pattern.” *IEEE Access* 7: 48830–37.

Liu, R. 2020. “On the Convergence of Learning-Based Iterative Methods for Nonconvex Inverse Problems.” *IEEE Transactions on Pattern Analysis and Machine Intelligence* 42(12): 3027–39. [https://api.elsevier.com/content/abstract/scopus\\_id/85095672494](https://api.elsevier.com/content/abstract/scopus_id/85095672494).

Made Tegeh, I et al. 2022. “Group Investigation Flipped Learning in Achieving of Students’ Critical and Creative Thinking Viewed from Their Cognitive Engagement in Learning Physics.” *Journal of Education Technology* 6(2): 350–62. <https://dx.doi.org/10.23887/jet.v>.

Makki, Ismail, and Aflahah. 2019. *Konsep Dasar Belajar Dan Pembelajaran*. Pamekasan: Duta Media,.

Malecela, Issa Omar, and Dr. Sharifah Sariah Syed Hassan. 2019. “Investigating Web 2.0 Tools Use and Students Cognitive Engagement in Selected Tanzanian Higher Institutions: Preparing Towards 21st Learning.” *International Journal of Advanced Engineering Research and Science* 6(1): 173–83.

Manoppo, Arlien J. 2021. “Hasil Uji Kompetensi Dan Prestasi Belajar Berdasarkan Keterlibatan Kognitif Mahasiswa Profesi Ners.” *Jurnal Skolastik Keperawatan* 7(1): 28–38.

Manoppo, Arlien Jeannete. 2020. “Keterlibatan Kognitif Pada Prestasi Belajar Mahasiswa Fakultas Keperawatan Universitas Klabat.” *Nutrix Journal* 4(2): 51.

Mardiansyah. 2017. *Penilaian Pendidikan Sistem Penilaian Hasil Belajar Dan Kemampuan Guru Melaksanakan Penilaian Berdasarkan Kurikulum 2013*. Jakarta: Pusat Penelitian Kebijakan Pendidikan dan kebudayaan Badan penelitian dan pengembangan, Kemendikbud.

Martin, Florence, and Anthony Karl Betrus. 2019. *Digital Media for Learning*. Switzerland: Springer.

Marzano, Robert T., and John S. Kendall. 2007. *The New Taxonomy of Educational Objectives*. California: Corwin Press.

Maskur, Ruhban et al. 2020. “The Effectiveness of Problem Based Learning and

- Aptitude Treatment Interaction in Improving Mathematical Creative Thinking Skills on Curriculum 2013.” *European Journal of Educational Research* 9(1): 375–83.
- Mayer, Richard E. 2009. *Multimedia Learning*. New York: Cambridge University Press.
- Mayer, Richard E., and Cheryl I. Johnson. 2008. “Revising the Redundancy Principle in Multimedia Learning.” *Journal of Educational Psychology* 100(2): 380–86.
- Mertasari, Ni Made Sri. 2021. *Pengujian Instrumen Penelitian Kuantitatif*. Depok: Rajagrafindo Persada.
- Moust, Jos, Peter Bouhuijs, and Henk Schmidt. 2013. *Introduction to Problem-Based Learning*. Netherlands: Noordhoff Uitgevers bv.
- Muliawan, Porrie. 2012. *Konstruksi Pola Busana Wanita*. Jakarta: Libri.
- Mulyanto, Heri, Gunarhadi Gunarhadi, and Mintasih Indriayu. 2018. “The Effect of Problem Based Learning Model on Student Mathematics Learning Outcomes Viewed from Critical Thinking Skills.” *International Journal of Educational Research Review* 3(2): 37–45.
- Munawaroh, Nanik Sri Setyani, Lina Susilowati, and Rukminingsih. 2022. “The Effect of E-Problem Based Learning on Students’ Interest, Motivation and Achievement.” *International Journal of Instruction* 15(3): 503–18.
- Muniroh, Alimul. 2015. *Akademic Engagement: Penerapan Model Problem Based Learning Di Madrasah*. Yogyakarta: Lkis Pelangi Aksara.
- Mustofa, Romy Faisal, and Yeni Ratna Hidayah. 2020. “The Effect of Problem-Based Learning on Lateral Thinking Skills.” *International Journal of Instruction* 13(1): 463–74.
- Nana, Sudjana. 2010. *Dasar-Dasar Proses Belajar Mengajar*. Bandung: sinar Baru Algesindo.
- Narmaditya, Bagus Shandy, Dwi Wulandari, and Siti Rosnita Binti. 2018. “Does Problem-Based Learning Improve Critical Thinking Skills.” *Cakrawala Pendidikan* 37(3): 378–88. <https://journal.uny.ac.id/index.php/cp/article/view/21548>.
- Nilson, L.B. 2016. *Teaching at Its Best: A Research-Based Resource for College Instructors*. New York: John Wiley & Sons.
- Nofitasari, Ayu, Lisdiana Lisdiana, and Aditya Marianti. 2021. “Development of My Biology App Learning Media Based On Android Materials of Food

