

DAFTAR PUSTAKA

- Abdussamad, Zuchri. 2021. *Metode Penelitian Kualitatif*. disunting oleh P. Rapanna. Syakir Media Press.
- Adami, Feby Zulham, dan Cahyani Budihartanti. 2016. “Penerapan Teknologi Augmented Reality Pada Media Pembelajaran Sistem Pencernaan Berbasis Android.” *Teknik Komputer AMIK BSI* 2(1):122–31.
- Aditama, P. W., P. S. U. Putra, I. M. M. Yusa, dan I. N. T. A. Putra. 2021. “Designing augmented reality sibi sign language as a learning media.” *Journal of Physics: Conference Series* 1810(1). doi: 10.1088/1742-6596/1810/1/012038.
- Agrawal, Rohit, Vishal Ashok Wankhede, dan Rashmi S. Nair. 2021. “Analysis of Drivers of Digital Learning in COVID-19 and Post-COVID-19 Scenario Using an ISM Approach.” *Journal of The Institution of Engineers (India): Series B* 102(6):1143–55. doi: 10.1007/s40031-020-00528-8.
- Aisa, Siti, Dina Nur Febriani, Nurilita Syafira Putri, Mutia Rahma Deviyanti, dan Nur Afni Sholikha. 2017. “STUDI LITERATUR: MODEL-MODEL PEMBELAJARAN DI SEKOLAH DASAR.” *Seminar Nasional Hasil Riset dan Pengabdian Ke-III (SNHRP-III 2021) STUDI* 2(2):315–22.
- Alfitriani, Nabila, Wisheila Ayunisa Maula, dan Angga Hadiapurwa. 2021. “Penggunaan Media Augmented Reality dalam Pembelajaran Mengenal Bentuk Rupa Bumi.” *Jurnal Penelitian Pendidikan* 38(1):30–38. doi: 10.15294/jpp.v38i1.30698.
- de Almeida Pacheco, Beatriz, Marcelo Guimarães, Ana Grasielle Correa, dan Valeria Farinazzo Martins. 2019. “Usability evaluation of learning objects with augmented reality for smartphones: A reinterpretation of nielsen heuristics.” Hlm. 214–28 dalam *Communications in Computer and Information Science*. Vol. 847. Springer Verlag.
- Anthony, Bokolo. 2023. “Data enabling digital ecosystem for sustainable shared electric mobility-as-a-service in smart cities-an innovative business model

- perspective.” *Research in Transportation Business and Management* 51(September):101043. doi: 10.1016/j.rtbm.2023.101043.
- Ardianti, Yekti, dan Nur Amalia. 2022. “Kurikulum Merdeka: Pemaknaan Merdeka dalam Perencanaan Pembelajaran di Sekolah Dasar.” *Jurnal Penelitian dan Pengembangan Pendidikan* 6(3):399–407. doi: 10.23887/jppp.v6i3.55749.
- Ardyansyah, Ananta, dan Sri Rahayu. 2023. “Development and Implementation of Augmented Reality-Based Card Game Learning Media with Environmental Literacy for Improving Students’ Understanding of Carbon Compounds.” *Orbital* 15(2):118–26. doi: 10.17807/orbital.v15i2.17617.
- Arena, Fabio, Mario Collotta, Giovanni Pau, dan Francesco Termine. 2022. “An Overview of Augmented Reality.” *Computers* 11(2). doi: 10.3390/computers11020028.
- Arth, Clemens, Raphael Grasset, Lukas Gruber, Tobias Langlotz, Alessandro Mulloni, dan Daniel Wagner. 2015. “The History of Mobile Augmented Reality.”
- Azeez, Fousia, dan Nimitha Aboobaker. 2024. “Exploring new frontiers of experiential learning landscape: a hybrid review.” *Learning Organization*. doi: 10.1108/TLO-02-2023-0022.
- Babatunde, Folarin Omoniyi, Joy MacDermid, Ruby Grewal, Luciana MacEdo, dan Mike Szekeres. 2020. “Development and usability testing of a web-based and therapist-assisted coping skills program for managing psychosocial problems in individuals with hand and upper limb injuries: Mixed methods study.” *JMIR Human Factors* 7(2). doi: 10.2196/17088.
- Badilla-Quintana, María Graciela, Eileen Sepulveda-Valenzuela, dan Margarita Salazar Arias. 2020. “Augmented reality as a sustainable technology to improve academic achievement in students with and without special educational needs.” *Sustainability (Switzerland)* 12(19). doi: 10.3390/su12198116.

- Batool, Hira. 2022. "Augmented reality applications as a digital learning innovation in response to the pandemic." *Frontiers in Education* 7(September):1–7. doi: 10.3389/feduc.2022.937074.
- Billinghurst, Mark, Adrian Clark, dan Gun Lee. 2014. "A survey of augmented reality." *Foundations and Trends in Human-Computer Interaction* 8(2–3):73–272. doi: 10.1561/11000000049.
- Brata, D. P. N., dan A. K. Mahatmaharti. 2020. "The implementation of Problem Based Learning (PBL) to develop student's soft-skills." *Journal of Physics: Conference Series* 1464(1):0–5. doi: 10.1088/1742-6596/1464/1/012020.
- Buyse ScD, Marce. 2012. *Limitations of Adaptive Clinical Trials*. Diepenbeek, Belgium.
- Cao, Jacky, Kit Yung Lam, Lik Hang Lee, Xiaoli Liu, Pan Hui, dan Xiang Su. 2023. "Mobile Augmented Reality: User Interfaces, Frameworks, and Intelligence." *ACM Computing Surveys* 55(9). doi: 10.1145/3557999.
- Cao, Wenwen, dan Zhonggen Yu. 2023. "The impact of augmented reality on student attitudes, motivation, and learning achievements—a meta-analysis (2016–2023)." *Humanities and Social Sciences Communications* 10(1):1–12. doi: 10.1057/s41599-023-01852-2.
- Carmigniani, Julie, Borko Furht, Marco Anisetti, Paolo Ceravolo, Ernesto Damiani, dan Misa Ivkovic. 2011. "Augmented reality technologies, systems and applications." *Multimedia Tools and Applications* 51(1):341–77. doi: 10.1007/s11042-010-0660-6.
- Chatzopoulos, Dimitris, Carlos Bermejo, Zhanpeng Huang, dan Pan Hui. 2017. "Mobile Augmented Reality Survey: From Where We Are to Where We Go." *IEEE Access* 5:6917–50. doi: 10.1109/ACCESS.2017.2698164.
- Chen, Huixiang, Yuting Dai, Hao Meng, Yilun Chen, dan Tao Li. 2018. "Understanding the Characteristics of Mobile Augmented Reality Applications." *Proceedings - 2018 IEEE International Symposium on*

