

DAFTAR PUSTAKA

- Alice, Y. L. Lee. (2016). Media Education in the School 2.0 : *Teaching Media Literacy Through Laptop Computers and Ipads. Global Media and China*, halaman 1-5.
- Ansyar, Mohamad. (2015). *Kurikulum. Hakikat, Fondasi, Desain dan Pengembangan*. Jakarta: Kencana Prenadamedia Grup.
- Ariasdi. (2008). *Panduan Pengembangan Multimedia Pembelajaran*. <http://www.ariasdimultimedia.wordpress.com>. Diakses pada tanggal 12 Februari 2008.
- Arono. (2014). Improving Students Listening Skill through Interactive Multimedia in Indonesia. *Journal of Leanguage Teaching and Research*, Vol 5 (1): halaman 63-69.
- Awang, Marinah. Ramlee Ismail. Peter Flett. & Adrinne Curry. (2010). Knowledge Management in Malaysian School Education. *Quality Assurance Education*, Vol 19 (3): halaman 263-282.
- Arisman, Riyadi (2005). *Iqro - film religi anak siap tayang 26 januari 2017 !*. www.riyardiarisman.com. Diakses pada tanggal 26 April 2017.
- Anwar, Hamid (2014). *Platinum Cineplex Magelang, Kembalinya Bioskop di Magelang*. <http://hamidanwar.blogspot.co.id>. Diakses pada tanggal 1 September 2014.
- Chen, Chih Ming. & Ying Chun Sun. (2012). Assessing the Effects of Different Multimedia Materials on emotions and Learning Performance for Visual and Verbal Style Learners. *Computers & Education*, Vol 59: halaman 1273-1285.
- Christine Joyce T. Daluz, Mark Joel DJ. & Mapoy. (2009). The Effect of Interactive Media on Elementary School Childrens. *The International Journal of Research and Review*, Vol 6: halaman 108.
- Claudet, Joseph. (2011). Using Multimedia Case Development as Critical Reflective Tool for Revitalizing School Stakeholders' Organizationl Learning. *Scientific Research*, Vol 2: halaman 199-207.
- Creswell, J. W. (1994). *Research Design: Qualitative and quantitative approaches*. Thousand Oaks, California : Sage Publisher.
- Dalacosta, K. M Kamariotaki Paparrigopoulou. JA Palyvos. & N Spyrellis. (2009). Multimedia Applications with Animated Cartoons for Teacing Scinece in elementary Education. *Computer & Education*, Vol 52: halaman 741-748.

- Dewi, Ni Kadek Ratna. I Made Tegeh. & I Wayan Romi Sudhita. (2012). Pengembangan Media Presentasi Pembelajaran Berbasis Komputer Pada Mata Pelajaran Ipa Kelas Vi Semester Genap Tahun Pelajaran 2012/2013 Di Sd Negeri 2 Sawan. *Jurnal Universitas Pendidikan Ganesha Singaraja*, Indonesia.
- Djamarah, Syaiful Bahri dan Aswan Zais. 1996. *Strategi Belajar Mengajar*. Jakarta: Rineka Cipta.
- Duh, Matjaz. Tomaz Baratina. & Marjan Krasna. (2013). Elementary Teachers Competence for Multimedia Learning Material Production. *Original Scientific Paper*, Vol 4: halaman. 333-342.
- Fidianto, Ides. (2007). "Pembelajaran Berbasis Multimedia". Makalah Kegiatan Jardiknas, halaman 1.
- Hasan, Said Hamim. (1988). *Evaluasi Kurikulum*. Jakarta: P2LPTK, Ditjen Dikti.
- Hsu, C.K. Hwang G.J. & Chang C.K. (2013). Effects of Video Caption Modes on English Listening Comprehension and Vocabulary Acquisition Using Handheld Devices. *Educational Technology & Society*, Vol 16 (1). halaman 403-414.
- Kang, Yoonhe. (2013). Global Citizens in the Making : Child-centred Multimedia Ethnographic Research on South Korean Student Migrants in Singapore. *Ethnography*, Vol 14 (3): halaman 324-345.
- Kozik, Tomas. Dana Lukacova. Gabriel Banez. & Viera Tomkova. (2012). Multimedia Technologies in the Life Time Education. *Professional Journal on Education*. Vol 5: halaman 1-14.
- Kuo, Fang O. Pao Ta Yu & Wei Hung Hsiao (2014). Develop and Evaluate the Effects of Multimodal Presentation System on Elementary Student Learning Effectiveness: Within Classroom English Learning Activity. *Social and Behavioral Science*, Vol 176: halaman 227-235.
- Lincoln, Norman K. Denzin. Yvonna S. (2009). *Handbook of Qualitative Research*. Thousand Oaks, CA: Sage.
- Luik, Piret. (2011). The Releationship Between the Teachers' Evaluations and the Students' Learning Outcomes Using Multimedia Drills in Primary Education. *Journal of Teacher Education for Sustainability*, Vol 12 (2): halaman 59-69.
- Madjid, Abdul. (2009), *Perencanaan Pembelajaran*, Bandung: PT Remaja Rosdakarya.
- Mayer, Richard E. (2009), *Multimedia Learning Prinsip-Prinsip dan Aplikasi*, Jogjakarta: Pustaka Pelajar.

