

DAFTAR PUSTAKA

- Agustin, E. C., Kusumajanto, D. D., Wahyudi, H. D., & Hidayat, R. (2021). Pengembangan E-Modul Berbantuan Aplikasi Flip Builder pada Mata Pelajaran Marketing (Studi pada Kelas X Bisnis Daring dan Pemasaran SMKN 1 Turen). *Jurnal Ekonomi, Bisnis Dan Pendidikan*, 1(5), 470–478. <https://doi.org/10.17977/um066v1i52021p470-478>
- Agustina, A., Nurhayati, N., Suhendi, D., & Vianty, M. (2022). Effectiveness of Learning Media for Drama Performances Based on Syair Perang Menteng Using Macromedia Flash. *ILE&L: Indonesian Language Education and Literature*, 8(1), 86–99.
- Alias, N., Rosman, F., Rahman, M. N. A., & Dewitt, D. (2015). The Potential of Video Game in Malay Language Learning for Foreign Students in a Public Higher Education Institution. *Procedia-Social and Behavioral Sciences*, 176, 1020–1027.
- Aliyah, V. N., Chamalah, E., & Arsanti, M. (2018). Keterampilan Menulis Poster dengan Model Pembelajaran Kontekstual dan Media Gambar Bertema Iklan Layanan Masyarakat. *KEMBARA: Jurnal Keilmuan Bahasa, Sastra, Dan Pengajarannya*, 4(1), 94–106.
- Aminah, S. (2020). Pembelajaran Menulis Teks Prosedur dengan Model Picture and Picture. *Dinamika: Jurnal Bahasa, Sastra, Dan Pembelajarannya*, 3(1), 34–42.
- Anita, A., & Astuti, S. I. (2022). Digitalisasi dan Ketimpangan Pendidikan: Studi Kasus terhadap Guru Sekolah Dasar Di Kecamatan Baraka. *Jurnal Pendidikan Dan Kebudayaan*, 7(1), 1–12. <https://doi.org/10.24832/jpnk.v7i1.2509>
- Ariandini, N., & Ramly, R. A. (2023). Penggunaan Multimedia Pembelajaran Interaktif dalam Meningkatkan Hasil Belajar Siswa. *Jurnal Kependidikan Media Stats*, 12(2), 107–116.
- Arini, W., & Lovisia, E. (2019). Respon Siswa terhadap Alat Pirolisis Sampah Plastik Sebagai Media Pembelajaran Berbasis Lingkungan di SMP Musi Rawas. *Thabiea: Journal of Natural Science Teaching*, 2(2), 95–104.
- Artanti, Y., Nuryadi, N., & Marhaeni, N. H. (2022). Respon Siswa terhadap Aplikasi Tepytha Sebagai Media Pembelajaran Interaktif Berbasis Android. *Laplace: Jurnal Pendidikan Matematika*, 5(1), 50–60.

<https://doi.org/10.31537/laplace.v5i1.671>

- Asih, V., Saputra, A., & Subagio, R. T. (2020). Penerapan Algoritma Fisher Yates Shuffle Untuk Aplikasi Ujian Berbasis Android. *Jurnal Digit*, 10(1), 59–70.
- Azzizah, R. N., & Nugraheni, A. S. (2022). Epektifitas Pembelajaran Bahasa Indonesia Materi Paragraf Deskripsi dan Eksposisi Saat Pandemi Covid-19 Melalui Aplikasi Youtube. *Basindo: Jurnal Kajian Bahasa, Sastra Indonesia, Dan Pembelajarannya*, 6(1), 53–64. <https://doi.org/10.17977/um007v6i12022p53-64>
- Beege, M., Schneider, S., Nebel, S., Häbler, A., & Rey, G. D. (2018). Mood-Affect Congruency. Exploring the Relation between Secondary School Learners' Mood and the Emotional Charge of Educational Videos. *Computers and Education*, 123(May), 85–96.