- Performance Analysis of Systems and Software, ISPASS 2018* 128–38. doi: 10.1109/ISPASS.2018.00026.
- Chen, Jessie Y. C., dan Gino Fragomeni. 2020. “Virtual, Augmented and Mixed Reality.” dalam *12th International Conference, VAMR 2020*.
- Cipresso, Pietro, Irene Alice Chicchi Giglioli, Mariano Alcañiz Raya, dan Giuseppe Riva. 2018. “The past, present, and future of virtual and augmented reality research: A network and cluster analysis of the literature.” *Frontiers in Psychology* 9(NOV):1–20. doi: 10.3389/fpsyg.2018.02086.
- Cole, Rebekah. 2024. “Validation of Experiential Learning at USU.” *Military Medicine*. doi: 10.1093/milmed/usae435.
- Dengel, Andreas, Muhammad Zahid Iqbal, Silke Grafe, dan Eleni Mangina. 2022. “A Review on Augmented Reality Authoring Toolkits for Education.” *Frontiers in Virtual Reality* 3(April):1–15. doi: 10.3389/frvir.2022.798032.
- Dinayusadewi, Ni Putu, dan Gusti Ngurah Sastra Agustika. 2020. “Development Of Augmented Reality Application As A Mathematics Learning Media In Elementary School Geometry Materials.” *Journal of Education Technology* 4(2):204. doi: 10.23887/jet.v4i2.25372.
- Djimta-Dinguembeye, Yves. 2024. “Dimensions of Interaction: Towards a Better Understanding of Socialization in Online Education.” *OALib* 11(06):1–11. doi: 10.4236/oalib.1111624.
- Do, Victor, Melanie Lewis, Preston Smith, dan Geneviève Moineau. 2023. “Design thinking sprints as a facilitation process to enact change in the residency match process and beyond.” *Canadian Medical Education Journal*. doi: 10.36834/cmej.74131.
- Dominique Scaravetti, Dominique Doroszewski. 2021. “Augmented Reality experiment in higher education, for complex system appropriation in mechanical design.” *Procedia CIRP* 96:213–18. doi: 10.1016/j.procir.2021.01.077.

- Dr. Abdul Fattah Nasution, M. Pd. 2023. *Metode Penelitian Kualitatif*. Cetakan Pe. disunting oleh M. Dr. Hj. Meyniar Albina. Bandung.
- Dwi Putri, Meirin, Adi Rahmat, dan Yayan Sanjaya. 2024. "The Use of Chunking Technique Combined with the Writing Is Thinking Technique to Control Students' Cognitive Load When Learning About the Human Reproductive System." *KnE Social Sciences*. doi: 10.18502/kss.v9i8.15489.
- Elinda, Elinda. 2020. "PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE JIGSAW PADA MATA PELAJARAN PPKN (Studi Kasus di Kelas XII IPS C SMAN 5 Kota Bogor)." *JPG: Jurnal Pendidikan Guru* 1(2):64. doi: 10.32832/jpg.v1i2.2943.
- Endsley, Tristan C., Kelly A. Sprehn, Ryan M. Brill, Kimberly J. Ryan, Emily C. Vincent, dan James M. Martin. 2017. "Augmented reality design heuristics: Designing for dynamic interactions." Hlm. 2100–2104 dalam *Proceedings of the Human Factors and Ergonomics Society*. Vol. 2017-October. Human Factors an Ergonomics Society Inc.
- Escalada-Hernandez, Paula, Nelia Soto-Ruiz, Tomás Ballesteros-Egüés, Ana Larrayoz-Jiménez, dan Leticia San Martín-Rodríguez. 2024. "Usability and user expectations of a HoloLens-based augmented reality application for learning clinical technical skills." *Virtual Reality* 28(2). doi: 10.1007/s10055-024-00984-3.
- Evans, Paul, Maarten Vansteenkiste, Philip Parker, Andrew Kingsford-Smith, dan Sijing Zhou. 2024. "Cognitive Load Theory and Its Relationships with Motivation: a Self-Determination Theory Perspective." *Educational Psychology Review* 36(1).
- Fadhli, Rahmat, Aris Suharyadi, Fery Muhamad Firdaus, dan Meilina Bustari. 2023. "Developing a digital learning environment team-based project to support online learning in Indonesia." *International Journal of Evaluation and Research in Education* 12(3):1599–1608. doi: 10.11591/ijere.v12i3.24040.

