

DAFTAR RUJUKAN

- Abdurrahman, Mulyono. 2018. *Anak Berkesulitan Belajar: Teori, Diagnosis, dan Remediasinya*. Jakarta: Rineka Cipta.
- Abidin, Yunus. (2013). *Desain Sistem Pembelajaran Dalam Konteks Kurikulum 2013*. Bandung: PT. Rafika Aditama
- Achmad Jayul, E. I. 2020. *Model Pembelajaran Daring Sebagai Alternatif Proses Kegiatan Belajar Pendidikan Jasmani di Tengah Pandemi Covid-19*. *Jurnal Pendidikan Kesehatan Rekreasi*, Volume 6, Nomor 2, Halaman 190-199. <https://10.5281/zenodo.3892262>.
- Afriana, Jaka. 2015. *Project Based Learning (PjBL)*. Bandung: Universitas Pendidikan Indonesia.
- Aji, W. N., & Setiyadi, D. B. P. (2020). *Aplikasi Tik Tok Sebagai Media Pembelajaran Keterampilan Bersastra*. *METAFORA: Jurnal Pembelajaran Bahasa Dan Sastra*, Volume 6, Nomor 2, Halaman 147-157. <https://10.30595/mtf.v6i1.7824>.
- Almulla, Mohammed Abdullatif. 2020. *The Effectiveness of the Project-based Learning (PBL) Approach as a Way to Engage Students in Learning*. *Sage Open*, Volume 10, Number 3, Page 1-15. <https://doi.org/10.1177/2158244020938702>.
- Anugerahwati, M. 2019. *Integrating the 6 Cs of the 21 st Century Education Into the English Lesson and the School Literacy Movement in Secondary Schools*. *ISoLEC: International Seminar on Language, Education, and Culture*. *Kne Social sciences*. Halaman 165-171. <https://doi.org/10.18502/kss.v3i10.3898>.
- Aprianto et al. 2023. *Memperkuat Keterampilan Berpikir Kreatif melalui Model Pembelajaran Proyek Berlandaskan Metode Design Thinking*. *Jurnal Kajian Teknologi Pendidikan* Volume 6, Nomor 3, 132-142. <https://10.17977/um038v6i32023p132>.
- Arianti dan Indah Ika Ratnawati. 2024. *Penerapan Model Pembelajaran Project Based Learning (PjBL) untuk Meningkatkan Keterampilan Berbicara pada Materi Teks Berita di Kelas XI-A SMA Negeri 6 Balikpapan Tahun Ajaran*

- 2023/2024. *Jurnal Basataka*, Volume 7, Nomor 1. <https://doi.org/10.36277/basataka.v7i1.473>.
- Arikunto, Suharsimi. 2016. *Prosedur Penelitian: Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Asmarita, Nur et al. 2023. *Model PjBL Berbantuan Media TikTok untuk Membangun Kreativitas Belajar Peserta Didik Kelas VIII*. *U-Teach: Journal Education of Young Physics Teacher* Volume 4, Number 2, Page 81-94. <https://jsr.unuaha.ac.id/index.php/u-teach>.
- Astiti, Ni Nyoman Widya, Ketut Agustini, Santyadiputra, dan Gede Saindra. 2019. "Pengaruh E-Learning Moodle Berorientasi Project Based Learning terhadap Prestasi Belajar Siswa (Studi Kasus: Kelas X Desain Komunikasi Visual pada Mata Pelajaran Sketsa di SMK Negeri 1 Sukasada).
- Asyrofi, Shiddiq dan Ning Setio Wati. 2024. *A Comprehensive Analysis of Integrating TikTok for Enhancing EFL Students' Speaking Skills*. *Journal of Nusantara Education*, Volume 3, Number 2, Page 60-68. <http://journal.unu-jogja.ac.id/fip/index.php/JONED>.
- Avinç Kara, Zeynep, et al. 2024. *The New Face of Thinking in Education: Bibliometric Map of Design Thinking*. *Journal of University Research*, 2024, Volume 7, Issue 4, Page 415-428. <https://doi.org/10.32329/uad.1552631>.
- Aydemir, A., & Çetin, T. 2023. *Tasarım odaklı düşünmenin kuramsal temelleri-teorik yapısı*. In D. Girgin & Z. Toker (Eds.), *Eğitimde tasarım odaklı düşünme yaklaşımı ve uygulama örnekleri* (pp. 21–39). Nobel Yayınları. <https://doi.org/10.17152/gefad.825049>.
- Azizah, Nur dan Yuli Kurniawati. 2013. *Tingkat Keterampilan Berbicara Ditinjau dari Metode Bermain Peran pada Anak Usia 5-6 Tahun*. *Indonesian Journal of Early Childhood Education Studies*, Volume 2, Nomor 2. <https://doi.org/10.15294/ijeces.v2i2.9241>.
- Babayi Abubakar, Abbas dan Mohammad Yusof Arshad. 2015. *Collaborative Learning and Skills of Problem-based Learning: A Case of Nigerian Secondary Schools Chemistry Students*. *Asian Social Science*, Vol. 11, No. 27. Published by Canadian Center of Science and Education. <http://dx.doi.org/10.5539/ass.v11n27p53>.
- Blumenfeld, P. C., Soloway, E., Marx, R. W., Krajcik, J. S., Guzdial, M., & Palincsar, A. 1991. *Motivating project-based learning: Sustaining the doing*,

