

DAFTAR PUSTAKA

- [1] S. Xu and C. Pan, "Deep learning algorithm-oriented blended teaching in secondary school mathematics courses in ethnic areas," *Applied Mathematics and Nonlinear Sciences*, vol. 9, no. 1, pp. 1–14, 2024, doi: 10.2478/amns.2023.2.00727.
- [2] D. M. Riananda, E. E. Subekti, and M. A. KHB, "Implementasi Metode Modelling The Way dengan Permainan Mathchess untuk Meningkatkan Keterampilan Perkalian," *Jurnal Ilmiah Sekolah Dasar*, vol. 3, no. 4, p. 403, 2019, doi: 10.23887/jisd.v3i4.21766.
- [3] N. Y. Adrianingsih, N. N. Sari, L. Padafani, and T. O. Mukhti, "Factors Influencing Mathematics Learning in Students in the Alor Islands Region," *Mosharafa: Jurnal Pendidikan Matematika*, vol. 13, no. 1, pp. 39–48, 2024, doi: <https://doi.org/10.31980/mosharafa.v13i1.1974>.
- [4] I. Wahyuni and D. Afdhila, "Realistic Mathematics-Based E-Booklets to Improve Students ' Mathematical Literacy Ability," *Mosharafa: Jurnal Pendidikan Matematika*, vol. 13, no. 1, 2024, doi: <https://doi.org/10.31980/mosharafa.v13i1.1983>.
- [5] I. Nasrulloh, N. Ibrahim, and E. Solihatin, "Improving Mathematical Problem-Solving Skills through the Development of Interactive Digital Modules," *Mosharafa: Jurnal Pendidikan Matematika*, vol. 13, no. 1, pp. 17–28, 2024, doi: <https://doi.org/10.31980/mosharafa.v13i1.1972>.
- [6] N. Ratmaningsih et al., "Android-Based Augmented Reality Technology in the Application of Social Studies Textbooks in Schools," *Journal of Advanced Research in Applied Sciences and Engineering Technology*, vol. 48, no. 1, pp. 29–50, 2024, doi: 10.37934/araset.48.1.2950.
- [7] T. Victor, D. Saputro, P. D. Purnasari, and W. L. Lumbantobing, "Augmented Reality for Mathematics Learning : Could We Implement It in Elementary School ?," *Mosharafa: Jurnal Pendidikan Matematika*, vol. 13, no. 1, pp. 163–175, 2024.
- [8] A. Purwanto, I. Widaningrum, and K. N. Fitri, "Aplikasi Musicroid sebagai Media Pembelajaran Seni Musik Berbasis Android," *Khazanah Informatika : Jurnal Ilmu Komputer dan Informatika*, vol. 5, no. 1, pp. 78–87, 2019, doi: 10.23917/khif.v5i1.7772.
- [9] V. Arifin, V. Handayani, L. K. Wardhani, H. B. Suseno, and S. U. Masruroh, "User Interface and Exprience Gamification-Based E-Learning with Design Science Research Methodology," *MATRIK : Jurnal Manajemen, Teknik Informatika dan Rekayasa Komputer*, vol. 22, no. 1, pp. 165–176, 2022, doi: 10.30812/matrik.v22i1.2427.