- Fathayatih, Syagiful, Sariyatun Sariyatun, dan Sri Yamtinah. 2022. "Design of resilience test website development through arcs motivation design model approach to assess the mental health of students at SMA Negeri 1 Sape." *International research journal of management, IT and social sciences* 9(4):549–59. doi: 10.21744/irjmis.v9n4.2119.
- Ferreira, Bruna, Williamson Silva, Edson Oliveira, dan Tayana Conte. 2015. "Designing personas with empathy map." Hlm. 501–5 dalam *Proceedings of the International Conference on Software Engineering and Knowledge Engineering, SEKE*. Vol. 2015-January. Knowledge Systems Institute Graduate School.
- Flick, Uwe. 2012. "Qualitative Research Designs." *Designing Qualitative Research* 36–50. doi: 10.4135/9781849208826.n4.
- Geng, Xuewang, dan Masanori Yamada. 2020. "An augmented reality learning system for Japanese compound verbs: study of learning performance and cognitive load." *Smart Learning Environments* 7(1). doi: 10.1186/s40561-020-00137-4.
- van Gog, Tamara, Fred Paas, dan John Sweller. 2010. "Cognitive Load Theory: Advances in Research on Worked Examples, Animations, and Cognitive Load Measurement." *Educational Psychology Review* 22(4):375–78.
- Golub, evan, Ben Bederson, dan Saul Greenberg. 2024. *Design Principles and Usability Heuristics*.
- Habib, Sulthan, Tengku Khairil Ahsyar, M. Afdal, Febi Nur Salisah, dan Syaifullah Syaifullah. 2023. "Enhancing Website Usability by Utilizing Heuristic Evaluation and User Feedback for Better User Experience." *Journal of Information System Research (JOSH)* 4(4):1093–1101. doi: 10.47065/josh.v4i4.3706.
- Hanafi, Hafizul Fahri, Kung Teck Wong, Muhamad Hariz Muhamad Adnan, Abu Zarrin Selamat, Nur Azlan Zainuddin, dan Mohd Faizal Nizam Lee Abdullah. 2021. "Utilizing Animal Characters of a Mobile Augmented Reality (AR) Reading Kit to Improve Preschoolers' Reading Skills,

Motivation, and Self-Learning: An Initial Study.” *International Journal of Interactive Mobile Technologies* 15(24):94–107. doi: 10.3991/IJIM.V15I24.26673.

Handayani, Tri, Putranto Hari Widodo, Santi Suciningtyas, Diah W. Ningsih, Arif Hadi Prasetyo, dan Adias Pernalang. 2023. “MODEL KONSEPTUAL UNTUK MEMBANGUN KINERJA BISNIS PEMASARAN YANG ISLAMI.” *MEDIKONIS: Jurnal Media Ekonomi dan Bisnis* 14(2):1–13.

Hanif, Akhyar, Herman, Adam Mudinillah, dan Putri Windi Lailatur Rahmi. 2023. “Development of the Quizizz Platform as an Interactive Quiz-Based Learning Media for Arabic Language Lessons at Madrasah Ibtidaiyah.” *International Journal of Membrane Science and Technology* 10(2):372–84. doi: 10.15379/ijmst.v10i2.1207.

Herdian, Caca Arif. 2020. “Augmented Reality sebagai Metafora Baru dalam Teknologi Interaksi Manusia dan Komputer.” 1(2):60–64. doi: 10.31219/osf.io/79fy2.

Hermawan, Iwan. 2019. *Metodologi Penelitian Pendidikan (Kualitatif, Kuantitatif dan Mixed Method)*. Hidayatul Qur’an Kuningan.

Hidayat, Aulia Nurhamidah, Dadang Machmudin, dan Soesy Asiah Soesilawaty. 2024. “The Effect of Mobile Learning on Excretion System Materials on Cognitive Load and Student Concept Mastery.” *Equator Science Journal* 2(1):21–30. doi: 10.61142/esj.v2i1.115.

Hidayat, Lucky, dan Admaja Dwi Herlambang. 2018. “Evaluasi Pengukuran Tingkat Kapabilitas Proses Pengelolaan Layanan, Pengelolaan Aset, dan Pengelolaan Operasi Menggunakan Framework COBIT 5 (Studi Kasus: PT. Pertamina (Persero) RU VI Balongan).” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer* 2(11):5410–17.

Hochleitner, Christina, Wolfgang Hochleitner, Cornelia Graf, dan Manfred Tscheligi. 2015. “A Heuristic Framework for Evaluating User Experience in Games.” Hlm. 187–206 dalam.

- Höllerer, Tobias, Steven Feiner, Drexel Hallaway, Blaine Bell, Marco Lanzagorta, Dennis Brown, Simon Julier, Yohan Baillot, dan Lawrence Rosenblum. 2001. *User Interface Management Techniques for Collaborative Mobile Augmented Reality*. Vol. 25. Elsevier Science Ltd.
- Hosseinzade, Sonia, Shahamat Dehsorkh, dan Zahra Vaghari Zamharir. 2023. "Motivation in Online Education: The Effect of Keller's Motivational Design Model Implementation on Elementary School students' Motivation in Covid-19 Pandemic." *Curriculum and instruction perspective journal (CIPJ)* 1(4).
- Huić, Iris, Nikola Horvat, dan Stanko Škec. 2023. "DESIGN SPRINT: USE OF DESIGN METHODS AND TECHNOLOGIES." Hlm. 1317–26 dalam *Proceedings of the Design Society*. Vol. 3. Cambridge University Press.
- Ingrassia, Pier Luigi, Giulia Mormando, Eleonora Giudici, Francesco Strada, Fabio Carfagna, Fabrizio Lamberti, dan Andrea Bottino. 2020. "Augmented reality learning environment for basic life support and defibrillation training: Usability study." *Journal of Medical Internet Research* 22(5):1–8. doi: 10.2196/14910.
- Jäger, Miriam, Theodor Kapler, Michael Feßenbecker, Felix Birkelbach, Markus Hillemann, dan Boris Jutzi. 2024. "HoloGS: Instant Depth-based 3D Gaussian Splatting with Microsoft HoloLens 2." Hlm. 159–66 dalam *International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives*. Vol. 48-2–2024. International Society for Photogrammetry and Remote Sensing.
- Jake-Schoffman, Danielle E., dan Megan A. McVay. 2020. *Using the Design Sprint process to enhance and accelerate behavioral medicine progress: a case study and guidance*. doi: 10.1093/tbm/ibaa100/5923962.
- Jemmy, Jemmy, dan Daniel Tatang Effendi. 2024. "Innovative Sunday School Strategy Shaping the Character of Generation Alpha." *World Psychology* 3(1):209–20. doi: 10.55849/wp.v3i1.618.

