

Daftar Pustaka

- [1] J. Musengimana, E. Kampire, and P. Ntawiha, "Factors Affecting Secondary Schools Students' Attitudes toward Learning Chemistry: A Review of Literature," *Eurasia Journal of Mathematics, Science and Technology Education*, vol. 17, no. 1, pp. 1–12, 2021, doi: 10.29333/ejmste/9379.
- [2] I. W. Muderawan, I. G. L. Wiratma, and M. Z. Nabila, "Analisis Faktor-Faktor Penyebab Kesulitan Belajar Siswa Pada Materi Kelarutan Dan Hasil Kali Kelarutan," *Jurnal Pendidikan Kimia Indonesia*, vol. 3, no. 1, p. 17, 2019, doi: 10.23887/jpk.v3i1.20944.
- [3] A. Priliyanti, I. W. Muderawan, and S. Maryam, "Analisis Kesulitan Belajar Siswa Dalam Mempelajari Kimia Kelas Xi," *Jurnal Pendidikan Kimia Undiksha*, vol. 5, no. 1, p. 11, 2021, doi: 10.23887/jpk.v5i1.32402.
- [4] P. A. Sarkodie and K. Adu-Gyamfi, "Improving students' performance in naming and writing structural formulae of hydrocarbons using the ball-and-stick models," *Chemistry (Easton)*, vol. 24, no. 2, pp. 203–219, 2015.
- [5] P. R. J. Awa, I. Rasti, J. Sari, and A. Fatkhurrahman, "I Nventori P Encemaran U Dara P Arameter N on M Ethane H Idrokarbon C Entral J Ava P Rovince D Istrict / T Own," pp. 59–66, 2015.
- [6] R. D. A. Rengga, Wara Dyah Pita and Putri, *Kimia Organik I: Gugus Fungsi dalam Monomer*. Perkumpulan Rumah Cemerlang Indonesia.
- [7] E. Magara, J. Copriady, and R. Linda, "Karakteristik Instrumen Asesmen Kemampuan Berpikir Kreatif Siswa Pada Materi Hidrokarbon," *Prosiding Seminar Nasional Penelitian dan Pengabdian 2021*, no. 1, pp. 76–88, 2021.
- [8] P. N. Anisafitri, "Pengembangan Media Pembelajaran Interaktif Berbasis Android Pada Materi Bangun Datar Siswa Kelas Vii," *Griya Cendikia*, vol. 7, no. 2, pp. 560–574, 2022, doi: 10.47637/griya-cendikia.v7i2.393.
- [9] S. Dessia and R. Muharini, "Pengembangan Bahan Ajar Berbasis Android pada Materi Tata Nama Senyawa Hidrokarbon," *PENDIPA Journal of Science Education*, vol. 6, no. 3, pp. 746–753, 2022, doi: 10.33369/pendipa.6.3.746-753.
- [10] N. I. M. Enzai, N. Ahmad, M. A. H. A. Ghani, S. S. Rais, and S. Mohamed, "Development of Augmented Reality (AR) for Innovative Teaching and Learning in Engineering Education," *Asian Journal of University Education*, vol. 16, no. 4, pp. 99–108, 2020, doi: 10.24191/ajue.v16i4.11954.
- [11] P. P. Nechypurenko, S. O. Semerikov, and O. Yu. Pokhliestova, "An augmented reality-based virtual chemistry laboratory to support educational and research activities of 11th grade students," *Educational Dimension*, vol. 8, pp. 240–264, 2023, doi: 10.31812/educdim.4446.
- [12] E. P. Pane and H. M. Manurung, "Analisis Penuntun Praktikum Kimia Sma Kelas Xi Berbasis Proyek Dan Inquiry Pada Materi Hidrokarbon Analysis of Chemical Practicum Guide At Class Xi Sma Based on Project and Inquiry on Hydrocarbon Materials," *CHEDS: Journal of Chemistry, Education, and Science*, vol. 5, no. 1, pp. 22–31, 2021.
- [13] M. A. Fadillah, A. Yunus, and A. E. Budianto, "Analisis User Experience Pada Augmented Reality Organology Menggunakan User Experience Questionnaire (Ueq)," *JATI (Jurnal Mahasiswa Teknik Informatika)*, vol. 6, no. 2, pp. 512–518, 2022, doi: 10.36040/jati.v6i2.4888.
- [14] S. Keller, S. Rumann, and S. Habig, "Cognitive load implications for augmented reality supported chemistry learning," *Information (Switzerland)*, vol. 12, no. 3, 2021, doi: 10.3390/info12030096.
- [15] R. Prasetya, E. W. Hidayat, and R. N. Shofa, "Pengembangan Aplikasi Panduan Pengenalan Kampus Universitas Siliwangi Berbasis Augmented Reality Pada Perangkat Android," *Jurnal Teknik Informatika dan Sistem Informasi*, vol. 4 Nomor 3, pp. 478–487, 2018.
- [16] N. Jamil and Z. Yasak, "Development of Augmented Reality Application for Chemical Bond," *Research and Innovation in Technical and Vocational Education and Training*, vol. 1, no. 1, pp. 82–088, 2021, [Online]. Available: <http://publisher.uthm.edu.my/periodicals/index.php/ritvet>
- [17] F. Nurpandi and A. Gumelar, "Augmented Reality Chemical Reaction with User-Centered Design," *MATEC Web of Conferences*, vol. 218, pp. 1–6, 2018, doi: 10.1051/mateconf/201821804012.
- [18] J. L. Domínguez Alfaro *et al.*, "Mobile Augmented Reality Laboratory for Learning Acid-Base Titration," *J Chem Educ*, vol. 99, no. 2, pp. 531–537, 2022, doi: 10.1021/acs.jchemed.1c00894.
- [19] Y. Efindo, L. E. Nugroho, and R. Ferdiana, "The design of two-way relationship tourism planning system with user centered design (UCD)," *2019 International Conference on Information and Communications Technology, ICOIACT 2019*, pp. 38–43, 2019, doi: 10.1109/ICOIACT46704.2019.8938433.
- [20] J. Infokum, "Implementation of User-Centered Design (Ucd) Method in Planning User Interface Application At Library Faculty," vol. 10, no. 5, pp. 263–273, 2022.
- [21] A. Hinderks, M. Schrepp, F. J. Domínguez Mayo, M. J. Escalona, and J. Thomaschewski, "Developing a UX KPI based on the user experience questionnaire," *Comput Stand Interfaces*, vol. 65, pp. 38–44, 2019, doi: 10.1016/j.csi.2019.01.007.
- [22] A. K. Darmawan, M. A. Hamzah, B. Bakir, M. Walid, A. Anwari, and I. Santosa, "Exploring Usability Dimension of Smart Regency Service with Indonesian Adaptation of the System Usability Scale (SUS)