- supporting the learning. *Journal Educational Psychologist*, Volume 26, Number 3–4, Page 369–398. https://doi.org/10.1207/s15326985ep2603&4_8
- Bohang, Fatimah Kartini. 2018. “Tik Tok Punya 10 Juta Pengguna Aktif di Indonesia”, <https://tekno.kompas.com/read/2018/07/05/09531027/tik-tok-punya-10-jutapengguna-aktif-di-indonesia>.
- Branch, Robert Maribe. 2009. *Instructional Design: The ADDIE Approach*. New York: Springer Science & Business Media.
- Brahmaiah, Priyanka. 2024. *Design Thinking for School Children. International Journal of Research and Analytical Reviews (IJRAR)*, Volume 11, Issue 4. www.ijrar.org.
- Budhijanto, Danrivanto. 2024. *Hukum Privasi Digital & Revolusi Industri 4.0*. Bandung: Logoz Publishing.
- Bulele, Yohana Noni. (2020). *Analisis Fenomena Sosial Media dan Kaum Milenial: Studi Kasus TikTok. Conference on Business, Social Sciences and Innovation Technology*, Volume 1, Number 1, Page 565–572. <https://journal.uib.ac.id/index.php/cbssit/article/view/1463/963>.
- Cao, Leyi. 2024. *A Study of Project-Based Learning to Intermediate Efl Learners in Reading Class: Enhancing Self-Regulated Learning of Post-Secondary Students in Macao. Jurnal Asian-Pacific Journal of Second and Foreign Language Education*, Volume 9, Number 71. <https://doi.org/10.1186/s40862-024-00298-6>.
- Chin, Doris B, et al. 2019. *Educating and Measuring Choice: A Test of the Transfer of Design Thinking in Problem Solving and Learning. Journal of the Learning Sciences* Volume 28, Number 3, Page 337–380. <https://doi.org/10.1080/10508406.2019.1570933>.
- Dantes, N., & Handayani, N. N. L. (2021). “Peningkatan Literasi Sekolah dan Literasi Numerasi melalui Model Blanded Learning pada Siswa Kelas V SD Kota Singaraja”. *Widyalaya: Jurnal Ilmu Pendidikan*, 1 (3), 269-283.
- Dayu, Dian Permatasari Kusuma et al. 2022. *Pembelajaran Blanded Learning Model Case Based Learning pada Implementasi Kurikulum Merdeka*. Solo: CV AE Media Grafika.
- De Guzman, M. F. D, et al. 2017. *Understanding the Essence of the Outcomes-Based Education (OBE) and Knowledge of its Implementation in a Technological*

University in the Philippines. *Asia Pacific Journal of Multidisciplinary Research*, Volume 5, Number 4. <https://www.apjmr.com/wp-content/uploads/2017/11/APJMR-2017.5.4.08.pdf>

Delvia, Riri. 2019. *Peningkatan Keterampilan Berbicara Siswa Dengan Bercerita di Sekolah Dasar*. <https://jbasic.org/index.php/basicedu>

Panduan Penyusunan Kurikulum Pendidikan Tinggi Mendukung Mereka Belajar-Kampus Merdeka Menuju Indonesia Emas. 2024. Jakarta: Direktorat Pembelajaran dan Kemahasiswaan, Direktorat Jendral Pendidikan Tinggi, Riset, dan Teknologi, Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi.