- Ka Yuk Chan, Cecilia. 2023. *Assessment for Experiential Learning*. 4 Park Square, Milton Park, Abingdon, Oxon OX14 4RN: Routledge Taylor & Francis Group.
- Kamińska, Dorota, Grzegorz Zwoliński, Anna Laska-Leśniewicz, Rui Raposo, Mário Vairinhos, Elisabeth Pereira, Frane Urem, Martina Ljubić Hinić, Rain Eric Haamer, dan Gholamreza Anbarjafari. 2023. “Augmented Reality: Current and New Trends in Education.” *Electronics (Switzerland)* 12(16):1–32. doi: 10.3390/electronics12163531.
- Kapoor, Varun, dan Praveen Naik. 2020. “Augmented Reality-Enabled Education for Middle Schools.” *SN Computer Science* 1(3). doi: 10.1007/s42979-020-00155-6.
- Keiier, John M. 1987. “The Systematic Process of Motivational Design.” *PERFORMANCE & INSTRUCTION*.
- Kennedy, Michael J. 2021. “Cognitive Load Theory: An Applied Reintroduction for Special and General Educators.” *Teaching Exceptional Children*. doi: 10.1177/00400599211048214.
- Khamaisi, Riccardo Karim, Elisa Prati, Margherita Peruzzini, Roberto Raffaelli, dan Marcello Pellicciari. 2021. “Ux in ar-supported industrial human–robot collaborative tasks: A systematic review.” *Applied Sciences (Switzerland)* 11(21).
- Kim, Soo Kyun, Shin Jin Kang, Yoo Joo Choi, Min Hyung Choi, dan Min Hong. 2017. “Augmented-reality survey: From concept to application.” *KSII Transactions on Internet and Information Systems* 11(2):982–1004. doi: 10.3837/tiis.2017.02.019.
- Kiourexidou, Matina, Andreas Kanavos, Maria Klouvidaki, dan Nikos Antonopoulos. 2024a. “Exploring the Role of User Experience and Interface Design Communication in Augmented Reality for Education.” *Multimodal Technologies and Interaction* 8(6). doi: 10.3390/mti8060043.

- Kiourexidou, Matina, Andreas Kanavos, Maria Klouvidaki, dan Nikos Antonopoulos. 2024b. "Exploring the Role of User Experience and Interface Design Communication in Augmented Reality for Education." *Multimodal Technologies and Interaction* 8(6). doi: 10.3390/mti8060043.
- Klinker, Gudrun. 2004. *Interaction Management for Ubiquitous Augmented Reality User Interfaces*.
- Krevelen, Ric, Van, dan Poelman Ronald. 2010. "A Survey of Augmented Reality Technologies, Applications and Limitations." *International journal of virtual reality* 9(2):10–20.
- Kurka. 2022. "Capaian Pembelajaran Bahasa Inggris pada Kurikulum Merdeka." *Kurikulummerdeka.com* 1.
- Kusumawardhani, Ranny. 2021. "KKTP Kurikulum Merdeka." *Abhome Bogor* 19(1):1–22.
- Liu, Ziyu. 2024. "Augmented Reality User Interface: Analysing the Design Principles and Evaluation Methods of Augmented Reality (AR) User Interfaces to Enhance User Interaction and Experience." *International Journal of Computer Science and Information Technology* 3(2):22–31. doi: 10.62051/ijcsit.v3n2.04.
- Lubis, Denny, dan Yeni Umardin. 2017. "Family Guide: Alpha Generation is ON !" *PT. Ceria Creative Indonesia*.
- Lubis, Muharman, dan Qadhli Jafar Adrian. t.t. "Using Augmented Reality (AR) to Educate the Student : Bridging the Communication for Internet Addiction." 1–11.
- Lubis, Muharman, Dini Oktarina Handayani, Qadhli Jafar Adrian, Anastassya Gustiarani, Cheta Kusuma Madjid, dan Irawan Nurhas. 2021. "Channel Treatment for Internet Addiction with Puskesmas Application: Design Approach with Usability Heuristics." *2021 International Conference Advancement in Data Science, E-Learning and Information Systems, ICADEIS 2021 (June 2022)*. doi: 10.1109/ICADEIS52521.2021.9701967.