- Miarso M.Sc., Prof. Dr. Yusufhadi, (2004). *Menyemai Benih Teknologi Pendidikan*. Jakarta: Prenada Media.
- Miles. M.B. & A. Michael Huberman. (1992). *Analisa Data Kualitatif*. Jakarta: Penerbit Universitas Indonesia.
- Moleong, Lexy. (2000). *Metodologi Penelitian Kualitatif*, Bandung: PT Remaja Rosdakarya.
- Mostmans, L. Vleugels C. & Bannier S. (2012). Raise Your Hands or Hands-on? The Role of Computer Support Collaborative Learning in Stimulating Interactive in Education. *Educational Technology & Society*, Vol 15 (4): halaman 104-113.
- Muhadjir, Noeng. (2011). *Metodologi penelitian*, edisi VI Pengembangan, Yogyakarta: Penerbit Rake Sarasini.
- Munir, (2012). *Multimedia Konsep dan Aplikasi dalam Pendidikan*, Bandung: Penerbit Alfabeta.
- Mustari, Mohamad. (2014), *Manajemen Pendidikan*, Jakarta: PT Raja Grafindo Persada.
- Navaro, Oscar. Anan Isabel Molina. Miguel Lacruz. & Manuel Ortega. (2015). Evaluation of Multimedia Educational Materials Using Eye Tracking. *Social and Behavioral Sciences*, Vol.197: halaman 2236-2243.
- Noh, Mohd Aderi Che. Rinaldi. Nur Hanani Husain. & Nor Hayati Fatmi Tali. (2013). The Releationship Between the Attitudes of Islamic Education Lecturers towards the Application and Knowledge of Multimedia in Teaching. *Asian Social Scinence*, Vol 9: halaman 1-6.
- Noh, Mohd Aderi Che. Rinaldi. Nur Hanani Hussin. & Nor Hayati Fatmi Tali. (2013). The Relationship between the Attitudes of Islamic Education Lecturers towards the Application and Knowledge of Multimedia in Teaching, Asian Social Science. *Canadian Center of Science and Education*, Vol. 9 (11): halaman 1-7.
- Olkun, Sinan. Arif Altun. & Deniz Deryakulu. (2009). Development and Evaluation of a Case-based Digital Learning Tool About Children's mathematical Thinking for Elementary School Teachers (L-TEST). *European Journal of Teacher Education*, Vol 32: halaman 151-165.
- Olkuna, Sinan. Arif Altun. & Deniz Deryakulu. (2009). Development and evaluation of a case-based digital learning tool about children's mathematical thinking for elementary school teachers (L-TEST) *European Journal of Teacher Education*, Vol. 32 (2): halaman 151–165.

- Plas, Jan L. Bruce D Homer. & Elizabeth O Hayward. Design Factors for Educationally Effective Animations and Simulations. (2009). *Journal Computer High Educations*, Vol 21: halaman 31-61.
- Ramos, Pedro Hernandez. Susan De La Paz. (2009). Learning History in Middle School by Designing Multimedia in a Project-Based Learning Experience. *International Society for Technology in Education*, Vol. 2: halaman 151-173.
- Ratomanan, T G. (2015). *Inovasi Pembelajaran*. Jogjakarta: Penerbit Ombak.
- Refrensi Barton, R. (2004). *Teaching Secondary Science with ICT*. London: Open University Press.
- Rohani, Ahmad dan Abu Ahmadi. (1995). *Pengelolaan Pengajaran*, Semarang: PT Rineka Cipta.
- Saleh, Moutasz. & Jihad Mohammad Aljoam. (2016). Ontologu-based Multimedia Edutainment System for Assisting Children with Intellectual Challenges. *9th Annual International Conference on Computer Games Multimedia & Allied Technologies*, Vol 1: halaman 62-69.
- Schunk, Dale H. (2012). *Learning Theories an Educational Perspective* (Teori-teori Pembelajaran Perpspektif Pendidikan), Yogyakarta: Pustaka Pelajar.
- SD Muhammadiyah 1 Alternatif Kota Magelang (2017). *Profil*. [Http://www.sdmuhal.sch.id](http://www.sdmuhal.sch.id). Diakses pada tanggal 10 April 2017.
- Shilpa, Singh & Mishra Sumita. (2016). A Study an Interactive Elementary Education (3-6) with Multimedia. *International Journal of Home Scinece*, Vol 2 (1): halaman 214-215.
- Singh, Seema. Anurika Vaish. & Madhvendra Misra. (2013). Parents Expectation of Classroom Teaching Practices. *International Journal of Educational Technology*, Vol 3 (1): halaman 33-42.
- Soelaeman, M.I. (1985). *Pendekatan Fenomenologis*. Bandung: FKIP.
- Sukmadinata, Nana Syaodih, (2012). *Metode Penelitian Pendidikan*. Bandung: Remaja Rosdakarya.
- Tang, Shaofeng. (2016). Digital Storytelling Approach in a Multimedia Feature Writing Course. *Journal of Language Teaching and Research*, Vol 7 (11): halaman 572-578.
- Terry, GR. (2001). *Manajemen Dasar, Pengertian dan Masalah*, edisi revisi, cetakan 1, Jakarta: Penerbit Bumi Aksara.
- Tim Redaksi. (2008). *Kamus Besar Bahasa Indonesia Pusat Bahasa*. Jakarta: Departemen Pendidikan Nasional penerbit Gramedia.

- Trianto. (2007). *Model pembelajaran terpadu dalam teori dan praktek*. Jakarta: Prestasi Pustaka.
- Tupe, Navnath. (2015). Multimedia Scenario Based Learning Programme for Enhancing the English Language Efficiency among Primary School Students. *International Journal of Instructio*, Vol 8 (2): halaman 125-138.
- Yoshida, Hiroki. (2015). Elementary and Secondary School Teachers' Needs for Media Education: With Focus on Curriculum Development for Professional Development. *International Journal of Information and Education Technologies*, Vol 5 (11): halaman 836-840.