BIBLIOGRAPHY

Aldin, USA (2021). IMPLEMENTATION OF PUZZLE GAME AND INTERACTIVE ANIMAL AND FOOD RECOGNITION BASED ON AUGMENTED REALITY. 7(6), 3420–3428.

Android 9, P. (2021). Android 9 Pie. Android. https://www.android.com/versions/pie-9-0/

Anita Adesti, & Siti Nurkholimah. (2020). DEVELOPMENT OF ANDROID-BASED LEARNING MEDIA USING ADOBE FLASH CS 6 APPLICATION IN SOCIOLOGY LESSONS. Edutainment, 8(1), 27–38. https://doi.org/10.35438/e.v8i1.221

Artina, N. (2006). Journal of Application of Needs Analysis. Algorithm, 2(1), 329–338. https://d1wqtxts1xzle7.cloudfront.net/36495255/Jurnal_Penerapan_Analisis_Kebutuhan-with-cover-page-v2.pdf?Expires=1641225457&Signature=A2PIdN8bj~98VN3SJL8BKInF5owr0FJdA1PC-T-bnJNjJLw10nCFZ3Kw7MZjlBv5ykBOOAC4RLVPICykD6eZXVQL~fit4JTVXQCqbr9qf8PWk-6VAZZxW5OU

Baharuddin, Halimah, A., Nursalam, & Mattoliang, LA (2020). Development of Multimedia-Based Interactive Learning Media Development of Multimedia-Based Interactive Learning Media. Al Asma: Journal of Islamic Education, 2(1), 97–110.

Cahyadi, RAH (2019). Development of Addie Model-Based Teaching Materials. Halaqa: Journal of Islamic Education, 3(1), 35–42. https://doi.org/10.21070/halaqa.v3i1.2124

Ceryna Dewi, NK, Anandita, IBG, Atmaja, KJ, & Aditama, PW (2018). Design and Build Siska Mobile Applications Based on Android. Journal of SINTECH (Information Science and Technology), 1(2), 100–107. https://doi.org/10.31598/sintechjournal.v2i1.291

Dream. (and). How to develop e-learning content using the ADDIE - Dream model. Retrieved 18 February 2022, from https://drieam.com/how-to-develop-elearning-content-with-addie/

Hanggoro, AC, Kridalukmana, R., & Martono, KT (2015). Making the Game Application "Clean Jakarta" Based on Unity. Journal of Technology and Computer Systems, 3(4), 503. https://doi.org/10.14710/jtsiskom.3.4.2015.503-511

Khoerunisa, S. (2018). DEVELOPMENT OF INTERACTIVE MULTIMEDIA LEARNING ON MOBILE IMAGE TAKING TECHNIQUE COURSE XII FOR MULTIMEDIA DEPARTMENT AT SMK N 1 WONOSARI. http://eprints.uny.ac.id/id/eprint/58828

Khoir, HM, Murtinugraha, RE, & Musalamah, S. (2020). Development of Moodle-Based E-Learning Learning Media in Research Methodology Courses. Journal of Civil Engineering Education (JPenSil), 9(January), 54–60. https://doi.org/10.21009/jpensil.v9i1.13453

Listiono, ED, Surahman, A., & Sintaro, S. (2021). Encyclopedia of Geography Terms Using Android-Based Sequential Search Method Case Study: Way Jepara High School, East Lampung. Journal of Technology and Information Systems, 2(1), 35–42.

Nurhaliza Khesya. (2021). Get to know Flowcharts and Pseudocode in Algorithms and Programming. Getting to Know Flowcharts And Pseudocode In Algorithms And Programming, 1–15.

Permana, AY, & Romadlon, P. (2019). DESIGN OF HOUSING SALES INFORMATION SYSTEM USING SDLC METHOD AT PT. MANDIRI LAND PROSPERITY BASED ON MOBILE. Pelita Bangsa University, 9(2), 153–167.

Rayyanto, YH, & Sugianti. (2020). ADDIE AND R2D2 MODEL DEVELOPMENT RESEARCH: THEORY AND PRACTICE (T. Rokhmawan (ed.)). Academic Institutions & Research Institutes.

https://play.google.com/books/reader?id=pJHcDwAAQBAJ&pg=GBS.PR1&hl=en

Savitri, D., Karim, A., & Hasbullah. (2020). DEVELOPMENT OF ANDROID-BASED MATHEMATICS LEARNING MEDIA IN CLASS 4 ELEMENTARY SCHOOL. Lebesgue Journal: Scientific Journal of Mathematics, Mathematics and Statistics Education, 1(2), 63–75. https://doi.org/10.46306/lb.v1i2.17

Soepomo, P. (2013). Build Autogenerate Script Applications to Flowcharts to Support Business Process Reengineering. Journal of Bachelor of Informatics Engineering, 1(2), 448–456. https://doi.org/10.12928/jstie.v1i2.2555

Suryadi, I., Yanto, Y., & Mandasari, N. (2020). Development of PMRI-Based Interactive Learning Media Using Professional Macromedia Flash 8. Judika Education, 3(2), 40–49.

Suryani, T., & Rahayu, EM (2018). CCP module. 04 [Learning Method]. 0–36.

Tampubolon, FRG (2020). DEVELOPMENT OF INTERACTIVE GAME MEDIA FOR LEARNING BUILDING CONSTRUCTION BASICS AND SOIL MEASUREMENT TECHNIQUES IN SMK. INDONESIAN EDUCATION UNIVERSITY. http://repository.upi.edu

Tegh, I M. & Kirna, I M. 2010. Research Methods for Educational Development. Singaraja: Ganesha University of Education)

Januszewski, A. and Molenda, M. (2008). Technology: Definition With Comments (New York: Lawrence Erlbaum Associates)

Murya, Yusuf. 2014. Android BlackBox. Jakarta: Jasakom.

Munandi, Y. (2013). Learning Media: A New Approach. South Jakarta: Reference (GP Press Group).

MZ, MK (2016). Black Box Method Software Testing Based on Equivalence Partitions in School Information System Applications. Mikrotik Journal, 6(3), 30-48.

Mustaqbal, MS, Firdaus, RF, & Rahmadi, H. (2015). Application Testing Using Black Box Testing Boundary Value Analysis (Case Study: SNMPTN Graduation Prediction Application). Scientific Journal of Applied Information Technology, 1(3), 31-36.