- Lubis, Muharman, Dini Oktarina Handayani, Nurzami Novrian, dan Rokhman Fauzi. 2021. "Development of internet healthy platform for student community through design approach against internet addiction." *ACM International Conference Proceeding Series* 24–30. doi: 10.1145/3479162.3479166.
- Luft, Julie A., Sophia Jeong, Robert Idsardi, dan Grant Gardner. 2022. "Literature Reviews, Theoretical Frameworks, and Conceptual Frameworks: An Introduction for New Biology Education Researchers." *CBE life sciences education* 21(3):rm33. doi: 10.1187/cbe.21-05-0134.
- Magistretti, Stefano, Luis Allo, Roberto Verganti, Claudio Dell’Era, dan Felix Reutter. 2021. "The microfoundations of design sprint: how Johnson & Johnson cultivates innovation in a highly regulated market." *Journal of Knowledge Management* 25(11):88–104. doi: 10.1108/JKM-09-2020-0687.
- Manurung, Elvy Maria, Yohanes Slamet Purwadi, dan Ignatius Bambang Sugiharto. 2022. "Digital Learning Process: Challenges for Specific Creativity." *Electronic Journal of e-Learning* 20(2):112–19. doi: 10.34190/ejel.20.2.2107.
- McCrinkle. 2021. "The generations defined - McCrinkle."
- Mekarisce, Arnild Augina. 2020. "Teknik Pemeriksaan Keabsahan Data pada Penelitian Kualitatif di Bidang Kesehatan Masyarakat." *JURNAL ILMIAH KESEHATAN MASYARAKAT : Media Komunikasi Komunitas Kesehatan Masyarakat* 12(3):145–51. doi: 10.52022/jikm.v12i3.102.
- Michalowski, Allison, Kerri L. Cavanaugh, Megan Hamm, Caroline Wilkie, Donna M. Olejniczak, Nwamaka D. Eneanya, Jason Colditz, Manisha Jhamb, Hailey W. Bulls, dan Jane M. Liebschutz. 2023. "Stakeholder-Driven Intervention Development for Dialysis Trials Using a Design Sprint Methodology." *Kidney Medicine* 5(12). doi: 10.1016/j.xkme.2023.100729.
- Min, Wenhe, dan Zhonggen Yu. 2023a. "A Bibliometric Analysis of Augmented Reality in Language Learning." *Sustainability (Switzerland)* 15(9). doi: 10.3390/su15097235.

- Min, Wenhe, dan Zhonggen Yu. 2023b. "A Bibliometric Analysis of Augmented Reality in Language Learning." *Sustainability (Switzerland)* 15(9). doi: 10.3390/su15097235.
- Mishra, Lokanath, Tushar Gupta, dan Abha Shree. 2020. "Online teaching-learning in higher education during lockdown period of COVID-19 pandemic." *International Journal of Educational Research Open* 1(August):100012. doi: 10.1016/j.ijedro.2020.100012.
- Monica, Chin. 2023. "Spacetop hands-on: we tried the world's first augmented reality laptop - The Verge." *THE VERGE*. Diambil (<https://www.theverge.com/23727583/spacetop-augmented-reality-laptop-release-hands-on>).
- Muhsam, Julhidayat, dan Muhammad R. Letasado. 2021. "Improving Students' Science Process Skills for Material of Forces Through the Contextual Teaching Learning Model (CTL) in Elementary School." *Proceedings of the 5th Progressive and Fun Education International Conference (PFEIC 2020)* 479(Pfeic):84–87. doi: 10.2991/assehr.k.201015.013.
- Müller, Fabian Alexander, dan Torsten Wulf. 2023. "Differences in Learning Effectiveness Across Management Learning Environments: A Cognitive Load Theory Perspective." *Journal of Management Education*. doi: 10.1177/10525629231200206.
- Murniarti, Erni, Hadi Prayitno, Guntur Arie Wibowo, Suparmi, dan Elfi Yuliani Rochmah. 2023. "Implementing Augmented Reality in Inclusive Education: Experiments and Potential." *International Journal of Science and Society* 5(4):60–72. doi: 10.54783/ijsoc.v5i4.765.
- Nadzeri, Mohamad Basri, Muzirah Musa, Chew Cheng Meng, dan Irwan Mahazir Ismail. 2023a. "Teachers' Perspectives on the Development of Augmented Reality Application in Geometry Topic for Elementary School." *International Journal of Interactive Mobile Technologies* 17(15):38–52. doi: 10.3991/ijim.v17i15.40097.

- Nadzeri, Mohamad Basri, Muzirah Musa, Chew Cheng Meng, dan Irwan Mahazir Ismail. 2023b. "Teachers' Perspectives on the Development of Augmented Reality Application in Geometry Topic for Elementary School." *International Journal of Interactive Mobile Technologies* 17(15):38–52. doi: 10.3991/ijim.v17i15.40097.
- Nedic, Bogdan. 2019. "Gartner ' S Top Strategic." Hlm. 433–42 dalam *Quality Festival 2019*.
- Nielsen, Jakob. 1992. "Finding usability problems through heuristic evaluation." *Conference on Human Factors in Computing Systems - Proceedings* 373–80. doi: 10.1145/142750.142834.
- Nishchyk, Anna, Norun Christine Sanderson, dan Weiqin Chen. 2024. "Elderly-centered usability heuristics for augmented reality design and development." *Universal Access in the Information Society*. doi: 10.1007/s10209-023-01084-w.
- Nistrina, Khilda. 2021. "PENERAPAN AUGMENTED REALITY DALAM MEDIA PEMBELAJARAN." *Jurnal Sistem Informasi, J-SIKA* 03(01).
- van Nooijen, Christine C. A., Bjorn B. de Koning, Wichor M. Bramer, Anna Isahakyan, Maryam Asoodar, Ellen Kok, Jeroen J. G. van Merrienboer, dan Fred Paas. 2024. "A Cognitive Load Theory Approach to Understanding Expert Scaffolding of Visual Problem-Solving Tasks: A Scoping Review." *Educational Psychology Review* 36(1).
- Novita Sari, Rita, Ratna Sri Hayati, Fujiati, dan Sri Lestari Rahayu. 2020. "Heuristic Evaluation in Mobile Augmented Reality Applications in Designing Houses." dalam *2020 8th International Conference on Cyber and IT Service Management, CITSM 2020*. Institute of Electrical and Electronics Engineers Inc.
- Nurul, Fitri, Ain Nordin, Abdul Azim, Muhammad Isa, Muhamad Zaidi, B. Zakaria, Hazrati Yahya, Muhamad Zhafri Bin, dan Mohammad Nazmi. 2022. "AR-Learn Model: Augmented Reality (AR)-Based Learning Application

Development Model.” *The Sultan Alauddin Sulaiman Shah Journal (JSASS)* 9(1):31–43.

