

## REFERENCES

- Abidah, A., Hidaayatullaah, H. N., Simamora, R. M., Fehabutar, D., & Mutakinati, L. (2020). The Impact of Covid-19 to Indonesian Education and Its Relation to the Philosophy of “Merdeka Belajar.” *Studies in Philosophy of Science and Education*, 1(1), 38–49. <https://doi.org/10.46627/sipose.v1i1.9>
- Aisyah, S., & Haryudin, A. (2020). Instructional Media Used in Teaching English. *PROJECT (Professional Journal of English Education)*, 3(6), 737. <https://doi.org/10.22460/project.v3i6.p737-742>
- Amanda, K. N., & Katie, G. (2016). Designing for Engagement : Using the ADDIE Model to Integrate High-Impact Practices into an Online Information Literacy Course. *Communications in Information Literacy*, 10(2), 264–282.
- Apriyanti, C. (2020). *The parents role in guiding distance learning and the obstacle during covid-19 outbreak*. VII(2), 68–83.
- Beheshti, M., Taspolat, A., Kaya, O. S., & Sapanca, H. F. (2018). Characteristics of instructional videos. *World Journal on Educational Technology: Current Issues*, 10(2), 79–87. <https://doi.org/10.18844/wjet.v10i2.3418>
- Bhatti, M. S. (2016). Investigating The Condition of Teaching Reading Skill at Secondary Level. *Proceedings of 2nd International Multi-Disciplinary ...*, (December).
- Bowen, G. A. (2009). Document analysis as a qualitative research method. *Qualitative Research Journal*, 9(2), 27–40. <https://doi.org/10.3316/QRJ0902027>
- Chan, Y. M. (2010). Video instructions as support for beyond classroom learning. *Procedia - Social and Behavioral Sciences*, 9, 1313–1318. <https://doi.org/10.1016/j.sbspro.2010.12.326>
- Dhawan, S. (2020). Online Learning: A Panacea in the Time of COVID-19 Crisis. *Journal of Educational Technology Systems*, 49(1), 5–22. <https://doi.org/10.1177/0047239520934018>
- English, T., Syahputri, V. N., Rahma, E. A., Setiyana, R., Diana, S., & Parlindungan, F. (2020). *Online learning drawbacks during the Covid-19 pandemic : A psychological perspective*. 5, 108–116. <https://doi.org/10.26905/enjourne.v5i2.5005>
- Giannakos, M. N., Chorianopoulos, K., Ronchetti, M., Szegedi, P., & Teasley, S. D. (2014). Video-Based learning and open online courses. *International Journal of Emerging Technologies in Learning*, 9(1), 4–7. <https://doi.org/10.3991/ijet.v9i1.3354>
- Hariadi, I. G., & Simanjuntak, D. C. (2020). Exploring the Experience of Efl Students Engaged in Asynchronous E-Learning. *Academic Journal Perspective : Education, Language, and Literature*, 8(2), 72–86. <https://doi.org/10.33603/perspective.v8i2.4194>

- Hariyadi, A., & Yanti, D. R. (2019). the Importance of Needs Analysis in Materials Development. *Jurnal Ilmiah Profesi Pendidikan*, 4(2), 94–99.
- Jelahut, F. E., Sari, M., Dwinantoaji, H., Dw, S., Abudi, R., Mokodompis, Y., ... Mediantara, Y. (2020). Human security , social stigma , and global health : the COVID-19 pandemic in Indonesia. *Jambura Journal of Health Sciences and Research*, 2(1), 72–79.
- Kebritchi, M., Lipschuetz, A., & Santiague, L. (2017). Issues and Challenges for Teaching Successful Online Courses in Higher Education. *Journal of Educational Technology Systems*, 46(1), 4–29.  
<https://doi.org/10.1177/0047239516661713>
- Lestiyawanawati, R., & Widyatoro, A. (2020). Strategies and Problems Faced by Indonesian Teachers in Conducting E- Learning System During COVID-19 Outbreak. *Journal of Culture, Literature, Linguistic and English Teaching*, 2(1), 71–82.
- Marpaung, B. T., Selfina, E., & Hambandima, N. (2019). Exploring Animaker As a Medium of Writing a Descriptive Text : Efl Students ' Challenges and Promoted Aspects of Digital Storytelling Literacy. *AJES (Academic Journal of Educational Sciences*, 3(2), 27–32. <https://doi.org/10.35508/ajes.v3i2>
- Medriati, R., Irawati, S., & Ekaputri, R. Z. (2018). Mapping the standard competencies, basic competencies, and the indicators (SKKDI) of natural science course of middle school students in curriculum 2013. *Journal of Physics: Conference Series*, 1116(3). <https://doi.org/10.1088/1742-6596/1116/3/032019>
- Munawar, B., Farid Hasyim, A., & Ma'arif, M. (2020). Pengembangan Bahan Ajar Digital Berbantuan Aplikasi Animaker Pada PAUD Di Kabupaten Pandeglang. *Jurnal Golden Age*, 4(02), 310–320.  
<https://doi.org/10.29408/jga.v4i02.2473>
- N.M.S, M., & I.G.A.L.P, U. (2020). English Learning with Powtoon Animation Video. *Journal of Education Technology*, 4(2), 110.  
<https://doi.org/10.23887/jet.v4i2.25096>
- Nowell, L. S., Norris, J. M., White, D. E., & Moules, N. J. (2017). Thematic Analysis: Striving to Meet the Trustworthiness Criteria. *International Journal of Qualitative Methods*, 16(1), 1–13.  
<https://doi.org/10.1177/1609406917733847>
- Nurhayati, I., Khumaedi, M., & Yudiono, H. (2018). The Effectiveness of the Use of Video Media on Learning on the Competence of Scalp and Hair Care of Vocational High School Students of Beauty Department. *Journal of Vocational and Career Education*, 3(1), 66–72.  
<https://doi.org/10.15294/jvce.v3i1.15388>
- Nurrohmah, F., Putra, F. G., & Farida, F. (2018). Development of Sparkol Vedio Scribe Assisted Learning Media. *Formatif: Jurnal Ilmiah Pendidikan MIPA*, 8(3), 233–250. <https://doi.org/10.30998/formatif.v8i3.2613>

