

DAFTAR RUJUKAN

- Abdussalam. 2018. *Pengembangan Media Virtual Reality Tata Surya untuk Meningkatkan Kemampuan Retensi Peserta Didik Kelas VI Sekolah Dasar*. Malang: Universitas Negeri Malang.
- Arsyad, Azhar. 2017. *Media Pembelajaran*. Jakarta: Rajagrafindo Persada.
- Acedo, C., & Hughes, C. 2014. Principles for learning and competences in the 21st-century curriculum. *Prospects*, 44(4), 503–525. <https://doi.org/10.1007/s11125-014-9330-1>
- Ambarwati, Dewi. Dkk., 2021. Studi Literatur: Peran Inovasi Pendidikan pada Pembelajaran Berbasis Teknologi Digital. *Jurnal Inovasi Teknologi Pendidikan*. Volume 8, No. 2. <https://doi.org/10.21831/jitp.v8i2.43560>
- Akbar, S. 2013. *Instrumen Perangkat Pembelajaran*. PT Remaja Rosdakarya.
- Arsyad, A. 2010. *Media Pembelajaran*. Jakarta: Rajawali Pers.
- Aseeri, Sahar Ali. 2013. *Virtual Reality Interaction Using Mobile Devices*. Makkah: King Abdullah University of Science and Technology.
- Asyhar, R. 2012. *Kreatif Mengembangkan Media Pembelajaran*. Jakarta: Referensi
- Boothe, Diane and Linda Clark, (2015). The 21st Century Classroom: Creating a Culture of Innovation in ICT. International Conference ICT for Language Learning. <https://conference.pixel-online.net/ICT4LL/files/ict4ll/ed0007/FP/0475-ICL733-FP-ICT4LL7.pdf>
- Blândul, V. C. 2015. Inovation in Education – Fundamental Request of Knowledge Society. *Procedia - Social and Behavioral Sciences*, 180(November 2014), 484–488. <https://doi.org/10.1016/j.sbspro.2015.02.148>
- Brown, Susan. (2018). *Best Practices in 21st Century Learning Environments: A Study of Two P21 Exemplar Schools*. Brandman University, Irvine, California School of Education. https://digitalcommons.brandman.edu/cgi/viewcontent.cgi?article=1197&context=edd_dissertations
- Candiasa, I Made. 2011. *Statistik Multivariat Disertasi Aplikasi SPSS* (Singaraja: Undiksha Press.
- Cahyadi, Ani. 2019. *Pengembangan Media dan Sumber Belajar: Teori dan Prosedur*. Banjarmasin: Penerbit Laksita Indonesia

- Djamarah, Sdan Aswan Zain. 2010. *Strategi Belajar Mengajar*. Jakarta: Rineka Cipta
- Fleming, N. D., 2005. *Teaching and learning styles: VARK strategies*. Christchurch, New Zealand: Neil D. Fleming.
- González, M. M. A., Santos, B. S. N., Vargas, A. R., Martín-Gutiérrez, J., & Orihuela, A. R. 2013. Virtual worlds. Opportunities and challenges in the 21st century. *Procedia Computer Science*, 25, 330–337. <https://doi.org/10.1016/j.procs.2013.11.039>
- González, M. M. A., Santos, B. S. N., Vargas, A. R., Martín-Gutiérrez, J., & Orihuela, A. R. 2013. Virtual worlds. Opportunities and challenges in the 21st century. *Procedia Computer Science*, 25, 330–337. <https://doi.org/10.1016/j.procs.2013.11.039>
- Gulrez, Tauseef, & A. E. H. 2012. *Advances in Robotics and Virtual Reality*. Berlin: Springer.
- Hake, R. 1999. *Analyzing Change/Gain Scores*, Indiana University, Department of Physics.
- Hasan, Muhammad. Dkk. 2021. *Media Pembelajaran*. Klaten: Tahta Media Group
- Hamalik, O. 2011. *Perencanaan Pengajaran Berdasarkan Pendekatan Sistem*. Jakarta: Bumi Aksara.
- Ilahi, M. 2012. *Revitalisasi Pendidikan Berbasis Moral*. Jogjakarta: Ar–Ruzz Media
- Ivanova, G., Aliev, Y., & Ivanov, A. 2014. Augmented Reality Textbook for Future Blended Education. *Proceedings of the International Conference on E-Learning*, 14, 130–136.
- Ivanova, G., Aliev, Y., & Ivanov, A. 2014. Augmented Reality Textbook for Future Blended Education. *Proceedings of the International Conference on E-Learning*, 14, 130–136.
- Journal, L. T., Tanjung, F. Z., & Gultom, U. A. (2017). *Reading habits in digital era: A research on the students in borneo university*. 20(2), 147–157.
- Khlaisang, J., & Songkram, N. 2017. Designing a Virtual Learning Environment System for Teaching Twenty-First Century Skills to Higher Education Students in ASEAN. *Technology, Knowledge and Learning*, 1–23. <https://doi.org/10.1007/s10758-017-9310-7>