- Digestion Systems as Student Learning Source at MA.” *Journal of Innovative Science Education* 9(3): 70–78.  
<https://journal.unnes.ac.id/sju/index.php/jise/article/view/38670>.
- Notoadmodjo, Soekojho. 2003. *Ilmu Kesehatan Masyarakat Prinsip-Prinsip Dasar*. Jakarta: PT Rineka Cipta.
- Novida, Eri. 2013. *Dasar Pola 1*. Jakarta: Kementerian Pendidikan dan Kebudayaan.
- Nurdyansah, and Fahyuni Eni Fariyatul. 2016. *Inovasi Model Pembelajaran Sesuai Kurikulum 2013*. Sidoarjo: Nizamia Learning Center.
- Nurmalasari, M, and E Hertanti. 2021. “The Effect of Guided Inquiry Based Hypermedia on Students’ High Order Thinking Skills in Thermodynamics Concepts.” In *Journal of Physics: Conference Series*, , 1–7.
- Olivier, E. 2020. “Internalizing and Externalizing Behavior Problems and Student Engagement in Elementary and Secondary School Students.” *Journal of Youth and Adolescence* 49(11): 2327–46.  
[https://api.elsevier.com/content/abstract/scopus\\_id/85088591835](https://api.elsevier.com/content/abstract/scopus_id/85088591835).
- Orey, Michael. 2010. *Emerging Perspectives on Learning, Teaching, and Technolog*. Creative Commons Attribution.
- Parwati, Ni Nyoman, I Putu Pasek Suryawan, and Ratih Ayu Apsari. 2018. *Belajar Dan Pembelajaran*. Depok: Rajagrafindo Persada.
- Paryanto, F. Hidayat, and C. T. Harjanto. 2020. “Implementation of Problem Based Learning to Improve Student Learning Achievement in Turning Machining Lesson.” *Journal of Physics: Conference Series* 1446(1).
- Paydnya, I Putu Ade Andre, and I Gusti Agung Ngurah Trisna Jayantika. 2018. *Panduan Penelitian Eksperimen Beserta Analisis Statistik Dengan SPSS*. Yogyakarta: Deepublish.
- Pegawai, Tim Pusdiklat. 2016. *Penilaian Hasil Belajar. Pendidikan Dan Pelatihan Teknis Kegiatan Belajar Mengajar Bagi Pamong Belajar*. Depok: Pusdiklat Pegawai Kemendikbud.
- Permendikbud. 2013. *Peraturan Menteri Pendidikan Dan Kebudayaan Republik Indonesia Nomor 65 Tahun 2013*. Jakarta.
- Permendikbud No 22. 2016. 53 Peraturan menteri *Peraturan Menteri Pendidikan Dan Kebudayaan Republik Indonesia Nomor 22 Tahun 2016 Tentang Standar Proses Pendidikan Dasar Dan Menengah*.
- Permendiknas. 2017. “PERMEN-3-TAHUN-2017.Pdf.”