Dwita Karina, Andinawati et al. 2024. *PjBL and PjBL-STEM: Which model best enhances students' creative thinking*. *JPBI (Jurnal Pendidikan Biologi Indonesia)* Volume 10, Issue 3, Page 959-967. <https://doi.org/10.22219/jpbi.v10i3.34217>.

Dyah Kristanti, Yulita. 2016. *Model Pembelajaran Berbasis Proyek (Project Based Learning Model) pada Pembelajaran Fisika Disma*. *Jurnal Pembelajaran Fisika*, Volume 5, Nomor 2, Halaman 122-128. <https://jurnal.unej.ac.id/index.php/JPF/article/view/3958>.

Faizah, Haizatul dan Abdul Khobir. 2023. *Tantangan Pendidikan di Era Millenial*. *Jurnal Basicedu*. <https://jbasic.org/index.php/basicedu>.

Fadilla Azzahra Fazarini, Putri et al. 2024. *Project-based learning (PjBL) strategies with gamification*. *Jurnal Inovasi Kurikulum*, Volume 21, Nomor 1, Halaman 1717-1730. <https://ejournal.upi.edu/index.php/JIK>.

Fatah, A. 2023. *Penerapan model pembelajaran berbasis proyek atau Project Base Learning (PJBL) melalui poster kreatif dalam pembelajaran daring materi pemanasan global untuk meningkatkan keterampilan komunikasi ilmiah*. *Amerta Jurnal Ilmu Sosial dan Humaniora*, Volume 3, Nomor 2, Halaman 45-54. <https://doi.org/10.17509/jik.v2i3.65253>.

Fernandes, H. J. X. 1984. *Evaluation of Educational Program*. Jakarta: National Education Planning, Evaluating and Curriculum Development.

Fitiani, Anisa dan Fadhillah Yusri. 2022. *Tingkat Kemandirian Belajar pada Remaja*. *Jurnal Berkala Kajian Konseling dan Ilmu Keagamaan Uinsu*, Volume 9, Nomor 1, Halaman 9-18. <http://jurnal.uinsu.ac.id/index.php/consilium/index>.

- Fortuna, Talya. 2021. *Design Thinking: Proses adalah Prioritas*. PGSD Fakultas Pendidikan Universitas Negeri Malang. Academia. Tersedia di: https://www.academia.edu/45251707/Design_Thinking_Proses_adalah_Prioritas.
- Gregory, R. J. 2015. *Psychological Testing: History, Principles and Applications Global Edition*. New York: Pearson Education.
- Gumilar, M Gilang, dkk. 2019. *Langkah-langkah Analisis Uji Wilcoxon, Independent T-Test, dan Dependent T-Test*. Yogyakarta: Universitas Gadjah Mada.
- Gustiani, S. 2019. *Research and Development (R&D) Method as a Model Design in Educational Research and its Alternatives*. *Holistics Journal*, Volume 11, Number 2. <https://www.researchgate.net/publication/365669215>.
- Gustiar Jati, Azfarafi *et al.* 2024. *FTEIC ITS sebagai Wadah Inovasi di Era Revolusi Industri 4.0*. *Jurnal Sains dan Seni ITS*. https://www.researchgate.net/publication/383983601_FTEIC_ITS_sebagai_Wadah_Inovasi_di_Era_Revolusi_Industri_40
- Hanifa Sukma, Hanum dan M. Fakhur Saifudin. 2021. *Keterampilan Menyimak dan Berbicara: Teori dan Praktik*. Jogjakarta: K-Media.
- Haryadi dan Zamzani. 2000. *Peningkatan Keterampilan Berbahasa Indonesia*. Departemen Pendidikan dan Kebudayaan Direktorat Jenderal Pendidikan Tinggi.
- Hattie, J. (2017). *Visible Learning for Teachers: Maximizing Impact on Learning*. Francis: Taylor & Francis Group. <https://books.google.co.id/books?id=AIFVAQAACAAJ>.
- Herdiati, D., Atmaji, D. D., Andriyanto, R. M. A., & Saputra, D. N. 2021. *Pemanfaatan Aplikasi TikTok Sebagai Media Pembelajaran Musik di SMAN 1 Muara Enim, Sumatera Selatan*. *Jurnal Pengkajian dan Penciptaan Musik*, Volume 4, Nomor 2, Halaman 111–119. <https://10.26740/vt.v4n2.p111-119>
- Herowati, H. 2023. *Analisis Penerapan Model Pembelajaran Project Based Learning (PJBL) Materi Perubahan Fisika Dan Kimia Terhadap Keaktifan Belajar Peserta Didik*. *Journal of Innovation Research and Knowledge*, Volume 2, Nomor 12, Halaman 4603–4612. <https://doi.org/10.53625/jirk.v2i12.5672>.