- Johnson, C. I., & Mayer, R. E. (2009). A testing effect with multimedia learning. *Journal of Educational Psychology*, *101*(3), 621.
- Joynes, C., Rossignoli, S., & Kuofi, E. F. A. 2019. 21st Century Skills: Evidence of issues in definition, demand and delivery for development contexts (p.75). Institute of Development Studies.
- Koentjaraningrat. 2002. *Pengantar Ilmu Antropologi*. Jakarta: PT Rineka Cipta.
- Kurniawan, M. Ragil. 2018. Analisis Karakter Media Pembelajaran Berdasarkan Gaya Belajar Peserta Didik. *Jurnal Inovasi Pembelajaran*. Volume 3, Nomor 1, Mei 2018
- Lv, Z., Li, X. & Li, W. 2017. Virtual Reality Geographical Interactive Scene Semantics Research for Immersive Geography Learning. *Neurocomputing*, *254*, 1339–1351. <https://doi.org/10.1016/j.neucom.2016.07.078>.
- Makransky, G., Lilleholt, L., & Aaby, A. 2017. Development and validation of the Multimodal Presence Scale for virtual reality environments: A confirmatory factor analysis and item response theory approach. *Computers in Human Behavior*, *72*, 276–285. <https://doi.org/10.1016/j.chb.2017.02.066>
- Mayangsari, S. N., & Mahardhika, L. T. (2019). Characteristics of Learning Media That Motivate Learners. *European Journal of Research in Social Sciences Vol*, *7*(1).
- Mihej, M., Domen, N. & Samo, B. 2014. *Virtual Reality Technology and Applications*. London: Springer Science & Business Media.
- Mashudi. 2021. Pembelajaran Modern: Membekali Peserta Didik Keterampilan Abad Ke-21. *Al-Mudarris: Jurnal Ilmiah Pendidikan Islam*. Vol. 4, No. 1, Mei 2021, pp. 93-114
- Motamedi, A., Wang, Z., Yabuki, N., Fukuda, T. & Michikawa, T. 2017. Signage Visibility Analysis and Optimization System Using BIM-Enabled Virtual Reality (VR) Environments. *Advanced Engineering Informatics*, *32*, 248–262. <https://doi.org/10.1016/j.aei.2017.03.005>.
- Munir. 2015. *Multimedia: Konsep & Aplikasi Dalam Pendidikan*. Bandung: Alfabeta.
- Nana, S. 1989. *Dasar-dasar Proses Belajar Mengajar*. Bandung: Sinar Baru.
- Nilson, L. B., & Goodson, L. A. (2021). *Online teaching at its best: Merging instructional design with teaching and learning research*. John Wiley & Sons.

