

DAFTAR PUSTAKA

- Almomani, F., & Honey, A. (2025). Supporting parents with disability and other challenges through occupational therapy: What is needed? *Australian Occupational Therapy Journal*. <https://doi.org/10.1111/1440-1630.70026>
- Andrean, D. S. (2023). Designing English poster with ADDIE model. Universitas Borneo Tarakan. <https://repository.ubt.ac.id/repository/UBT15-02-2023-131226.pdf>
- Artman, N. (2020). Applying the cognitive theory of multimedia learning: Using the ADDIE model to enhance instructional video. *Explorations in Media Ecology*, 19(3), 371–380. https://doi.org/10.1386/eme_00054_1
- Aziz, S. A., Salam, S., Mutalin, A. A., & Ismail, S. (2016). Validating an integrated multimedia presentation conceptual model through expert reviews. *Journal of Telecommunication, Electronic and Computer Engineering*, 8(10), 161–163.
- Bagley, C., Khan, N. D., Li, J., Ullah, T., & Zhao, Q. (2025). Leveraging large language model ChatGPT for enhanced understanding of end-user emotions in social media feedbacks. *Expert Systems with Applications*, 261, 125524. <https://doi.org/10.1016/j.eswa.2024.125524>
- Boyle, C. (2025). The future is human: Unlocking the skills that will define success in an evolving world. Google Books.
- Daryanes, R., Smith, M. A., & Taylor, R. A. (2023). Case-based learning improves diagnostic reasoning. *Medical Science Educator*, 33, 299–307. <https://doi.org/10.1007/s40670-023-01787-w>
- Degeng, P. D., Hamamah, H., Hapsari, Y., & Emaliana, I. (2020). Integrated academic writing assessment model to support the implementation of OBE curriculum.
- Dewi, I. P., Sofya, R., & Huda, A. (2021). Membuat media pembelajaran inovatif dengan aplikasi articulate storyline 3. Guepedia.
- Ding, Y., & Toran, H. (2025). Application of ADDIE as an instructional design model in the teaching and rehabilitation of children with autism: A review. *International Journal of Learning, Teaching and Educational Research*. <https://doi.org/10.26803/ijlter.24.1.5>
- Fauziyah, M. S., & Muslim, A. H. (2024). Pengembangan media Sembung Ukara berbasis kearifan lokal pada mata pelajaran PPKn. *Journal on Education*, 6(4), 19577-19584. <https://doi.org/10.31004/joe.v6i4.5854>
- Guerler, B. (2025). Trends in human resources for tourism enterprises. ResearchGate. https://www.researchgate.net/publication/392771459_Trends_in_Human_Resources_for_Tourism_Enterprises

- Hakim, L., & Melati, N. L. (2023). Pengembangan media pembelajaran interactive android game petualangan syariahku. *Jurnal Pendidikan Akuntansi, Universitas Negeri Surabaya*, 11(2), 438-448. <https://ejournal.unesa.ac.id/index.php/jpak/article/view/51434>
- Heliawati, L., Lidiawati, L., & Pursitasari, I. D. (2022). *Articulate Storyline 3 multimedia based on gamification to improve critical thinking skills and self-regulated learning*. *International Journal of Instructional Technology and Educational Studies*, 13(1), 45–52. <https://www.academia.edu/download/90688569/13410.pdf>
- Hill, J., Williams, B., & McKeown, G. (2025). Description and evaluation of a co-design process involved in the creation of a workforce training package aiding sport and exercise professionals work with autism. *Journal of Autism and Developmental Disorders*, 55(7). <https://doi.org/10.1007/s10803-025-06912-x>
- Johnston, K. L., & Gullifer, J. (2025). Lived experience inclusion in psychology education: A survey of Australian tertiary institutions. *Australian Journal of Psychology*, 77(1). <https://doi.org/10.1080/00049530.2025.2511882>
- Kamalludin, M. S. (2025). Industrial training report: Lembaga Tabung Haji. UiTM Institutional Repository. <https://ir.uitm.edu.my/id/eprint/113153/1/113153.pdf>
- Kassab, S. E., Hassan, M. S., & Abdelaziz, A. (2022). The use of branching scenarios to improve clinical decision-making in medical education. *Medical Teacher*, 44(6), 627–633. <https://doi.org/10.1080/0142159X.2022.2048770>
- Kassab, S., Hassan, N. A., & Abu-Hijleh, M. F. (2022). Branching scenario-based e-learning approach improves student performance and satisfaction in health sciences education. *BMC Medical Education*, 22, Article 216. <https://doi.org/10.1186/s12909-022-03502-5>
- Khan, N. D., Khan, J. A., Li, J., Ullah, T., & Zhao, Q. (2024). Leveraging large language model ChatGPT for enhanced understanding of end-user emotions. *Expert Systems with Applications*, 261, 125524. <https://doi.org/10.1016/j.eswa.2024.125524>
- Kurnisar, Mariyani, Camellia, & Ghifari, M. A. A. (2023). *Analysis of the need for Articulate Storyline-based interactive learning media development to increase student learning motivation*. *AIP Conference Proceedings*, 2621(1), 040003. <https://doi.org/10.1063/5.0129681>
- Laksana, D. N. L. (2024). Validation instruments for local culture-based learning media. *Journal of Education Technology*, 8(2), 275-284. <https://doi.org/10.23887/jet.v8i2.74446>