- Hmelo-Silver, C. E. 2004. *Problem-based learning: What and how do students learn?* *Educational Psychology Review*, Number 16, Page 235–266. <https://doi.org/10.1023/B:EDPR.0000034022.16470.f3>.
- Hutamy, E. T., Swartika, F., Alisyahbana, A. N. Q. A., Arisah, N., & Hasan, M. 2021. *Persepsi Peserta Didik Terhadap Pemanfaatan Tik Tok Sebagai Media Pembelajaran*. *Prosiding Penelitian Pendidikan dan Pengabdian*, Volume 1, Number 1, Page 1270–1281. <https://prosiding.rcipublisher.org/index.php/prosiding/article/view/294>.
- Indahsari, C. L., & Sukoco, I. 2020. *Konsep Aplikasi Masak Yuk! dengan Menggunakan Prinsip Design Thinking*. *Organum: Jurnal Saintifik Manajemen dan Akuntansi*, Volume 3, Nomor 1, Halaman 13–21. <https://doi.org/10.35138/organum.v3i1.70>.
- Irawan, Ade Gorbi, Ni Nyoman Padmadewi, dan Luh Putu Artini. 2018. “*Instructional Materials Development Through 4D Model*”. *SHS Web Conf. Global Conference on Teaching, Assessment, and Learning in Education (GC-TALE 2017)*, 42 (00086), 1-4 <https://doi.org/10.1051/shsconf/20184200086>.
- Ivers, Karen S dan Ann E. Barron. 2002. *Multimedia Projects in Education: Designing, Producing, and Assessing*. *Libraries Unlimited Teacher Ideas Press A Division of Greenwood Publishing Group, Inc. 88 Post Road West Westport*. [https://www.academia.edu/9773811/Multimedia Projects in Education Designing Producing and Assessing LIBRARIES UNLIMITED TEACHER IDEAS PRESS](https://www.academia.edu/9773811/Multimedia_Projects_in_Education_Designing_Producing_and_Assessing_LIBRARIES_UNLIMITED_TEACHER_IDEAS_PRESS).
- Karnando, J., Rezki, IK, & Tasrif, E. 2021. *Efektivitas e-modul berbasis project based learning selama pembelajaran jarak jauh*. *Jurnal Vokasi Informatika*, Volume 1, Nomor 1, Halaman 1-5. <https://doi.org/10.24036/javit.v2i1>.
- Materi pelatihan guru implementasi kurikulum 2013 tahun ajaran 2014/2015: Mata pelajaran IPA SMP/MTs*. 2014. Jakarta: Kementerian Pendidikan dan Kebudayaan.
- Keputusan Menteri Pendidikan, Kebudayaan, Riset, dan Teknologi Republik Indonesia Nomor 210/M tentang Indikator Kinerja Utama Perguruan Tinggi dan Lembaga Layanan Pendidikan Tinggi di Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi*. 2023. Jakarta: Kemdikbudristek.

- Khosim, Noer. 2017. *Model-Model Pembelajaran*. Surabaya: Suryamedia.
- Knapp, J. 2018. *Sprint*. Yogyakarta: PT. Bentang Pustaka.
- Kokotsaki, D., Menzies, V., & Wiggins, A. 2016. *Project-based learning: A review of the literature*. *Improving Schools*, Volume 19, Number 3, Page 267–277. <https://doi.org/10.1177/1365480216659733>.
- Lawrence, M.R. 1994. *Question to ask when evaluating test*. *Eric Digest*. Artikel. Diambil dari: <http://www.ericfacility.net/ericdigest/ed.385607.html>.
- Lawshe, C. H. 1975. *A Quantitative Approach to Content Validity*. *Personnel Psychology*, Volume 28, Number 4, Page 563–575. <https://doi.org/10.1111/j.1744-6570.1975.tb01393.x>
- Lee, W.W. & Owens, D.L. 2004. *MultimediaBased Instructional Design. Second Edition: Computer-Based Training, WebBased Training, Distance Broadcast Training, Performance-Based Solutions*. US: Pfeiffer.
- Linton dan Markus Klinton. 2019. *University Entrepreneurship Education: a Design Thinking Approach to Learning*. *Journal of Innovation and Entrepreneurship*, Volume 8, Number 3. <https://doi.org/10.1186/s13731-018-0098-z>.
- Lufri, Ardi, Relsas Yogica, Arief Muttaqiin, dan Rahmadhani Fitri. 2020. *Metodologi Pembelajaran: Strategi, Pendekatan, Model, Metode Pembelajaran*. Purwokerto: CV IRDH.
- Makrifatul Madhani, Luluk, Indah Nur Bella Sari, M. Nurul Ikhsan Shaleh. 2021. *Dampak Penggunaan Media Sosial TikTok Terhadap Perilaku Islami Mahasiswa di Yogyakarta*. *Jurnal Mahasiswa FIAI-UII, at-Thullab*, Volume 3, Nomor 1. <https://10.20885/tullab.vol3.iss1.art7>.
- Maulani et al. 2024. *Pemanfaatan Metode Debat terhadap Keterampilan Berbicara pada Mahasiswa*. *Referen*, Volume 3, Nomor 2, Halaman 139-148. <https://doi.org/10.22236/referen.v3i2.15727>.
- Minarni et al. 2025. *Pengaruh Model Pembelajaran Case Based Learning terhadap Keterampilan Proses Sains Siswa pada Materi Ekosistem di SMAN 4 Sigi*. *Jurnal Karya Ilmiah Guru*, Volume 10, Nomor 1. <https://doi.org/10.51169/ideguru.v10i1.1361>.