- Broda, M., Yun, J., Schneider, B., Yeager, D. S., Walton, G. M., & Diemer, M. (2018). Reducing Inequality in Academic Success for Incoming College Students: A Randomized Trial of Growth Mindset and Belonging Interventions. *Journal of Research on Educational Effectiveness*, 11(3), 317–338. <https://doi.org/10.1080/19345747.2018.1429037>
- Budiarti, W. N., & Riwanto, M. A. (2021). Pengembangan Modul Elektronik (E Modul) Keterampilan Berbahasa dan Sastra Indonesia SD Untuk Meningkatkan Keterampilan Menyimak Mahasiswa PGSD. *Elementary School* 8, 8(1), 97 – 104.
- Budoya, C. M., Kissaka, M. M., & Mtebe, J. S. (2019). Instructional design enabled Agile Method using ADDIE Model and Feature Driven Development method. *International Journal of Education and Development Using Information and Communication Technology (IJEDICT)*, 15(1), 35–54.
- Buffardi, K., & Valdivia, P. (2019). Bug Hide-and-Seek: An Educational Game for Investigating Verification Accuracy in Software Tests. *Proceedings - Frontiers in Education Conference, FIE*, 18(October), 1–8.
- Chen, S., Pan, Z., Wu, Y., Gu, Z., Li, M., Liang, Z., Zhu, H., Yao, Y., Shui, W., Shen, Z., Zhao, J., & Pan, H. (2017). The Role of Three-Dimensional Printed Models of Skull in Anatomy Education: A Randomized Controlled Trial. *Scientific Reports*, 7(1), 1–11. <https://doi.org/10.1038/s41598-017-00647-1>
- Dewantara, A. A. N. B. J., Utama, I. M., & Wisudariani, N. M. R. (2019).

- Pembelajaran Bahasa Indonesia Berbasis Teks Di SMA Negeri 1 Singaraja. *Jurnal Pendidikan Bahasa Dan Sastra Indonesia Undiksha*, 9(2), 275–286. <https://doi.org/10.23887/jppbs.v9i2.20462>
- Dewi, N. T., Kusmana, S., & Mascita, D. E. (2022). The Development of Digital Teaching Materials in Learning Advertisement Texts, Slogans, and Posters in SMP/MTS. *International Journal of Secondary Education*, 10(2), 91–96. <https://doi.org/10.11648/j.ijsedu.20221002.15>
- Diharjo, W., Sani, D. A., & Arif, M. F. (2020). Game Edukasi Bahasa Indonesia Menggunakan Metode Fisher Yates Shuffle Pada Genre Puzzle Game. *INTEGER: Journal of Information Technology*, 5(2), 23–35.
- Farhan, M., Ijlal, M., Aditama, D., & Chotijah, U. (2022). Color Recognition Educational Game using Fisher- Yates for Early Childhood Potential Development. *Jurnal Inovtek Polbeng - Seri Informatika*, 7(2), 279–289.
- Fartina, Hizbi, T., & Syahidi, K. (2020). Development of Interactive Physics Learning Media Macromedia Flash 8 Based on Straight Motion Material. *Journal of Physics: Conference Series*, 1539(1), 1–6. <https://doi.org/10.1088/1742-6596/1539/1/012023>
- Fujiati, F., & Rahayu, S. L. (2020). Implementation of Fisher Yate Shuffle Algorithm in Educational Games as Learning Media. *CogITo Smart Journal*, 6(1), 1–11.
- Hazra, T. K., Ghosh, R., Kumar, S., Dutta, S., & Chakraborty, A. K. (2015). File Encryption using Fisher-Yates Shuffle. *6th International Conference and Workshop on Computing and Communication, IEMCON 2015*, 15(December), 1–7.