- Pramesty, Dinda Ayu et al. 2020. "Hubungan Kesiapan Guru Terhadap Perubahan Kurikulum 2013 Pada Tingkat Keaktifan Siswa Di SMA Muhammadiyah 3 Jember Dan SMA Negeri 2 Tanggul." *Jurnal Episentrum* 1(1): 29.
- Prasetyo, Endang. 2022. "Problem-Based Learning: As an Effort to Improve Volleyball Activity & Learning Outcomes." *International Journal of Multidisciplinary Research and Analysis* 05(03).
- Pribadi, Beni A. 2019. *Media Dan Teknologi Dalam Pembelajaran*. Jakarta: Prenadamedia Group.
- Purba, Ramen A et al. 2020. *Pengantar Media Pembelajaran*. Jakarta: Yayasan Kita Menulis.
- Putrie, Chientya Annisa Rahman. 2021. "Pengaruh Regulasi Diri Siswa Terhadap Prestasi Belajar Siswa Kelas Viii Pada Mata Pelajaran Ips." *Research and Development Journal of Education* 7(1): 136–45.
- Qiao, Shen et al. 2023. "Examining The Effects of Mixed and Non-Digital Gamification on Students' Learning Performance, Cognitive Engagement and Course Satisfaction." *British Journal of Educational Technology* 54(1): 394–413.
- Raharjo, Muwardi. 2015. "Pembuatan Pola Busana Secara Otomatis Menggunakan Garis Dan Kurva B-Spline." *Systemic: Information System and Informatics Journal* 1(1): 5–13.
- Ratnimingsih, Ni Made. 2019. "Pendidikan Abad 21: Model Pakem, Digital Dan Literasi." *Bali Post*.  
<https://www.balipost.com/news/2019/09/12/86941/Pendidikan-Abad-21-Model-PAKEM,...html>.
- Reeve, Johnmarshall, and Ching Mei Tseng. 2011. "Agency as a Fourth Aspect of Students' Engagement during Learning Activities." *Contemporary Educational Psychology* 36(4): 257–67.  
<http://dx.doi.org/10.1016/j.cedpsych.2011.05.002>.
- Reinsini, Christian E., I Wayan Susila, and Muhammad Cholik. 2021. "Application of Problem-Based Learning to Enhance Students Learning Outcomes in Basic Competencies of Maintaining Brake Systems." *International Journal for Educational and Vocational Studies* 3(2): 139.
- Rencher, Alvin C. 2002. *Methods of Multivariate Analysis Second Edition*. Canada: John Wiley & Sons, Inc. All rights reserved.
- Robbins. 2020. *Keterampilan Dasar*. Jakarta: PT Raja Grafindo.
- Roger Azevedo et al. 2022. "Lessons Learned and Future Directions of MetaTutor:

- Leveraging Multichannel Data to Scaffold Self-Regulated Learning With an Intelligent Tutoring System.” *Frontiers Psychology* 13.
- Rosnelly, Rika. 2012. *Sistem Pakar Konsep Dan Teori*. Yogyakarta: CV Andi Offset.
- Rotgans, Jerome I., and Henk G. Schmidt. 2011. “Cognitive Engagement in the Problem-Based Learning Classroom.” *Advances in Health Sciences Education* 16(4): 465–79.
- Rusman. 2017. *Belajar Dan Pembelajaran Berorientasi Standar Proses Pendidikan*. Jakarta: Kencana.
- Sa, Ulfatus, and Jati Ariati. 2018. “Hubungan Antara Student Engagement (Keterlibatan Siswa) Dengan Prestasi Akademik Mata Pelajaran Matematika Pada Siswa Kelas Xi Sma Negeri 9 Semarang.” *Empati* 7(1): 69–75.
- Salim , Lambertus, La Ode Muhammad Bariudin. 2020. “Pengaruh Model Pembelajaran Berbasis Masalah (PBM) Terhadap Pencapaian Hasil Belajar Matematika Siswa.” *Jurnal Pendidikan Pendidikan Matematika RAFA* 6(1)(2): 28–38.  
<http://jurnal.radenfatah.ac.id/index.php/jpmrafa/article/view/5348/3070>.
- Sari, Yuli Ifana, Sumarmi, Dwiyono Hari Utomo, and I. Komang Astina. 2021. “The Effect of Problem Based Learning on Problem Solving and Scientific Writing Skills.” *International Journal of Instruction* 14(2): 11–26.
- Sedarmayanti, Teni Listiani, and Mulyaningsih. 2020. *Inovasi Dan Manajemen Pengetahuan Untuk Mewujudkan Sumber Daya Manusia Unggul*. Bandung: Refika Aditama.
- Seibert, Susan A. 2021. “Problem-Based Learning: A Strategy to Foster Generation Z’s Critical Thinking and Perseverance.” *Teaching and Learning in Nursing* 16(1): 85–88. <https://doi.org/10.1016/j.teln.2020.09.002>.
- Sesmiyanti. 2016. “Student ’ s Cognitive Engagement in Learning Process.” *Polingua: Scientific Journal of Linguistics, Literature and Language Education* 5(2): 48–51.
- Shi, Yafei, Mingwen Tong, and Taotao Long. 2021. “Investigating Relationships among Blended Synchronous Learning Environments, Students’ Motivation, and Cognitive Engagement: A Mixed Methods Study.” *Computers & Education* 168: 1–15.
- Sholihah, Dewi Zakiyatus, Naniek Sulistya Wardani, and Aris Kukuh Prasetyo. 2022. “The Development of E-Book Based on Problem and Project Based Learning Assisted by Book Creators.” *JTP - Jurnal Teknologi Pendidikan* 24(2): 258–70.

- Simangunsong, Anita Debora. 2023. "Implementation of the Problem-Based Learning ( PBL ) Learning Model to Improve the Skills and Creative Thinking of Students on the Material Colligative Properties of Solutions." *Edunesia: Jurnal Ilmiah Pendidikan* 4(2): 483–94.
- Simarmata, Janner. 2020. *Pendidikan Di Era Revolusi 4.0: Tuntutan, Kompetensi & Tantangan*. Jakarta: Yayasan Kita Menulis.
- Skinner, Ellen, and Jennifer Pitzer. 2012. Handbook of Research on Student Engagement *Handbook of Research on Student Engagement*.
- Smaldino, Sharon E., Deborah L. Lowther, and James D. Russell. 2012. *Instructional Technology and Media for Learning*. Jakarta: Kencana.
- Smiderle, R. 2020. "The Impact of Gamification on Students' Learning, Engagement and Behavior Based on Their Personality Traits." *Smart Learning Environments* 7(1).  
[https://api.elsevier.com/content/abstract/scopus\\_id/85084064118](https://api.elsevier.com/content/abstract/scopus_id/85084064118).
- Sockalingam, Nachamma. "Characteristics of Problems in Problem-Based Learning Nachamma Sockalingam."
- Soemarjadi, Muzni Ramanto, and Wikdati Zahri. 1991. *Pendidikan Keterampilan*. Jakarta: Depdikbud.
- Sudatha, I Gde Wawan, and I Made Tegeh. 2015. *Desain Multimedia Pembelajaran*. Yogyakarta: Media Akademi.
- Sudirtha, I Gede, I Wayan Widiana, and Made Aryawan Adijaya. 2022. "The Effectiveness of Using Revised Bloom's Taxonomy-Oriented Learning Activities to Improve Students' Metacognitive Abilities." *Journal of Education and e-Learning Research* 9(2): 55–61.
- Sukarma, I Ketut, and Ferdian Rizki Sani. 2020. "Penerapan Model Pembelajaran Problem Based Instruction (Pbi) Untuk Meningkatkan Aktivitas Dan Prestasi Belajar Siswa." *Empiricism Journal* 1(2): 66–74.
- Sumardi, Suhartini, Moh Hanafi, and Lukman Hakin. 2020. *Strategi Belajar Mengajar*. Surabaya: Jakad Media Publishing.
- Suprihariningsih. 2020. *Prakarya Dan Kewirausahaan Tata Busana Di Madrasah Aliyah (Pengenalan Dan Praktek Penggunaan Alat Jahit Mesin Dan Manual)*. Sleman: Deepublish.
- Susanto, Ahmad. 2016. *Teori Belajar Dan Pembelajaran Di Sekolah Dasar*. Jakarta: Prenadamedia Group.
- Susilawati, Samsul. 2016. "Penggunaan Model Pembelajaran Hypertext Dan