- Mirdad, Jamal. 2020. *Model-model Pembelajaran (empat rumpun model pembelajaran)*. *Jurnal Pendidikan dan Sosial Islam* Volume 2, Nomor 1, Halaman 14-23. <http://www.jurnal.stitnu-sadhar.ac.id>.
- Muaziz, Imam dan Khairunnisak Nur Isnaini. 2024. *Penerapan Metode Design Thinking pada Perancangan Aplikasi Marketplace Petshop*. *Jurnal Sistem dan Teknologi Informasi Indonesia JUSTINDO* Volume 9, Nomor 1, Halaman 1-9. <http://ejurnal.unmuhjember.ac.id/index.php/JUSTINDO/index>.
- Muhmmad Asim, Hafis et al. 2021. *A Review on Outcome Based Education and Factors That Impact Student Learning Outcomes in Tertiary Education System*. *International Education Studies*, Volume 14, Number 2, Published by Canadian Center of Science and Education. <https://doi.org/10.5539/ies.v14n2p1>.
- Mustika, Nabilah et al. 2025. *Studi Literatur Penerapan Project-Based Learning (PjBL) pada Pembelajaran Kimia*. *Jurnal Karya Ilmiah Guru*. <https://doi.org/10.51169/ideguru.v10i1.1251>.
- Musa, Faridah, et al. 2012. *Project-Based Learning (PjBL): inculcating soft skills in 21st Century Workplace*. *Journal Procedia - Social and Behavioral Sciences* 59, Page 565 – 573. <https://10.1016/j.sbspro.2012.09.315>.
- Nadifa Tarigan, Fatin dan Ahmad Nadhira. 2023. *Meningkatkan Kemampuan Berbicara Bahasa Inggris Mahasiswa dengan Project-Based Learning Berbasis Hots*. *AFoSJ-LAS*, Volume 3, Nomor 2, Halaman 178-185. <https://j-las.lemkomindo.org/index.php/AFoSJ-LAS/index>.
- Naning Rahma, Putri, Dhea Amalia Putri N, dan Rian Damariswara. 2022. *Pemanfaatan Aplikasi TikTok sebagai Media Edukasi di Era Generasi Z*. *Jurnal Teknologi Pendidikan*, Volume 11, Nomor 2. <https://doi.org/10.34005/akademika.v11i02.1959>.
- Nasir, Aco. 2021. *Mengenal Keterampilan Berbicara Dasar*. Jogjakarta: KBM Indonesia.
- Nisa, A. R. K., & Nugraheni, A. S. 2021. *Efektivitas model pembelajaran berbasis proyek dalam PJJ terhadap pemahaman materi*. *Alinea: Jurnal Bahasa, Sastra, dan Pengajaran*, Volume 10, Nomor 1, Halaman 61-66. <https://doi.org/10.35194/alinea.v10i1.1186>.