- Herlina, Hitami, M., Hartono, Syarifuddin, & Syahpawi. (2020). E-Education Based On Macromedia Flash Case Study in Pekanbaru, Riau-Indonesia. *Systematic Reviews in Pharmacy*, 11(3), 508–514. <https://doi.org/10.5530/srp.2020.3.65>
- Ida Kholida, S., Suprianto, & Ketut Mahardika, I. (2020). Development of Work Sheet Students in Guided Inquiry Based on the Game Education Using Macromedia Flash. *Journal of Physics: Conference Series*, 1569(2), 1–8. <https://doi.org/10.1088/1742-6596/1569/2/022006>
- Irfan, M., Ramdhanian, D. R., Nita, I. S., Priatna, T., & Atmadja, A. R. (2020).

- Design and Build an Early Childhood Puzzle Educational Game Using the Fisher-Yates Shuffle Algorithm as an Android-Based Scrambler for Snippets. *Proceedings - 2020 6th International Conference on Wireless and Telematics, ICWT 2020*, 58(December), 1–6.
- Jainal, S., & Louise, I. S. Y. (2019). The Effect of a Macromedia Flash-based Guided Inquiry on Students' Critical Thinking Skill and Self-Regulated Learning. *Journal of Physics: Conference Series*, 1397(1), 1–6. <https://doi.org/10.1088/1742-6596/1397/1/012039>
- Jayakumar, N., Brunckhorst, O., Dasgupta, P., Khan, M. S., & Ahmed, K. (2015). E-Learning in Surgical Education: A Systematic Review. *Journal of Surgical Education*, 72(6), 1–13. <https://doi.org/10.1016/j.jsurg.2015.05.008>
- Karawia, A. (2019). Image Encryption Based on Fisher-Yates Shuffling and Three Dimensional Chaotic Economic Map. *IET Image Processing*, 13(12), 2086–2097.
- Kartini, K. S., & Putra, I. N. T. A. (2020). Respon Siswa terhadap Pengembangan Media Pembelajaran Interaktif Berbasis Android. *Jurnal Pendidikan Kimia Indonesia*, 4(1), 12–19. <https://doi.org/10.23887/jpk.v4i1.24981>
- Laine, T. H., & Lindberg, R. S. N. (2020). Designing Engaging Games for Education: A Systematic Literature Review on Game Motivators and Design Principles. *IEEE Transactions on Learning Technologies*, 13(4), 804–821. <https://doi.org/10.1109/TLT.2020.3018503>
- Laiya, M. S., Nursaadah, M., Durand, W. S., Libya, A., & Rahmat, A. (2022). Enhancement Liveliness and Knowledge Participant Educate in Class 4 Science Subjects Through Game Media Wheel Play Smart in SD Laboratory UNG. *Periodica: Journal of Modern Philosophy, Social Sciences and Humanities*, 13(2720), 80–83.
- Lestari, N. C., Hidayah, Y., & Zannah, F. (2023). Penerapan Metode Pembelajaran Permainan Edukatif terhadap Hasil Belajar IPA di SDN 1 Sungai Miai 7 Banjarmasin. *Journal on Education*, 5(3), 7095–7103. <https://doi.org/10.31004/joe.v5i3.1497>
- Mahendra, M. R., Supriansyah, & Zulherman. (2021). Development of Macromedia Flash-Based Mathematics Learning for Elementary School Students. *Journal of Physics: Conference Series*, 1783(1), 1–5.