- Hypermedia Dengan Blended Learning Terhadap Hasil Belajar.” *J-PIPS (Jurnal Pendidikan Ilmu Pengetahuan Sosial)* 2(2): 143. <http://repository.uin-malang.ac.id/5559/>.
- Sutirman. 2013. *Media Dan Model-Model Pembelajaran Inovatif*. Yogyakarta: Graha Ilmu.
- Syamsidah, and Suryani Hamid. 2018. *Buku Model Problem Based Learning ( PBL )*. Sleman: Deepublish.
- Syamsunie, Carsel. 2018. *Metodologi Penelitian Kesehatan Dan Pendidikan*. Yogyakarta: Penebar Media Pustaka.
- Tabachnick, Barbara G., and Linda S. Fidell. 2013. *Using Multivariate Statistics*. Boston: Pearson Education.
- Tafonao, Talizaro. 2018. “Peranan Media Pembelajaran Dalam Meningkatkan Minat Belajar Mahasiswa.” *Jurnal Komunikasi Pendidikan* 2(2): 103.
- Tan, Oon-SEng. 2003. *Problem-Based Learning Innovation: Using Problems to Power Learning in the 21st Century*. Singapore: Cengage Learning.
- Tanjung, Nasral. 2022. “Pengaruh Model PBL (Problem Based Learning) Dengan Media Animasi Terhadap Kemampuan Berpikir Kritis Dan Hasil Belajar Biologi Siswa Di Sman I Kota Bengkulu.” *Jurnal Bioeduscientific* 3(1): 1–16.
- Tiana, Delis Meta, and Rina Lestari. 2022. “Cognitive Engagement and Writing Skill: A Correlational Study At 12thGrade Students in Vocational High School Jakarta.” *Journal On Teacher Education* 4(1): 413–22.
- Torres, Anthony et al. 2022. “Assessing the Effectiveness of Problem-Based Learning Across Two Concrete Construction Courses.” *International Journal of Instruction* 15(3): 473–96. [https://www.e-iji.net/dosyalar/iji\\_2022\\_4\\_26.pdf](https://www.e-iji.net/dosyalar/iji_2022_4_26.pdf).
- Tsani, Romadhona Chusna. 2020. “Pengaruh Metode Pembelajaran Inkuiri Terhadap Aktifitas Berpikir Dan Keterampilan Siswa Tata Busana.” *Jurnal Studi Guru dan Pembelajaran* 3(1): 18–23.
- Varmayanti, Arinda. 2013. “Hubungan Kemampuan Analisis Desain, Mengukur Tubuh, Dan Membuat Pola Dasar Dengan Hasil Pecah Pola Busana Kerja Wanita Di Smk Negeri 6 Surabaya.” *eJournal* 2(1): 100–104.
- Vokasi, Dirjen. 2020. *Kompetensi Inti & Kompetensi Dasar Pelajaran Pada K13 Pada SMK Untuk Kondisi Khusus*. Jakarta: Kementerian Pendidikan dan Kebudayaan.
- Wahyudi, Bambang. 2002. *Manajemen Sumber Daya Manusia*. Bandung: Sulita.