Osterwalder, Alexander, dan Yves Pigneur. 2010. *Business Model Generation*.

Papakostas, Christos, Christos Troussas, Akrivi Krouska, dan Cleo Sgouropoulou. 2021. “Measuring user experience, usability and interactivity of a personalized mobile augmented reality training system.” *Sensors* 21(11). doi: 10.3390/s21113888.

Pramono, Anang, dan Martin Dwiky Setiawan. 2019. “Pemanfaatan Augmented Reality Sebagai Media Pembelajaran Pengenalan Buah-Buahan.” *INTENSIF: Jurnal Ilmiah Penelitian dan Penerapan Teknologi Sistem Informasi* 3(1):54. doi: 10.29407/intensif.v3i1.12573.

Purnama, Sigit. 2018. “Pengasuhan Digital untuk Anak Generasi Alpha.” *Al Hikmah Proceedings on Islamic Early Childhood Education* 1:493–502.

Putra, Alfyananda Kurnia, Alfi Sahrina Sumarmi, Azni Fajrilia, Muhammad Naufal Islam, dan Batchuluun Yembuu. 2021. “Effect of Mobile-Augmented Reality (MAR) in Digital Encyclopedia on The Complex Problem Solving and Attitudes of Undergraduate Student.” *International Journal of Emerging Technologies in Learning* 16(7):119–34. doi: 10.3991/ijet.v16i07.21223.

Quiñones, Daniela, dan Cristian Rusu. 2019. “Applying a methodology to develop user eXperience heuristics.” *Computer Standards and Interfaces* 66. doi: 10.1016/j.csi.2019.04.004.

Rahmat, Wahyudi, Rifkah Fitriyah, Z. Zulfa, Armilia Riza, Putri Dian Afrinda, Rahayu Fitri, Yulia Pebriani, dan Wahyuni Endila. 2023. “Learning Foreign Language Towards Its Media and Identity To Motivate Student’s Personal Growth.” *Studies in Media and Communication* 11(7):197. doi: 10.11114/smc.v11i7.6440.

Rajab, Mohammad H., Abdalla M. Gazal, dan Khaled Alkattan. 2020. “Challenges to Online Medical Education During the COVID-19 Pandemic.” *Cureus* 12(7). doi: 10.7759/cureus.8966.

- Rajagopalan, Uma Maheswari, Lynda Griffin, dan Paola Trimarco. 2021. "Action Research for Exploring Genre Approaches to Writing in Real-World ESP Classrooms." *International Journal of Education* 13(2):43. doi: 10.5296/ije.v13i2.18785.
- Rejekiningsih, Triana, Iwan Maulana, Mochamad Kamil Budiarto, dan Taufiq Subhanul Qodr. 2023. "Android-based augmented reality in science learning for junior high schools: Preliminary study." *International Journal of Evaluation and Research in Education* 12(2):630–37. doi: 10.11591/ijere.v12i2.23886.
- Rodica Milena, Zaharia, dan Alin Stancu. 2008. *QUALITATIVE RESEARCH METHODS: A COMPARISON BETWEEN FOCUS-GROUP AND IN-DEPTH INTERVIEW*.
- Rodriguez, Mary, Kim E. Dooley, dan T. Grady Roberts. 2024. "A Phenomenological Study of Intensive Experiential Learning for University Faculty Professional Development." *Journal of Experiential Education*. doi: 10.1177/10538259241235915.
- Rukayah, Joko Daryanto, Idam Ragil Widiyanto Atmojo, Roy Ardiansyah, Dwi Yuniasih Saputri, dan Moh Salimi. 2022. "Augmented Reality Media Development in STEAM Learning in Elementary Schools." *Ingenierie des Systemes d'Information* 27(3):463–71. doi: 10.18280/isi.270313.
- Rutledge, Pamela B., dan Jerri Lynn C. Hogg. 2020. "In-Depth Interviews." Hlm. 1–7 dalam *The International Encyclopedia of Media Psychology*. Wiley.
- Safitra, Muhammad Fakhrul, Muharman Lubis, Mochamad Teguh Kurniawan, Muhammad Ilham Alhari, Hilda Nuraliza, Shafira Fatimah Azzahra, dan Deyana Prastika Putri. 2023. "Green Networking: Challenges, Opportunities, and Future Trends for Sustainable Development." Hlm. 168–73 dalam *ACM International Conference Proceeding Series*. Association for Computing Machinery.
- Salinas-Navarro, David Ernesto, Agatha Clarice Da Silva-Ovando, dan Jaime Alberto Palma-Mendoza. 2024. "Experiential Learning Labs for the Post-

COVID-19 Pandemic Era.” *Education Sciences* 14(7):707. doi: 10.3390/educsci14070707.

Salinas-Navarro, David Ernesto, Eliseo Vilalta-Perdomo, Rosario Michel-Villarreal, dan Luis Montesinos. 2024. “Using Generative Artificial Intelligence Tools to Explain and Enhance Experiential Learning for Authentic Assessment.” *Education Sciences* 14(1). doi: 10.3390/educsci14010083.

Sanat, Aysun. 2023. *Sectoral Use And Applications Of Augmented Reality*. Chapter 5. Implementation of disruptive technologies in supply chain management.

Sant, Edda. 2019. “Democratic Education: A Theoretical Review (2006–2017).” *Review of Educational Research* 89(5):655–96. doi: 10.3102/0034654319862493.