- Obagah, R. R., & Brisibe, W. G. (2017). The Effectiveness of Instructional Videos in Enhancing Learning Experience of Architecture Students in Design and Drawing Courses: A Case Study of Rivers State University, Port-Harcourt. *International Journal of Education and Research*, 5(11), 33–46.
- Sahrir, M. S., Alias, N. A., Ismail, Z., & Osman, N. (2012). Employing design and development research (DDR) approaches in the design and development of online arabic vocabulary learning games prototype. *Turkish Online Journal of Educational Technology*, 11(2), 108–119.
- Said, U., Fathan, A., & Syafii, A. (2018). Kahoot As the Media Platform for Learn English. *Journal of English Teaching and Research*, 3(1), 52–57.
- Slamet Kurniawan Fahrurrozi, Dwi Maryono, C. B. (2017). The Development of Video Learnig to Deliver a Basic Algorithm Learning. *Indonesian Journal of Informatics Education*, 1(2), 17–28. Retrieved from <http://dx.doi.org/10.20961/ijie.v1i2.12446>
- Suprianti, G. A. P. (2020). Powtoon Animation Video: A Learning Media for the Sixth Graders. *VELES Voices of English Language Education Society*, 4(2), 152–162. <https://doi.org/10.29408/veles.v4i2.2536>
- Sutarto, S., Sari, D. P., & Fathurrochman, I. (2020). Teacher strategies in online learning to increase students ' interest in learning during covid-19 pandemic. *Jurnal Konseling Dan Pendidikan*, 8(3), 129–137.
- Tracey, M. W. (2009). Design and development research: A model validation case. *Educational Technology Research and Development*, 57(4), 553–571. <https://doi.org/10.1007/s11423-007-9075-0>
- Wibawa, S. C., Harimurti, R., Anistyasari, Y., & Sumbawati, M. S. (2016). *THE DESIGN AND IMPLEMENTATION OF AN EDUCATIONAL MULTIMEDIA INTERACTIVE OPERATION SYSTEM USING LECTORA INSPIRE*.
- Widyastuti, E., & Susiana. (2019). Using the ADDIE model to develop learning material for actuarial mathematics. *Journal of Physics: Conference Series*, 1188(1). <https://doi.org/10.1088/1742-6596/1188/1/012052>
- Woodcock, S., Sisco, A., & Eady, M. (2015). The Learning Experience: Training Teachers Using Online Synchronous Environments. *Journal of Educational Research and Practice*, 5(1), 21–34. <https://doi.org/10.5590/jerap.2015.05.1.02>
- Yunus, M. M., Salehi, H., & John, D. S. A. (2013). *Using Visual Aids as a Motivational Tool in Enhancing Students Interest in Reading Literary Texts*. 114–117.
- Zaharah, Z., & Kirilova, G. I. (2020). Impact of Corona Virus Outbreak Towards Teaching and Learning Activities in Indonesia. *SALAM: Jurnal Sosial Dan Budaya Syar-I*, 7(3), 269–282. <https://doi.org/10.15408/sjsbs.v7i3.15104>