- and User Experience Questionnaire (UEQ),” *2021 International Conference on Computer Science, Information Technology, and Electrical Engineering, ICOMITEE 2021*, pp. 74–79, 2021, doi: 10.1109/ICOMITEE53461.2021.9650086.
- [23] M. A. Kushendriawan, H. B. Santoso, P. O. H. Putra, and M. Schrepp, “Evaluating User Experience of a Mobile Health Application ‘Halodoc’ using User Experience Questionnaire and Usability Testing,” *Jurnal sistem informasi*, vol. 17, no. 1, pp. 58–71, 2021.
- [24] A. Muktamar B, C. S. Lumingkewas, and A. Rofi’i, “The Implementation of User Centered Design Method in Developing UI/UX,” *Journal of Information System, Technology and Engineering*, vol. 1, no. 2, pp. 26–31, 2023, doi: 10.61487/jiste.v1i2.13.
- [25] F. Tétard, E. Patokorpi, and V. Kadytè, “User-Centred Design of Mobile Services for Tourists,” pp. 155–168, 2005, doi: 10.1007/0-387-22874-8_11.
- [26] A. C. Setiani, V. Effendy, and M. Adrian, “Penggunaan Teknologi Augmented Reality (AR) untuk Pengenalan Sejarah Peninggalan Kerajaan Islam di Indonesia Untuk Siswa SMP menggunakan Metode User Centered Design (UCD),” *e-Proceeding of Engineering*, vol. 9, no. 2, pp. 763–770, 2022.
- [27] S. R. Ramadhani and F. S. Limin, “Improving Learning Motivation By Applying User-Centred Design and Augmented Reality on 3D Interactive Application,” *JITK (Jurnal Ilmu Pengetahuan dan Teknologi Komputer)*, vol. 9, no. 1, pp. 8–16, 2023, doi: 10.33480/jitk.v9i1.4124.