- [10] D. Quiñones, F. Ruz, J. Díaz-Arancibia, F. Paz, J. Osega, and L. F. Rojas, "Innovating Statistics Education: The Design of a Novel App Using Design Thinking," *Applied Sciences (Switzerland)*, vol. 14, no. 18, 2024, doi: 10.3390/app14188515.
- [11] G. Kurniawan, F. Adnan, and J. A. Putra, "Perancangan User Interface dan User Experience Aplikasi E-Commerce Kain Batik pada UMKM Rehti's Batik Menggunakan Pendekatan Design Thinking," *Jurnal Teknologi Informasi dan Ilmu Komputer*, vol. 10, no. 3, pp. 551–560, 2023, doi: 10.25126/jtiik.20231036733.
- [12] I. Rihayati, Y. W. Purnomo, and M. S. Pamenan, "Pengaruh Penerapan Problem Based Learning Berbantuan Augmented Reality terhadap Kemampuan Pemecahan Masalah Matematika," *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, vol. 12, no. 3, p. 2833, 2023, doi: 10.24127/ajpm.v12i3.7027.
- [13] E. Kurniasari, H. D. Koeswanti, and E. H. Radia, "Peningkatan Hasil Belajar Matematika Melalui Model Make A Match Berbantuan Media Konkret Kelas 4 SD," *JTAM | Jurnal Teori dan Aplikasi Matematika*, vol. 3, no. 1, p. 40, 2019, doi: 10.31764/jtam.v3i1.761.
- [14] M. Siddiqah and N. W. Arini, "Pengembangan Media Laper (Laci Perkalian) Untuk Meningkatkan Konsep Perkalian Pada Siswa Sekolah Dasar," *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, vol. 12, no. 3, p. 3201, 2023, doi: 10.24127/ajpm.v12i3.7604.
- [15] A. Luthfiani, S. Irianto, and A. Andriani, "Pengaruh Pendekatan Matematika Realistik Terhadap Prestasi Belajar Matematika dan Sikap Bersahabat di Kelas IV SD," *JTAM | Jurnal Teori dan Aplikasi Matematika*, vol. 3, no. 2, p. 80, 2019, doi: 10.31764/jtam.v3i2.971.
- [16] I. Awalia, A. S. Pamungkas, and T. P. Alamsyah, "Pengembangan Media Pembelajaran Animasi Powtoon pada Mata Pelajaran Matematika di Kelas IV SD," *Kreano, Jurnal Matematika Kreatif-Inovatif*, vol. 10, no. 1, pp. 49–56, 2019, doi: 10.15294/kreano.v10i1.18534.
- [17] N. Olivia, Y. Fitria, S. Ahmad, and I. As, "Developing Interactive Learning Media Based on Realistic Mathematics Education for Merdeka Curriculum in Elementary Schools," *Mosharafa: Jurnal Pendidikan Matematika*, vol. 13, no. 1, pp. 63–74, 2024.
- [18] U. Fariyah, N. Rachmawati, and A. Hariati, "Pengaruh Media Interaktif Geogebra Terhadap Kemampuan Menyelesaikan Soal Cerita Matematika Pada Materi Spldv," *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, vol. 11, no. 4, p. 2985, 2022, doi: 10.24127/ajpm.v11i4.5948.
- [19] H. S. Lukman, N. Agustiani, and A. Setiani, "GAMIFIKASI BAHAN AJAR MATEMATIKA SMP: ANALISIS KEPRAKTISAN DAN EFEKTIVITAS TERHADAP KEMAMPUAN BERPIKIR KRITIS MATEMATIS," *AKSIOMA:*