- Nugraha, S. T., Suwandi, S., Nurkamto, J., & Saddhono, K. 2018. The Importance of Needs Assessment for the Implementation of E-Learning in a Language Program. *KnE Social Sciences*, 3(9), 254. <https://doi.org/10.18502/kss.v3i9.2686>
- Nurhalimah, S. R., Suhartono, S., & Cahyana, U. 2017. Pengembangan Media Pembelajaran Mobile Learning Berbasis Android pada Materi Sifat Koligatif Larutan. *JRPK: Jurnal Riset Pendidikan Kimia*, 7(2), 160–167. <https://doi.org/10.21009/JRPK.072.10>
- Pérez-Escoda, A., García-Ruiz, R., & Aguaded, I. 2016. International dimensions of media literacy in a connected world. *Applied Technologies and Innovations*, 1212(22), 95–106. <https://doi.org/10.15208/ati.2016.08>
- Pérez-Escoda, A., García-Ruiz, R., & Aguaded, I. 2016. International dimensions of media literacy in a connected world. *Applied Technologies and Innovations*, 1212(22), 95–106. <https://doi.org/10.15208/ati.2016.08>
- Pinto, A., Festas, M. I., & Seixas, A. M. 2016. Digital media and the challenges for media education, *12(2)*, 43–53.
- Pinto, A., Festas, M. I., & Seixas, A. M. 2016. *Digital media and the challenges for media education*. *12(2)*, 43–53.
- Purnama, O.T. 2016. *Pengembangan Video Pembelajaran Berbasis Virtual Reality (Video 360' Degree) Mata Pelajaran Geografi "Pola dan Bentuk Objek Geografi Sesuai Bentang Alam Fisik" Kelas IX SMP Darul Ulum Agung Malang*. Malang: UM.
- Ranjabar, Jacobus. 2006. *Sistem Sosial Budaya Indonesia: Suatu Pengantar*. Bogor: PT Ghalia Indonesia.
- Rasul, S., Bukhsh, Q., & Batool, S. 2011. A study to analyze the effectiveness of audio visual aids in teaching learning process at uvniversity level. *Procedia - Social and Behavioral Sciences*, 28, 78–81. <https://doi.org/10.1016/j.sbspro.2011.11.016>
- Rasul, S., Bukhsh, Q., & Batool, S. 2011. A study to analyze the effectiveness of audio visual aids in teaching learning process at uvniversity level. *Procedia - Social and Behavioral Sciences*, 28, 78–81. <https://doi.org/10.1016/j.sbspro.2011.11.016>
- Ratriana, Ramdhan Dwi. 2017. *Pengembangan Video Pembelajaran Berbasis Virtual Reality Di Sekolah Dasar Islam Multiplus Ar Rahim*. Surakarta: Universitas Muhammadiyah Surakarta.
- Rusman. 2012. *Seri Manajemen Sekolah Bermutu Model – Model Pembelajaran Mengembangkan Profesionalisme Guru*. Jakarta: Raja Grafindo Persada.

- Rutten, N., Van Joolingen, W. R., & Van Der Veen, J. T. 2012. The learning effects of computer simulations in science education. *Computers and Education*, 58(1), 136–153. <https://doi.org/10.1016/j.compedu.2011.07.017>
- Rutten, N., Van Joolingen, W. R., & Van Der Veen, J. T. 2012. The learning effects of computer simulations in science education. *Computers and Education*, 58(1), 136–153. <https://doi.org/10.1016/j.compedu.2011.07.017>
- Sadiman, A. S. 2014. *Media Pendidikan, Pengertian, Pengembangan dan Pemanfaatannya*. Jakarta: PT Raja Grafindo Persada.
- Sanjaya, W. 2014. *Media Komunikasi Pembelajaran*. Jakarta: PT Kencana Prenada.
- Seaman, J., & Tinti-Kane, H. (2013). *Social media for teaching and learning*. London: Pearson Learning Systems.
- Siregar, E. Y., Holila, A., & Ahmad, M. 2020. The validity of learning devices with a contextual approach to improve concept understanding abilities. *Akademika*, 9(02), 145–159. <https://doi.org/10.34005/akademika.v9i02.929>
- Smaldino, Sharon E., Deborah L.L., James D.R. 2014. *Instructional Technology and Media for Learning* (Sembilan). Jakarta: Kencana Prenada Media Group.
- Stephanie Kerschbaum, W. L., Carillo Logan, E. C., Melzer Logan, D., & Sullivan Logan, P. (2015). *Securing a Place for Reading in Composition: The Importance of Teaching for Transfer*. 136(4), 394–407.
- Sapriyah. 2019. Media Pembelajaran Dalam Proses Belajar Mengajar. *Prosiding Seminar Nasional Pendidikan FKIP Universitas Sultan Ageng Tirtayasa*. Vol. 2, No.1, 2019, hal. 470 - 477
- Tanjung, F. Z., & Gultom, U. A. 2017. Reading habits in digital era: a research on the students in borneo university, 20(2), 147–157.
- Wiyani, Novan Ardy. 2013. *Desain Pembelajaran Pendidikan*. Yogyakarta: Ar-Ruzz