- Noorhalida, N., Yuliani, H., & Santiani, S. 2023. *Studi literatur: Pengaruh project based learning pada pembelajaran fisika*. *Orbita: Jurnal Pendidikan dan Ilmu Fisika*, Volume 9, Nomor 2, Halaman 200-212. <https://doi.org/10.31764/orbita.v9i2.15688>.
- Ntelu, Asna. 2017. *Aneka Teknik Keterampilan Berbicara Ragam Dialogis*. Gorontalo: Ideas Publishing.
- Nunally, J. 1978. *Psychometric theory (2 ed.)*. New York: McGraw Hill.
- Nur Azizah, Balkis. 2024. *Design Thinking sebagai Strategi Kreatif untuk Meningkatkan Pengalaman Belajar dan Inovasi Kurikulum di Era Digital*. *Jurnal Pendidikan dan Literasi Tarqiyah*, Volume 2, Nomor 1. <https://jurnal.stitmas.ac.id/index.php/tarqiyah>.
- Nurhidayah, I.J., F.C. Wibowo, & I.M. Astra. 2019. *Project Based Learning (PjBL) Learning Model in Science Learning: Literature Review*. *Journal of Physics: Conference Series*. <https://10.1088/1742-6596/2019/1/012043>.
- NYC Departement of Education (2009). *Project Based Learning: Inspiring Middle School Student to Engage in Deep and Active Learning*. New York: Division of Teaching and Learning Office.
- Ormrod, J. E. 2017. *How We Think and Learn: Theoretical Perspectives and Practical Implications*. Cambridge: Cambridge University Press. <https://books.google.co.id/books?id=DITuDQAAQBAJ>.
- Pallant, J. 2020. *SPSS survival manual: A step by step guide to data analysis using the SPSS program*. 4th Edition, Allen & Unwin, Berkshire. <https://doi.org/10.4324/9781003117452>.
- Perayani, K., dan I Wayan Rasna. 2022. "Pembelajaran Keterampilan Menyimak dengan Menggunakan Media Podcast Berbasis Model Pembelajaran Project Based Learning (PjBL)". *Jurnal Pendidikan dan Pembelajaran Bahasa Indonesia*, 11 (1), 108-117. https://doi.org/10.23887/jurnal_bahasa.v11i1.741.
- Poerwati, Christiani Endah & Cahaya, I Made Elia. 2018. *Project-Based Drawing Activities in Improving Social-Emotional Skills of Early Childhood*. *Jurnal Obsesi: Jurnal Pendidikan Anak Usia Dini*, Volume 2, Number 2, Page 183-193. <https://doi.org/10.31004/obsesi.v2i2.114>.
- Prima Hasiholan, Togi, Rezki Pratami, dan Umaimah Wahid. 2020. *Pemanfaatan Media Sosial Tik Tok Sebagai Media Kampanye Gerakan Cuci Tangan Di*

- Indonesia Untuk Mencegah Covid-19. Jurnal Ilmu Komunikasi* Volume 5, Nomor 2, Halaman 70–80. <https://doi.org/10.36341/cmv.v5i2.1278>.
- Putrayasa, I. B. (2021). *Political language variation: stylistic based study. Linguistics and Culture Review*, 5(1), 1–9. <https://doi.org/10.37028/lingcure.v5n1.45>
- Rahayu Astuti, Fika *et al.* 2025. *Pelaksanaan Pembelajaran Berbasis Proyek (PjBL) dalam Pembelajaran Pendidikan Agama Islam. Jurnal Bintang Pendidikan Indonesia*, Volume 3. <https://ejurnal.stie-trianandra.ac.id/index.php/JUBPI>.
- Rahman, T. 2018. *Aplikasi Model-model Pembelajaran dalam Penelitian Tindakan Kelas*. Semarang: CV. Pilar Nusantara.
- Rahmawati, Anita. 2025. *Pengaruh Model Pembelajaran Project Based Learning (PjBL) Dalam Meningkatkan Keterampilan Berpikir Kreatif. JUPEIS: Jurnal Pendidikan dan Ilmu Sosial* Volume 4, Nomor 1. <https://jurnal.jomparnd.com/index.php/jp>.
- Riduwan, 2015. *Skala Pengukuran Variabel-variabel Penelitian*. Bandung: Alfabeta,
- Ronny Angga Mahendra, Putu *et al.* 2024. *Pembelajaran Project Citizen dalam Mengembangkan Keterampilan Abad 21*. <https://journal.tirtapustaka.com/index.php/jocer>.
- Roosmalisa Dewi, Mia. 2023. *Kelebihan dan Kekurangan Project-Based Learning untuk Penguatan Profil Pelajar Pancasila Kurikulum Merdeka. Jurnal UPI* Volume 19, Nomor 2, Halaman 213-226. <https://doi.org/10.17509/jik.v19i2.44226>.
- Rosida, Sisi. 2021. *Pelatihan Keterampilan Public Speaking Dalam Konten Edukatif Melalui Aplikasi TikTok Pada Remaja FAM (Forum Anak Medan). BIP: Jurnal Bahasa Indonesia Prima* Volume 3, Nomor 2. <http://jurnal.unprimdn.ac.id/index.php/BIP>.
- Roslina *et al.* 2022. *Effectiveness of Project Based Learning Integrated STEM in Physics Education (STEM-PJBL). Jurnal Phenomenon*, Volume 2, Number 1, Page 120-139. <https://doi.org/10.21580/phen.2022.12.1.11722>.
- Rosyadi, Slamet. 2018. *Revolusi Industri 4.0: Peluang dan Tantangan*. Jakarta: Universitas Terbuka.
- Rusman. 2017. *Model-Model Pembelajaran: Mengembangkan Profesionalisme Guru*. Jakarta: Rajawali Pers.