- <https://doi.org/10.1088/1742-6596/1783/1/012006>
- Mana, L. H. A. (2021). Respon Siswa terhadap Aplikasi Tiktok sebagai Media Pembelajaran Bahasa Indonesia. *JIRA: Jurnal Inovasi Dan Riset Akademik*, 2(4), 418–429. <https://doi.org/10.47387/jira.v2i4.107>
- Manzano-León, A., Camacho-Lazarraga, P., Guerrero, M. A., Guerrero-Puerta, L., Aguilar-Parra, J. M., Trigueros, R., & Alias, A. (2021). Between level up and game over: A systematic literature review of gamification in education. *Sustainability (Switzerland)*, 13(4), 1–14. <https://doi.org/10.3390/su13042247>
- Mardia, A., & Sundara, V. Y. (2020). Pengembangan Modul Program Linier Berbasis Pembelajaran Mandiri. *Edumatica : Jurnal Pendidikan Matematika*, 10(01), 9–18. <https://doi.org/10.22437/edumatica.v10i01.9090>
- Marhaeni, N. H., Melvinasari, M., & Amirin, I. (2023). Respons Siswa SMK terhadap Media Pembelajaran Berbantuan Software MIT App Inventor 2 pada Materi Logika Matematika. *Journal on Education*, 5(2), 2297–2304. <https://doi.org/10.31004/joe.v5i2.884>
- Marisda, D. H., Handayani, Y., & Rahmawati, R. (2020). The Combination of Interactive Conceptual Learning Models and Multimedia Interactive to Minimize Misconceptions on the Science Content. *Journal of Physics: Conference Series*, 1572(1), 1–7. <https://doi.org/10.1088/1742-6596/1572/1/012069>
- Maryono, I., Zulfikar, W. B., & Kariadinata, R. (2018). The Implementation of Fisher Yates Shuffle on Aljabar Learning Media Based on Hybrid Application. *MATEC: Web of Conferences The 3rd Annual Applied Science and Engineering Conference (AASEC 2018)*, 197(September), 1–5.
- Masykur, R., Nofrizal, N., & Syazali, M. (2017). Pengembangan Media Pembelajaran Matematika dengan Macromedia Flash. *Al-Jabar: Jurnal Pendidikan Matematika*, 8(2), 177–186.
- Mayer, R. E. (2019). Computer Games in Education. *Annual Review of Psychology*, 70, 531–549. <https://doi.org/10.1146/annurev-psych-010418-102744>
- Meilawati, C. M., Rahmawati, L. E., & Giyato, G. (2022). Media Strip Story untuk Meningkatkan Keaktifan dan Hasil Belajar Menulis Teks Cerita Fantasi. *Jurnal Penelitian Tindakan Pendidikan*, 1(1), 1–8.
- Miller, J. L., & Kocurek, C. A. (2017). Principles for Educational Game

- Development for Young Children. *Journal of Children and Media*, 11(3), 1–16.
- Montiel-Ruiz, F. J., Sánchez-Vera, M. D. M., & Solano-Fernández, I. M. (2023). Social Networks and Gamification in Physical Education: A Case Study. *Contemporary Educational Technology*, 15(1), 1–15. <https://doi.org/10.30935/cedtech/12660>
- Muji, A. P., Ambiyar, A., Aziz, I., & Hidayat, H. (2021). The Implementation of Quizizz-Based Online Evaluation in Higher Education: An Exciting Alternative for Evaluation. *International Journal of Research in Counseling and Education*, 5(2), 149–157. <https://doi.org/10.24036/00478za0002>
- Muliya, M. (2022). Penerapan Media Quizizz dalam Meningkatkan Hasil Belajar Siswa pada Mata Pelajaran Bahasa Indonesia Kelas X Busana 2. *Enggang: Jurnal Pendidikan, Bahasa, Sastra, Seni, Dan Budaya*, 3(1), 1–14.
- Musanna, F., & Kumar, S. (2019). A Novel Fractional Order Chaos-Based Image Encryption Using Fisher Yates Algorithm and 3-D Cat Map. *Multimedia Tools and Applications*, 78(11), 14867–14895.
- Nasher, F., & Ferdiansyah, M. I. (2021). Game Edukasi Mengenal Huruf Hijaiyah Untuk Anak Usia Dini Berbasis Mobile (Studi Kasus : DTA Nurul Muttaqien). *MJI: Media Jurnal Informatika*, 13(2), 92–100. <https://doi.org/10.35194/mji.v13i2.1917>
- Nawati, A., Yulia, Y., Havifah, B., & Khosiyono, C. (2023). Pengaruh Pembelajaran Berdiferensiasi Model Problem Based Learning terhadap Hasil Belajar IPA pada Siswa Sekolah Dasar. *Pendas: Jurnal Pendidikan Dasar*, 8(1), 6167–6180.