- Jurnal Program Studi Pendidikan Matematika*, vol. 13, no. 1, pp. 198–208, 2024, doi: <https://doi.org/10.24127/ajpm.v13i1.8170>.
- [20] S. Wigati, “Penggunaan Media Game Kahoot Untuk Meningkatkan Hasil Dan Minat Belajar Matematika,” *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, vol. 8, no. 3, pp. 457–464, 2019, doi: [10.24127/ajpm.v8i3.2445](https://doi.org/10.24127/ajpm.v8i3.2445).
- [21] W. N. Yanuarto, E. Suanto, and M. G. Isnawan, “Augmented Reality for Mathematics Learning : A Study for Enhancing Mathematical Comprehension in High School Students,” *JTAM | Jurnal Teori dan Aplikasi Matematika*, vol. 8, no. 3, pp. 910–923, 2024, doi: <https://doi.org/10.31764/jtam.v8i3.22778>.
- [22] Y. I. Kurniawan and A. F. S. Kusuma, “Aplikasi Augmented Reality untuk Pembelajaran Salat bagi Siswa Sekolah Dasar,” *Jurnal Teknologi Informasi dan Ilmu Komputer*, vol. 8, no. 1, p. 7, 2021, doi: [10.25126/jtiik.0812182](https://doi.org/10.25126/jtiik.0812182).
- [23] A. W. Liang, N. Wahid, and T. Gusman, “Virtual Campus Tour Application through Markerless Augmented Reality Approach,” *International Journal on Informatics Visualization*, vol. 5, no. 4, pp. 354–359, 2021, doi: [10.30630/JOIV.5.4.743](https://doi.org/10.30630/JOIV.5.4.743).
- [24] J. Auernhammer and B. Roth, “The origin and evolution of Stanford University’s design thinking: From product design to design thinking in innovation management,” *Journal of Product Innovation Management*, vol. 38, no. 6, pp. 623–644, 2021, doi: [10.1111/jpim.12594](https://doi.org/10.1111/jpim.12594).
- [25] N. Rösch, V. Tiberius, and S. Kraus, “Design thinking for innovation: context factors, process, and outcomes,” *European Journal of Innovation Management*, vol. 26, no. 7, pp. 160–176, 2023, doi: [10.1108/EJIM-03-2022-0164](https://doi.org/10.1108/EJIM-03-2022-0164).
- [26] Q. Yu, K. Yu, and R. Lin, “A meta-analysis of the effects of design thinking on student learning,” *Humanit Soc Sci Commun*, vol. 11, no. 1, pp. 1–12, 2024, doi: [10.1057/s41599-024-03237-5](https://doi.org/10.1057/s41599-024-03237-5).
- [27] H. S. Duriguez and T. D. Palaoag, “International Journal Of Intelligent Systems And Applications In Engineering UX Design Of Augmented Reality-Based AT Using Design Thinking Approach,” *Original Research Paper International Journal of Intelligent Systems and Applications in Engineering IJISAE*, vol. 12, no. 12s, 2024, [Online]. Available: www.ijisae.org
- [28] A. H. Putrawan, G. S. Nugraha, R. Afwani, R. Dwiyanaputra, and R. H. Sayuti, “Design Thinking In UI / UX Lombok Halal Travel Application Project – Exploring The Expert And The Travel Industries User,” *2024 International Seminar on Intelligent Technology and Its Applications (ISITIA)*, vol. pp. 304–30, 2024, [Online]. Available: <https://www.scopus.com/inward/record.uri?eid=2-s2.0->

85208425734&doi=10.1109%2FISITIA63062.2024.10668173&partnerl
D=40&md5=1f4e30a74371539919d1df71de82457b

- [29] M. Schrepp, A. Hinderks, and J. Thomaschewski, "Construction of a Benchmark for the User Experience Questionnaire (UEQ)," *International Journal of Interactive Multimedia and Artificial Intelligence*, vol. 4, no. 4, p. 40, 2017, doi: 10.9781/ijimai.2017.445.
- [30] H. B. Santoso, M. Schrepp, R. Yugo Kartono Isal, A. Y. Utomo, and B. Priyogi, "Measuring user experience of the student-centered E-learning environment," *Journal of Educators Online*, vol. 13, no. 1, pp. 1–79, 2016.
- [31] J. R. Lewis and J. Sauro, *Usability and User Experience: Design and Evaluation*, no. September. 2021. doi: 10.1002/9781119636113.ch38.
- [32] T. K. Kim and J. H. Park, "More about the basic assumptions of t-test: Normality and sample size," *Korean J Anesthesiol*, vol. 72, no. 4, pp. 331–335, 2019, doi: 10.4097/kja.d.18.00292.
- [33] P. Mishra, C. M. Pandey, U. Singh, A. Gupta, C. Sahu, and A. Keshri, "Descriptive statistics and normality tests for statistical data," *Ann Card Anaesth*, vol. 22, no. 1, pp. 67–72, 2019, doi: 10.4103/aca.ACA_157_18.
- [34] P. Mishra, C. Pandey, U. Singh, A. Keshri, and M. Sabaretnam, "Selection of appropriate statistical methods for data analysis," *Ann Card Anaesth*, vol. 22, no. 3, pp. 297–301, 2019, doi: 10.4103/aca.ACA_248_18.