- Rusmiati, Nepi. 2002. *Model Show Case dalam Pembelajaran Keterampilan Berbicara*. Bandung: Alfa.
- Salma Ramdani, Nurin *et al.* 2021. *Potensi Pemanfaatan Media Sosial TikTok sebagai Media Pembelajaran dalam Pembelajaran Daring*. <https://uia.e-journal.id/akademika/article/view/1406>.
- Sari Augusta, Erna dan Susiah Budiarti. 2024. *Gerakan Literasi Sekolah Tumbuhkan Keterampilan Abad ke-21*. *Jurnal Lingkar Mutu Pendidikan*, Volume 21, Nomor 2, Halaman 61-71. <https://jlm.kemdikbud.go.id/index.php/jlm/index>
- Schwab, K. 2015. *World Economic Forum, Global Competitiveness Report (2014-2015)*.
- Setyonegoro, Agus, Akhyaruddin, Hilman Yusra. 2020. *Bahan Ajar Keterampilan Berbicara*. Jambi: Komunitas Gemulun Indonesia.
- Seung, Y. C. (2008). *Foundations of Instructional and Performance Technology*. <https://downloads.hrdpressonline.com/files/3420080326100314.pdf#page=51>.
- Shulhan Khairy, Muhammad. 2022. *Penerapan Design Thinking Pada Perancangan Ui/Ux Marketplace Sistem Rantai Pasok “Panen- Panen.” Jurnal Informatika Polinema*, Volume 8, Number 3, Page 39–44. <https://doi.org/10.33795/jip.v8i3.818>.
- Simeru, Arden *et al.* 2023. *Model-model Pembelajaran*. Klaten: Lakeisha.
- Sirampun, Elsi *et al.* 2024. *Model Pembelajaran Teori, Praktik, dan Inovasi*. Medan: PT Media Penerbit Indonesia.
- Slamet dan Amir. 1996. *Peningkatan Keterampilan Berbahasa Indonesia (Bahasa Lisan dan Bahasa Tertulis)*. Surakarta: Universitas Sebelas Maret.
- Slamet, K. S. S. Y. 2012. *Meningkatkan Keterampilan Berbahasa Indonesia (Teori dan Aplikasi)*. Bandung: Karya Putra Darwati.
- Sugiyono, 2016. *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: UPI PRESS.
- Suherman, E *et al.* (2003). *Evaluasi Pembelajaran Matematika*. Bandung: Jurusan Pendidikan Matematika, UPI.