- Lange, C., Costello, E., & Devitt, A. (2021). Branching scenarios and critical thinking: An evaluation of an interactive digital resource for nurse education. *Journal of Educational Technology in Health Sciences*, 8(3), 133–147. <https://doi.org/10.1177/20427530211014466>
- Milligan, C., & Littlejohn, A. (2023). Supporting professional learning in the workplace through contextualisation of learning design. *Computers & Education*, 198, 104690. <https://doi.org/10.1016/j.compedu.2023.104690>
- Milligan, C., & Littlejohn, A. (2023). The use of scenario-based learning in workplace education: A systematic review. *Computers & Education*, 205, 105048. <https://doi.org/10.1016/j.compedu.2023.105048>
- Naba Rahim, N. H. B., Hamizat, N. H. B., & Sukri, N. N. B. (2023). Interactive video of Hofstede's culture dimensions. *Politeknik Sultan Salahuddin Abdul Aziz Shah*. <http://repository.psa.edu.my/bitstream/123456789/4245/1/INTERACTIVE%20VIDEO%20OF%20HOFSTEDE%E2%80%99S%20CULTURE%20DIMENSIONS.pdf>
- Ningsih, M. P., Novitasari, N., & Ramadhan, I. R. (2025). Development instructional media based on virtual reality assisted by the MilleaLab application. *International Journal of Social Learning*, 5(2). <https://ijsl.pubmedia.id/index.php/ijsl/article/download/374/140>
- Poedjiastoeti, S., & Suyanta, S. (2021). The development of learning media using articulate storyline 3 for learning chemical bonding concepts. *International Journal of Educational Research Review*, 6(1), 62–70. <https://doi.org/10.24331/ijere.759826>
- Putri, R. E. (2025). English for hospitality: The representative of oral communication practice on food & beverages (F&B) services in British mini-series “Boiling Point”. *International Journal of Education, Language, and Religion*, 7(1). https://jurnal.utu.ac.id/IJELR/article/download/11783/pdf_1
- Rahim, L. R., Lastariwati, B., & Rahmawati, F. (2025). Development of e-magazine as learning media for Indonesian salad. *Journal of Research in Social Science and Humanities*, 5(1). <http://jrssh.org/index.php/jrssh/article/view/199>
- Rajput, R., Van Niekerk, J., & Van Der Westhuizen, D. (2020). Scenario-based e-learning in professional training. In *Learning, Design, and Technology* (hlm. 139–160). Springer. https://doi.org/10.1007/978-3-030-38729-7_2
- Reinbold, S. (2013). Using the ADDIE model in designing library instruction. *Medical Reference Services Quarterly*, 32(3), 244–256. <https://doi.org/10.1080/02763869.2013.806859>
- Rohman, M. K. (2020). Pengembangan media pembelajaran jasa bank dengan edmodo. CORE. <https://core.ac.uk/download/pdf/132421606.pdf>