Saputra, Hendra Nelva, Salim Salim, Nurul Idhayani, dan Tri Kukuh Prasetyo. 2020. “Augmented Reality-Based Learning Media Development.” *AL-ISHLAH: Jurnal Pendidikan* 12(2):176–84. doi: 10.35445/alishlah.v12i2.258.

Sayaf, Amer Mutrik, Mahdi Mohammed Alamri, Mohammed Ayid Alqahtani, dan Waleed Mugahed Al-Rahmi. 2021. “Information and communications technology used in higher education: An empirical study on digital learning as sustainability.” *Sustainability (Switzerland)* 13(13). doi: 10.3390/su13137074.

Sesmiarni, Zulfani, Gusnita Darmawati, Yulifda Elin Yuspita, Saiful Yeri, dan Ilian Ikhsan. 2023a. “Android-Based Augmented Reality: An Alternative in Mastering Tajweed for Student Learning.” *Journal of Internet Services and Information Security* 13(2):30–47. doi: 10.58346/JISIS.2023.I2.002.

Sesmiarni, Zulfani, Gusnita Darmawati, Yulifda Elin Yuspita, Saiful Yeri, dan Ilian Ikhsan. 2023b. “Android-Based Augmented Reality: An Alternative in Mastering Tajweed for Student Learning.” *Journal of Internet Services and Information Security* 13(2):30–47. doi: 10.58346/JISIS.2023.I2.002.

- Setiawan, Bramianto, Reza Rachmadtullah, Dimas Ardika Miftah Farid, Eko Sugandi, dan Vina Iasha. 2023. "Augmented Reality as Learning Media: The Effect on Elementary School Students' Science Processability in Terms of Cognitive Style." *Journal of Higher Education Theory and Practice* 23(10):58–69. doi: 10.33423/jhetp.v23i10.6182.
- Sharma, R. K., dan M. Krishnaswamy. 2022. "A Study of Interaction, Visual Canvas, and Immersion in AR Design: A DSR Approach." *AIS Transactions on Human-Computer Interaction* 14(3):390–425. doi: 10.17705/1thci.00173.
- Simamora, Rustam E., Edy Surya, dan Dewi Rotua Sidabutar. 2017. "Improving Learning Activity and Students' Problem Solving Skill through Problem Based Learning (PBL) in Junior High School." *Article in International Journal of Sciences Basic and Applied Research* 33(2):321–31.
- Sinner, Jim, Marc Tadaki, Edward Challies, Margaret Kilvington, Paratene Tane, dan Christina A. Robb. 2022. "Crafting Collective Management Institutions in Messy Real-World Settings: A Call for Action Research." *International Journal of the Commons* 16(1):1–13. doi: 10.5334/ijc.1145.
- Solikhin, Febrian, Weni Inda Sari, dan Krisna Dewi. 2021. "The Application of Numbered Heads Together (NHT) in Online Learning." *International Journal of Chemistry Education Research* 5(October):84–90. doi: 10.20885/ijcer.vol5.iss2.art6.
- Stadler, Sebastian, Henriette Cornet, dan Fritz Frenkler. 2023. "Assessing Heuristic Evaluation in Immersive Virtual Reality—A Case Study on Future Guidance Systems." *Multimodal Technologies and Interaction* 7(2). doi: 10.3390/mti7020019.
- Sudarmilah, Endah, Nurul Ustia, dan Dony Nuryanto Bakhtiar. 2019. "Learning Media based on Augmented Reality Game." *International Journal of Engineering & Technology* 8(1.1):154–57. doi: 10.14419/ijet.v8i1.1.24653.
- Sung, Han Yu, Gwo Jen Hwang, Chin Yu Chen, dan Wen Xiu Liu. 2022. "A contextual learning model for developing interactive e-books to improve students' performances of learning the Analects of Confucius." *Interactive*

Learning Environments 30(3):470–83. doi:
10.1080/10494820.2019.1664595.

Sung, Jung Sun, dan Wen Hao David Huang. 2024. “Motivational design for inclusive digital learning: Women college engineering students’ motivation for online STEM learning.” *Contemporary Educational Technology* 16(1). doi: 10.30935/cedtech/14047.

Syahidi, Aulia Akhrian, Herman Tolle, Ahmad Afif Supianto, dan Kohei Arai. 2019. “AR-Child: Analysis, Evaluation, and Effect of Using Augmented Reality as a Learning Media for Preschool Children.” *5th International Conference on Computing Engineering and Design, ICCED 2019*. doi: 10.1109/ICCED46541.2019.9161094.

Syaripudin, Undang, Diena Rauda Ramdania, Wine Widiawaty, Wildan Budiawan Zulfikar, dan Dian Sa Adillah Maylawati. 2021. “Fast corner detection in augmented reality learning management of the corpse.” *Informatica (Slovenia)* 45(6):29–36. doi: 10.31449/inf.v45i6.3580.

Tarsidi, Iding. 2017. *PERFORMANCE TES*. Bandung.

Tarun, Mr, Pratap Singh, dan T. K. Rao. 2024. “Experiential Learning: A Systematic Review of Approach And Learning Models.” *Experiential Learning: A Systematic Review of Approach And Learning Models* 44(3):1403–11.

Tezer, Murat, Ezgi Pelin Yildiz, Alfiya R. Masalimova, Albina M. Fatkhutdinova, Marina R. Zheltukhina, dan Elmira R. Khairullina. 2019. “Trends of augmented reality applications and research throughout the world: Meta-analysis of theses, articles and papers between 2001-2019 years.” *International Journal of Emerging Technologies in Learning* 14(22):154–74. doi: 10.3991/ijet.v14i22.11768.

Tuli, Neha, dan Archana Mantri. 2020. “Usability principles for augmented reality based kindergarten applications.” Hlm. 679–87 dalam *Procedia Computer Science*. Vol. 172. Elsevier B.V.