- Sumarni, Woro. 2015. *The strengths and weaknesses of the implementation of project-based learning: A review*. *International Journal of Science and Research*, Volume 4, Number 3, Page 478-484. <https://www.ijsr.net/archive/v4i3/SUB152023.pdf>.
- Susrawan, I Nyoman Adi, Nengah Suandi, I Nyoman Sudiana, I Putu Mas Dewantara, I Putu. 2024. *“Indonesian Textbooks Oriented on Social Integration and 21st Century Skills in Higher Education: Validity, Practicality, and Effectiveness”*. *International Journal of Language Education*, 8 (1), 83-96.
- Sutama, I Made, I Nyoman Yasa, I Putu Mas Dewantara, Saddhono, Kundharu. 2022. *“ICT Utilization in Indonesian Language Learning at the Junior High School Level in Buleleng Regency, Bali, Indonesia”*. *International Journal of Information and Education Technology*, 12, (9), 947-955.
- Syakh Alam, Helmy *et al.* 2024. *Optimalisasi Pengelolaan dan Pemanfaatan Bank Sampah Bhauma Raksha Desa Muncan dengan Penerapan Design Thinking*. *Jurnal Bali Membangun Bali* Volume 5, Nomor 1. <http://ejournal.baliprov.go.id/index.php/jbmb>.
- Tarigan, Djago. 1996. *Materi Pokok Pendidikan Bahasa Indonesia 1*. Jakarta: Universitas Terbuka.
- Tarigan, Henry Guntur. 2008. *Berbicara Sebagai Suatu Keterampilan Berbahasa*. Bandung: Angkasa
- Thomas, J.W. 2000. *A Review of Research on Project Based Learning*. California : The Autodesk Foundation.
- Trianto. 2015. *Model Pembelajaran Terpadu*. Jakarta: PT. Bumi Aksara.
- Undang-Undang Nomor 12 Tahun 2012 tentang Pendidikan Tinggi. 2012. Jakarta: Presiden Republik Indonesia
- Wajdi, Fathullah. 2017. *Implementasi Project-Based Learning (PjBL) dan Penilaian Autentik dalam Pembelajaran Drama Indonesia*. *Jurnal Pendidikan Bahasa dan Sastra UPI*, Volume 17, Number 1, Page 86-101. http://dx.doi.org/10.17509/bs_jpbsp.v17i1.6960.
- Warini, N. L., Dewi, N. P. E. S., Susanto, P. C., & Dewi, P. C. (2020). *Daya Tarik TikTok Sebagai Media Pembelajaran Bahasa Inggris Online*. Makalah

disajikan dalam seminar Ilmiah Nasional Teknologi, Sains, Dan Sosial Humaniora (SINTESA).

Wasis D, Dwiyo. 2004. *Konsep penelitian dan pengembangan*. Makalah disajikan dalam seminar Lokakarya Nasional Metodologi Penelitian Pengembangan Bidang Pendidikan dan Pembelajaran, di Universitas Negeri Yogyakarta.

Weiss, Charles. 2024. *Transforming The Classroom With Design Thinking*. Published by the University of Novi Sad, Faculty of Technical Sciences, Department of Graphic Engineering and Design. <https://doi.org/10.24867/GRID-2024-p3>.

Wirahyuni, Kadek, I Nengah Martha, dan I Nengah Suandi. (2023). “Developing Electronic Module Assisted by Professional Flip PDF Application in Kepewaraan Course”. *International Journal of Multidisciplinary Approach Research and Science*, 1 (3), 437-450. <https://doi.org/10.59653/ijmars.v1i03.217>.

Woraphiphat dan Pattama Roopsuwankun. 2023. *The Impact of Online Design Thinking-Based Learning on Entrepreneurial Intention: The Case of Vocational College*. *Journal of Innovation and Entrepreneurship*, Volume 12, Number 10. <https://doi.org/10.1186/s13731-023-00278-z>.

Yilmaz, Gamze. 2022. *Revitalizing the Communication Classroom: A Case of Design Thinking*. *Communication Teacher*, Volume 36, Number 3, Page 216–233. <https://doi.org/10.1080/17404622.2021.1962934>.

Yulianto, T., Pramudya, I., & Slamet, I. (2019). *Effects of the 21st Century Learning Model and Problem-Based Models on Higher Order Thinking Skill*. *International Journal of Educational Research Review*, Volume 4, Page 749–755. <https://doi.org/10.24331/ijere.629084>.

Yusoff, Y. M, et al. 2014. *Achievement of program outcomes in outcome based education implementation—a meta analysis*. Paper presented at the *Proceedings of the 2014 international conference on industrial engineering and operational management*, Bali, Indonesia. <https://doi.org/10.6007/IJARBS/v7-i6/3352>.

Zhao, Liu, Bo Zhao, & Chunmi Li. 2023. *Alignment Analysis of Teaching–Learning–Assessment Within The Classroom: How Teachers Implement Project-Based Learning Under The Curriculum Standards*. *Journal Disciplinary and Interdisciplinary Science Education Research*, Volume 5, Number 13. <https://doi.org/10.1186/s43031-023-00078-1>.

Zhou, et al. 2024. The Importance of Design Thinking for Students Majoring in Art and Design in Vocational Colleges. *Journal of Educational Research and Policies*. <http://www.bryanhousepub.orgwww.bryanhousepub.com>.