- Nopiani, R., Made Suarjana, I., & Sumantri, M. (2021). EModul Interaktif Pada Pembelajaran Tematik Tema 6 Subtema 2 Hebatnya Cita-Citaku. *MIMBAR PGSD Undiksha*, 9(2), 276. <https://doi.org/10.23887/jjpsgd.v9i2.36058>
- Nurhayati, E. (2020). Meningkatkan Keaktifan Siswa dalam Pembelajaran Daring Melalui Media Game Edukasi Quiziz pada Masa Pencegahan Penyebaran Covid-19. *Jurnal Paedagogy: Jurnal Penelitian Dan Pengembangan Pendidikan*, 7(3), 145–150.
- Pitoyo, M. D., Sumardi, S., & Asib, A. (2020). Gamification-Based Assessment: The Washback Effect of Quizizz on Students' Learning in Higher Education.

- IJoLE: International Journal of Language Education*, 4(1), 1–10.
<https://doi.org/10.26858/ijole.v4i2.8188>
- Pramuditya, S. A., Noto, M. S., & Syaefullah, D. (2017). Game Edukasi RPG Matematika. *Eduma : Mathematics Education Learning and Teaching*, 6(1), 77–84.
- Pramuditya, S. A., Noto, M. S., & Syaefullah, D. (2018). The Educational Game Design on Relation and Function materials. *Journal of Physics: Conference Series*, 1013(1), 1–8.
- Prasetyo, A. D., & Abduh, M. (2021). Peningkatan Keaktifan Belajar Siswa Melalui Model Discovery Learning Di Sekolah Dasar. *Jurnal Basicedu: Research & Learning in Elementary Education*, 5(4), 1717–1724.
- Pratiwi, D. I., Amumpuni, R. S., Fikria, A., & Budiastuti, R. E. (2023). Enhancing Students' Learning Outcomes through MALL in TOEFL Preparation Class for Railway Mechanical Technology. *IJoLE: International Journal of Language Education*, 7(2), 185–198. <https://doi.org/10.26858/ijole.v7i2.22839>
- Prokhorov, O. V., Lisovichenko, V. O., Mazorchuk, M. S., & Kuzminska, O. H. (2020). Developing a 3D Quest Game for Career Guidance to Estimate Students' Digital Competences. *CEUR Workshop Proceedings*, 2731(November), 312–327.
- Putri, S., Abdurrahman, A., Andrian, D., Angraini, L. M., & Effendi, L. A. (2022). Development of Interactive Multimedia Based Mathematics Learning Media Macromedia Flash 8. *International Journal of Trends in Mathematics Education Research*, 5(2), 206–213.
- Rahmi, M. S. M., Budiman, M. A., & Widyaningrum, A. (2019). Pengembangan Media Pembelajaran Interaktif Macromedia Flash 8 pada Pembelajaran Tematik Tema Pengalamanku. *International Journal of Elementary Education*, 3(2), 178–185.
- Rahmiati, R., Melyanti, R., Suryani, D., & Ambiyar, A. (2021). Mobile Game Education About using Capitals Hiragana and Katakana Fisher-Yates Shuffle Algorithm and Fuzzy Tsukamoto. *IJMH: International Journal of Management and Humanities*, 5(9), 30–34.
- Revano, T. F., Garcia, M. B., Habal, B. G. M., Contreras, J. O., & Enriquez, J. B. R. (2019). Logical Guessing Riddle Mobile Gaming Application Utilizing

- Fisher Yates Algorithm. *IEEE 10th International Conference on Humanoid, Nanotechnology, Information Technology, Communication and Control, Environment and Management, HNICEM 2018, March*(14), 1–4.
- Rianto, R. (2022). Edu Karim Game Application Development: Android-Based Educational Game in Indonesian Courses. *Ranah: Jurnal Kajian Bahasa*, *11*(1), 153–164.