- Wang, Ming-Te, and Stephen C. Peck. 2013. "Adolescent Educational Success and Mental Health Vary across School Engagement Profiles." *Developmental Psychology* 49(7): 1266–1276.
- Wati, Ega Rima. 2016. *Ragam Media Pembelajaran Visual-Audio Visual-Komputer-Power Point-Internet-Interactive Video*. Jakarta: Kata Pena.
- Wen, Yun. 2021. "Augmented Reality Enhanced Cognitive Engagement: Designing Classroom-based Collaborative Learning Activities for Young Language Learners." *Education Tech Research Dev* 69: 843–860.
- Wiana, Winwin, M. Syaom Barliana, and Arifah A.Riyanto. 2018. "The Effectiveness of Using Interactive Multimedia Based on Motion Graphic in Concept Mastering Enhancement and Fashion Designing Skill in Digital Format." *International Journal of Emerging Technologies in Learning (iJET)* 13(2): 4–20.
- Widana, Wayan, and Putu Lia Muliani. 2020. Analisis Standar Pelayanan Minimal Pada Instalasi Rawat Jalan di RSUD Kota Semarang *Uji Persyaratan Analisis*. Lumajang: Klik Media.
- Widjajanti, Chrismi et al. 2018. *Peningkatan Proses Pembelajaran Dan Penilaian Pembelajaran Abad 21 Dalam Meningkatkan Kualitas Pembelajaran SMK*. Jakarta: Direktorat pembinaan Sekolah Menengah Kejuruan, Kementerian Pendidikan dan Kebudayaan.
- Willms, Jon Douglas. 2003. OECD Retrieved from [www.pisa.oecd.org](http://www.pisa.oecd.org) on March *Student Engagement at School: A Sense of Belonging and Participation*. <http://www.oecd.org/education/school/programmeforinternationalstudentasse smentpisa/33689437.pdf>
- Wulandari, Silvia. 2021. "Studi Literatur Penggunaan Pbl Berbasis Video Untuk Meningkatkan Kemampuan Pemecahan Masalah." *JPF (Jurnal Pendidikan Fisika) Universitas Islam Negeri Alauddin Makassar* 9(1): 7.
- Yang, Yanfei et al. 2021. "The Linkages between Chinese Children's Both Cognitive Engagement and Emotional Engagement and Behavioral Engagement: Mediating Effect of Perceptions of Classroom Interactions in Math." *Psychology in the Schools* 58(10): 2017–30.
- Yew, Elaine H.J., and Karen Goh. 2016. "Problem-Based Learning: An Overview of Its Process and Impact on Learning." *Health Professions Education* 2(2): 75–79. <http://dx.doi.org/10.1016/j.hpe.2016.01.004>.
- Yuberti. 2014. *Teori Pembelajaran Dan Pengembangan Bahan Ajar Dalam Pendidikan*. Bandar Lampung: Anugrah Utama Raharja.
- Yundayani, Audi, Fuad Abdullah, Soni Tantan Tandiana, and Bejo Sutrisno. 2021.



“Students’ Cognitive Engagement during Emergency Remote Teaching: Evidence from the Indonesian EFL Milieu.” *Journal of Language and Linguistic Studies* 17(1): 17–33.

Zhang, Xianglei, and Cuiyu Yang. 2021. “Application of Fashion Garment Model Making Concept of European Windbreaker in Computer Software.” *Journal of Physics: Conference Series* 1915(4).

Zhang, Yongqiang, Xinrong Yang, Xiaojian Sun, and Gabriele Kaiser. 2023. “The Reciprocal Relationship among Chinese Senior Secondary Students’ Intrinsic and Extrinsic Motivation and Cognitive Engagement in Learning Mathematics: A Three-wave Longitudinal Study.” *ZDM Mathematics Education*: 1–14.

Zhao, Ke, Xiangyun Du, and Huiyu Tan. 2021. “Student Engagement for Intercultural Learning in Multicultural Project Groups via the Use of English as a Lingua Franca.” *Language, Culture and Curriculum* 0(0): 1–20. <https://doi.org/10.1080/07908318.2020.1858094>.

