

REFERENCES

- Arikunto, Suharsimi. (2002). *Prosedur penelitian suatu pendekatan praktek*. Jakarta: Rineka Cipta.
- Arsyad, Azhar. 1997. Media pembelajaran. Jakarta: PT Raja Grafindo Persada
- Aryad, Azhar, 2003. Media pembelajaran. Jakarta: PT Raja Grafindo Persada
- Board, J. (2011). Media and Learning - Definitions and Summary of Research, Do Media Influence the Cost and Access to Instruction?. Retrieved from [Media and Learning - Definitions and Summary of Research, Do Media Influence the Cost and Access to Instruction? - StateUniversity.com](http://education.stateuniversity.com/pages/2211/Media-Learning.html#ixzz5LcoVkbuu) <http://education.stateuniversity.com/pages/2211/Media-Learning.html#ixzz5LcoVkbuu>
- Coplan, F & Garton, S. (2014). Key themes and future directions in teaching English to young learners: introduction to the special issue. *ELT Journal*, 68 (3), 223-230.
- Darmawan, J (2018). *Menjadi Guru Era Pendidikan 4.0*.
<https://www.google.com/amp/s/aceh.tribunnews.com/amp/2018/11/27/menjadi-guru-era-pendidikan-40>
- Dewi, P. (2017). Teaching english for young learners through icts. *English Education Departement*, 2(3), 149-156.
- Eliyawati. 2010. Memilih dan memanfaatkan media dan sumber belajar untuk anak usia dini. P .11-12
- Gromik, N (2016) Video modeling: Camtasia in the ESL classroom. Center for the Advancement of Higher Education, Tohoku University.
<https://www.researchgate.net/publication/32884093>
- Hafizah, M. A. 92017). Pengembangan video pembelajaran berbantu *camtasia studio* pada materi perkembangan teknologi kelas IV SD. *English Education Departement*, 7(1), 141-155.
- Hasibuan, N. (2015). Pengembangan pendidikan Islam dengan implikasi teknologi pendidikan. *FITRAH* , 189-206.
- Ibrahim, M. 2019. Dasar-dasar proses belajar mengajar. Surabaya: University Press.
- Linebarger, D. L., & Vaala, S. E. (2010). Screen media and language development in infants and toddlers: An ecological perspective. *Developmental Review*, 30(2), 176-202. <http://dx.doi.org/10.1016/j.dr.2010.03.006>
- Miller, C. (2014). The use of novel camtasia videos to improve performance of at-risk students in undergraduate physiology courses. *World Journal of Education*, 4(1).

- Nosa, DE & Farida. (2018). Aplikasi wingeom dan camtasia studio untuk pembuatan media pembelajaran audio visual. *Jurnal Matematika*, 1(2), 2018, 127-137
- Novitasari, E. (2013). Pengembangan media pembelajaran berbasis IT berbentuk permainan ular tangga materi alat optik untuk kelas VIII SMP. *Jurnal Pendidikan Fisika*, 37.
- Nuari, F. & Havid. A. (2014). Using camtasia studio 8 to produce learning video to teach English through e-learning. *English Education Departement*, 3(1), 260-269.
- Nugroho, M.A (2014). Pemanfaatan teknologi informasi dalam peningkatan mutu pendidikan Islam di Madrasah. *Jurnal Kajian Pendidikan Islam* (30-60)
- Nunan, D. 2004. Task-Based Language Teaching Cambridge University Press
- Oyesola, G.D. 2014. Criteria for selecting audio-visual material in geography in post primary institution
- Rahmad, R., Yuniastuti, E., & Wirda, M.A. (2018). Pengembangan media pembelajaran video tutorial menggunakan camtasia studio 8.5 pada matakuliah sistem informasi geografi (sig). *Jurnal Ilmiah Pendidikan dan Pembelajaran*. 2(1), 97-110.
- Rahmi, R. (2014). The implementation of media in english language teaching. *English Education Departement*, 5(1), 1-17. <http://visipena.stkipgetsempena.ac.id>.
- Retnawati, H. (2016). Proving Content Validity Of Self-Regulated Learning Scale (The Comparison of Aiken Index and Expanded Gregory Index). *Research and Evaluation in Education*, 155-164.
- Richey, R., & Klein, J. (2007). Design and Development Research. New Jersey: Routledge.
- Richey, R., & Klein, J. (2014). Design and development research. In M. Spector, D. Merrill, J. Elen & M. Bishop, *Handbook of Research on Educational Communications and Technology* (4th ed., pp. 141-150). London: Springer
- Sari, S.D.P. (2015). Manfaat media pembelajaran berbasis ict *information and communication technology* dalam pembelajaran bahasa Indonesia. *Prosiding WORKSHOP Nasional*, 115-124. jurnal.fkip.uns.ac.id.
- Siagian, O., Setiawan, D., & Saragi. D. (2017). Influence of multimedia-based camtasia studio on students civic education learning results of Gradev Nasrani 2 Elementary School Medan. *IOSR Journal of Research & Method in Education (IOSR-JRME)*, 7(6), 70-74.
- Sugiyono. (2010). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta.
- Ukwueze & Ajala. (2014). Therole of information and communication technology in early childhood education. *Computer Education Research Journal (CERJ)*, 1 (1), 127-133.
- Wahono, R.S.2006. Aspek dan Kriteria Penilaian Media Pembelajaran. 1-2

Wirasasmita, R.H (2015). Pengembangan Media Pembelajaran video tutorial interaktif menggunakan aplikasi Camtasia Studio dan Macromedia Flash. *Journal of Education*, vol.10.262-279.