- Rohmah, W. A., Asriyanik, A., & Apriyandari, W. (2020). Implementation of the Algorithm Fisher Yates Shuffle on Game Quiz Environment. *JITE: Journal of Informatics and Telecommunication Engineering*, *4*(1), 161–172.
- Sarji, N. A., & Mampouw, H. L. (2022). Media Petualangan Aljabar berbasis Permainan Edukasi untuk Siswa SMP. *Mosharafa: Jurnal Pendidikan Matematika*, *11*(3), 425–434. <https://doi.org/10.31980/mosharafa.v11i3.1491>
- Setiawan, T., Nur Hasanah, F., & Nasrudin, F. W. (2021). Penggunaan Chromebook Bermuatan Game Edukasi untuk Meningkatkan Aktivitas dan Prestasi Belajar Matematika Siswa SD di Kabupaten Boyolali. *Indonesian Journal of Islamic Elementary Education*, *1*(1), 75–86.
- Shute, V., Rahimi, S., Smith, G., Ke, F., Almond, R., Dai, C.-P., Kamikabeya, R., Liu, Z., Yang, X., & Sun, C. (2021). Maximizing Learning Without Sacrificing the Fun: Stealth Assessment, Adaptivity and Learning Supports in Educational Games. *Journal of Computer Assisted Learning*, *37*(1), 127–141.
- Sidik, G. T., Kelana, J. B., Altaftazani, D. H., & Firdaus, A. R. (2020). The Effect of Macromedia Flash Based Learning Media To Improve the Ability To Calculate of Students in Elementary School. *PrimaryEdu - Journal of Primary Education*, *4*(2), 241–248.
- Soboleva, N. P., Arsentyeva, E. F., & Safina, R. A. (2015). Expanded Metaphor and Double Actualization of Phraseological Units in Advertising Texts. *Journal of Language and Literature*, *6*(1), 282–286. <https://doi.org/10.7813/jll.2015/6-1/51>
- Sumantri, M. S., Gandana, G., Supriatna, A. R., Iasha, V., & Setiawan, B. (2022). Maker-Centered Project-Based Learning: The Effort to Improve Skills of Graphic Design and Student's Learning Liveliness. *Journal of Educational and Social Research*, *12*(3), 191–200.
- Suprani, S., & Hendracipta, N. (2019). Development of Character Education in

- Elementary School Through Macromedia Flash Foklore. *JPSD*, 5(2), 180–192.
- Supriharyanti, D., Usodo, B., & Slamet, I. (2020). Effectiveness of Macromedia Flash digital module. *Journal of Physics: Conference Series*, 1469(1), 1–7. <https://doi.org/10.1088/1742-6596/1469/1/012083>
- Suriaman, A., Manurung, K., Mukrim, M., Apridayani, A., & Agussatriana, A. (2023). Effective or Impractical? Discussing Students' Perceptions Toward Learning Management Systems in English Language Learning. *IJoLE: International Journal of Language Education*, 7(2), 330–342. <https://doi.org/10.26858/ijole.v7i2.43495>
- Suryana, O. A., Supriadi, K. I., & Kasmui, K. (2018). Desain Media Permainan Edukasi Berorientasi Chemo-Edutainment pada Pembelajaran Kimia SMA. *CIE: Chemistry in Education*, 7(2), 46–53.
- Suryawan, M. J., & Romadi, R. (2018). Komparasi Pelaksanaan Kurikulum 1994 dan Kurikulum 2006 pada Mata Pelajaran Sejarah : Studi Kasus di Sekolah Menengah Atas (SMA) di Magelang. *Indonesian Journal of History Education*, 6(1), 66–75.
- Susanti, A. B. (2020). Upaya Peningkatan Hasil Belajar Daring pada Tema Globalisasi Melalui Media Belajar Berbasis Game Edukasi Quizizz Siswa Kelas VI SD Negeri Kesongo 01 Kabupaten Semarang. *JP3 (Jurnal Pendidikan Dan Profesi Pendidik)*, 6(1), 73–82.