- Uriarte-Portillo, Aldo, María Blanca Ibáñez, Ramón Zatarain-Cabada, dan María Lucía Barrón-Estrada. 2022. “Higher Immersive Profiles Improve Learning Outcomes in Augmented Reality Learning Environments.” *Information (Switzerland)* 13(5):1–11. doi: 10.3390/info13050218.
- Uriarte-Portillo, Aldo, María Blanca Ibáñez, Ramón Zatarain-Cabada, dan María Lucía Barrón-Estrada. 2023. “Comparison of Using an Augmented Reality Learning Tool at Home and in a Classroom Regarding Motivation and Learning Outcomes.” *Multimodal Technologies and Interaction* 7(3). doi: 10.3390/mti7030023.
- Utami, Indah Wahyu Puji, Ismail Lutfi, Slamet Sujud Purnawan Jati, dan Muhammad Yusuf Efendi. 2019. “Effectivity of augmented reality as media for history learning.” *International Journal of Emerging Technologies in Learning* 14(16):83–96. doi: 10.3991/ijet.v14i16.10663.
- Vhalery, Rendika, Albertus Maria Setyastanto, dan Ari Wahyu Leksono. 2022. “KURIKULUM MERDEKA BELAJAR KAMPUS MERDEKA: SEBUAH KAJIAN LITERATUR.” *Research and Development Journal of Education* 8(1):185. doi: 10.30998/rdje.v8i1.11718.
- Volk-Schor, Carina, dan Antje Wild. 2023. “Design Sprints: A New Tool for Social Entrepreneurship Education.” Hlm. 431–48 dalam *FGF Studies in Small Business and Entrepreneurship*. Springer Science and Business Media Deutschland GmbH.
- Waghmare, Shivani, Mahesh Kadam, dan Amarpreet Kaur Babbar. 2023. “Oriental Institute Microsoft HoloLens: A Revolutionary Augmented Reality Device.” *Journal Of the Oriental Institute M.S. University of Baroda* 72(2):17–23.
- Wahhabi, Ghadi Al, dan Baraa A. Rajab. 2022. “The Impact of Online Learning on the Female MA TESOL Students’ Academic Performance during the COVID-19 Pandemic.” *Open Journal of Modern Linguistics* 12(03):313–35. doi: 10.4236/ojml.2022.123024.

- Wahidah, Wahidah. 2021. “Penerapan Model Pembelajaran Kooperatif Tipe Jigsaw untuk Meningkatkan Aktivitas dan Prestasi Belajar Fisika Siswa SMP.” *JagoMIPA: Jurnal Pendidikan Matematika dan IPA* 1(1):9–20. doi: 10.53299/jagomipa.v1i1.28.
- Wang, Wei Tsong, Ying Lien Lin, dan Hsin En Lu. 2023. *Exploring the effect of improved learning performance: A mobile augmented reality learning system*. Vol. 28. Springer US.
- Wardani Agustin, Setyo. 2017. “Deretan Teknologi Ini Bakal Jadi Tren di Tahun 2017 - Tekno Liputan6.” *LIPUTAN 6*.
- Warren, Scott J., dan Cathleen Norris. 2021. *Examining Usability, Navigation, and Multimedia Learning Principles in an Intentionally Designed Asynchronous Online College Course: A Usability Study*.
- Wijayanto, Bayu, Zaky Farid Luthfi, Fitria Rahmadhani Z. Suci, Sukron Operma, Jefri Pernando, dan Jack Mcgregor Johnstone. 2023. “Augmented Reality-Based Mobile Learning: Enhancing Student Spatial Intelligence.” *Journal of Higher Education Theory and Practice* 23(9):217–30. doi: 10.33423/jhetp.v23i9.6135.
- Winfield, Karen, Nicolette Dullesco Sizer, dan Francesco Luke Siena. 2022. “DESIGN SPRINT METHODOLOGIES TRANSFORMED IN A DIGITAL ENVIRONMENT.” dalam *INTERNATIONAL CONFERENCE ON ENGINEERING AND PRODUCT DESIGN EDUCATION*.
- Wu, Qingfeng, Yixian Li, Yingying She, Fang Liu, Yan Luo, dan Xinyu Yang. 2022. “Bridging Virtual and Reality in Mobile Augmented Reality Applications to Promote Immersive Experience.” dalam *ACM International Conference Proceeding Series*. Association for Computing Machinery.
- Yenni, Rika Firma. 2016. “Penggunaan Metode Numbered Head Together (NHT) dalam Pembelajaran Matematika.” *Jurnal Pendidikan Matematika* 1(2):34.
- Yusuf, Muhammad, Mochammad Kautsar Sophan, Arif Muntasa, Nurwahyu Alamsyah, Haythem Nakkas, dan Putri Pradnyawidya Sari. 2020. “E-

government learning media through augmented reality technology.” *Bulletin of Social Informatics Theory and Application* 4(1):12–20. doi: 10.31763/businta.v4i1.258.

Z, Sri Nurlaily, Mardiana Ahmad, Syafruddin Syarif, Budu, Irfan Idris, dan Stang. 2021. “Effectiveness of Augmented Reality (AR) based learning media on increasing the physical examination system of pregnant women urinary system.” *Gaceta Sanitaria* 35:S221–23. doi: 10.1016/j.gaceta.2021.10.025.

Ziden, Azidah Abu, Ahmad Aidil Abu Ziden, dan Adu Emmanuel Ifedayo. 2022. “Effectiveness of Augmented Reality (AR) on Students’ Achievement and Motivation in Learning Science.” *Eurasia Journal of Mathematics, Science and Technology Education* 18(4). doi: 10.29333/ejmste/11923.