- Saputra, K. (2021). Pengembangan m-LKPD berbasis proyek berbantuan Smart Apps Creator 3 [Skripsi, Universitas Lampung]. Repositori Universitas Lampung. <http://digilib.unila.ac.id/60462>
- Shekhawat, Y. (2025). Role of digitalization in improving the business performance of the Indian retail market [Disertasi Master, Dublin Business School]. Dublin Business School Repository. <https://esource.dbs.ie/server/api/core/bitstreams/b5e5f167-3db2-4298-8969-15eaffdfc114/content>
- Sindu, I. G. P., & Santyadiputra, G. S. (2021). *Designing learning object using Articulate Storyline 3 for supporting Indonesia online learning system (SPADA)*. Journal of Physics: Conference Series, 1810(1), 012058. <https://doi.org/10.1088/1742-6596/1810/1/012058>
- Siregar, S., Sitompul, H., Wijaya, K., Perangin-angin, S., & Sebayang, N. (2021). Development of “concrete work practice” learning media by using the ADDIE model. Advances in Social Science, Education and Humanities Research, 612, 976–980. <https://doi.org/10.2991/assehr.k.211110.198>
- Song, S., & Tirathanachaiyakun, K. (2025). Organization management influencing employee engagement in the hotel industry in Henan, China. The 15th Benjamit National and International Conference, Bangkok. <https://benjamit.thonburi-u.ac.th/ojs/bmv15/article/download/292/110>
- Sorongan, A. A., & Fauji, I. (2023). Development of interactive learning media based on Google Sites application using the ADDIE model for Arabic language instruction. Indonesian Journal of Education Methods Development, 21(4). <https://doi.org/10.21070/ijemd.v21i4.796>
- Sukareni, N. L., & Sukmana, A. I. W. I. Y. (2021). The integration of problem-based learning model on Indonesian language e-modules. Indonesian Journal of Educational Research and Review, 4(2), 438-446. <https://ejournal.undiksha.ac.id/index.php/IJERR/article/download/40254/pdf>
- Syahrial, A., Usmeldi, & Wati, H. (2022). Development of interactive multimedia using Articulate Storyline 3 on chemical bonding materials. International Journal of Educational Research Review, 7(3), 169–177. <https://doi.org/10.24331/ijere.1042641>
- Tegeh, I. M., & Jampel, I. N. (2017). Model penelitian pengembangan. Graha Ilmu.
- Tentu, ini adalah daftar pustaka berikutnya yang telah diubah ke dalam format APA Edisi ke-7:
- Tentu, ini adalah daftar pustaka terakhir yang telah diubah ke dalam format APA Edisi ke-7:
- Tentu, ini adalah versi revisi dari daftar pustaka kedua Anda, yang telah disesuaikan dengan format APA Edisi ke-7:

- Utama, C., Mashfufah, A., & Thohir, M. A. (2024). Digital pedagogy in primary education: Developing SIPEJAR microlearning to cultivate critical thinking skills. *Jurnal Eduscience*, 11(3), 1109-1122. <https://jurnal.ulb.ac.id/index.php/eduscience/article/download/6598/4514>
- Wongsonadi, S. K., Lestari, R. D., & Putra, N. H. (2025). Enhancing eco-facilitator competencies through interactive e-workbook development: A study using the ADDIE model. *Jurnal Pendidikan Indonesia*, 6(2). <https://core.ac.uk/download/pdf/655146635.pdf>
- Yanto, A. H. (2025). Pengembangan instrumen tes futsal berbasis multiple intelligence [Disertasi, Universitas Jambi]. Repositori Universitas Jambi. <https://repository.unja.ac.id/79480>
- Zafar, H., Sun, Y., & Mehdi, B. U. (2025). Greening the workforce for product recycling and energy conservation. Dalam J. A. P. B. Duarte, S. M. C. Loureiro, & M. M. M. R. Godinho (Eds.), *Circular economy and sustainable business practices*. Springer. https://doi.org/10.1007/978-981-96-5650-9_16
- Zulfachmi, Z., Zulkipli, Z., & Rahmad, A. (2024). Pembangunan aplikasi e-learning berbasis android sebagai media pembelajaran di SMA Negeri 1 Bintan menggunakan ADDIE model. *Prosiding Forum Ilmiah Mahasiswa (FORUM)*, 6, 9314-9323. <https://forum.upbatam.ac.id/index.php/prosiding/article/view/9314>