- Tayel, M., Dawood, G., & Shawky, H. (2019). Block Cipher S-box Modification based on Fisher-Yates Shuffle and Ikeda Map. *International Conference on Communication Technology Proceedings, ICCT, 2019-October*, 59–64. <https://doi.org/10.1109/ICCT.2018.8600161>
- Tokarieva, A. V., Volkova, N. P., Harkusha, I. V., & Soloviev, V. N. (2019). Educational digital games: Models and implementation. *CEUR Workshop Proceedings*, 2433(1), 74–89. <https://doi.org/10.55056/cte.369>
- Tsai, F. H., Tsai, C. C., & Lin, K. Y. (2015). The Evaluation of Different Gaming Modes and Feedback Types on Game-Based Formative Assessment in an Online Learning Environment. *Computers and Education*, 81, 259–269. <https://doi.org/10.1016/j.compedu.2014.10.013>
- Ulya, M. (2021). Penggunaan Educandy dalam Evaluasi Pembelajaran Bahasa

- Indonesia. *Lingua Rima: Jurnal Pendidikan Bahasa Dan Sastra Indonesia*, 10(1), 55–63. <https://doi.org/10.31000/lgrm.v10i1.4089>
- Vidakis, N., Barianos, A. K., Trampas, A. M., Papadakis, S., Kalogiannakis, M., & Vassilakis, K. (2019). Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game. *CSEDU 2019 - Proceedings of the 11th International Conference on Computer Supported Education, 1(Csedu)*, 36–43. <https://doi.org/10.5220/0007810800360043>
- Wasgito, M. A., & Setiadarma, W. (2014). Pengembangan Media Permainan Edukatif Teka-Teki Silang (TTS) dalam Proses Pembelajaran Siswa Kelas VII SMP Negeri 2 Kalianget. *Jurnal Pendidikan Seni Rupa*, 2(3), 36–43.
- Wasito, A., Al ma'ruf, A. I., Fuadi, D., Rahmawati, L. E., & Fauziati, E. (2022). Utilization of Visual Media in Thematic Learning in Elementary Schools. *Jurnal Ilmiah Sekolah Dasar*, 6(4), 584–591.
- West, M., Herman, G. L., & Zilles, C. (2015). PrairieLearn: Mastery-based Online Problem Solving with Adaptive Scoring and Recommendations Driven by Machine Learning. *ASEE: Annual Conference and Exposition, Conference Proceedings, 122(ASEE)*, 1–14. <https://doi.org/10.18260/p.24575>
- Widodo, A. Y. P., Yennita, Y., Azhar, A., & Islami, N. (2019). Development of Physics Learning Media on Rotational Materials Based on Interactive Multimedia. *Journal of Physics: Conference Series*, 1351(1). <https://doi.org/10.1088/1742-6596/1351/1/012057>
- Windawati, R., & Koeswanti, H. D. (2021). Pengembangan Game Edukasi Berbasis Android untuk Meningkatkan Hasil Belajar Siswa di Sekolah Dasar. *Jurnal Basicedu*, 5(2), 1027–1038.
- Yadav, M., Gautam, P. R., Shokeen, V., & Singhal, P. K. (2017). Modern Fisher–Yates Shuffling Based Random Interleaver Design for SCFDMA-IDMA Systems. *Wireless Personal Communications*, 97(1), 63–73.
- Younis, M. I., & Hussein, M. S. (2015). Construction of an Online Examination System with Resumption and Randomization Capabilities. *IJCAR: International Journal of Computing Academic Research*, 4(2), 62–82.
- Zhonggen, Y. (2019). A Meta-Analysis of Use of Serious Games in Education over a Decade. *International Journal of Computer Games Technology*, 2019(3), 1–8. <https://doi.org/10.1155/2019/4797032>