

DAFTAR PUSTAKA

- Abror, I. Z. (2017). *Pengembangan Media Pembelajaran Mobile Llearning (M-Learning) Berbasis Androdi untuk Siswa kelas XI pada Materi Struktur dan Fungsi Organesl Sel Di MAN 3 Kota Banda Aceh*. Universitas Islam Negeri Ar-Raniry Darussalam, Banda Aceh.
- Ahmad, S. (2009). *Senam*. Indahjaya Adipratama.
- Akmal, H., & Susanto, H. (2018). Efektivitas Penggunaan Aplikasi Pembelajaran Berbasis Mobile Smartphone Sebagai Media Pengenalan Sejarah Lokal Masa Revolusi Fisik di kalimanta Selatan pada Sekolah Menengah Atas. *Jurnal HISTORIA*, 6(2).
- Al-Khanjari, Z., Al-Kindi, K., & Al-Zidi et all. (2014). M-Learning : The New Horizon of Learning at SQU. *The Journal of Engineering Reseach*, 11(2), 15–26.
- Alhassan, R. (2016). Mobile Learning as a Method of Ubiquitous Learning : Students ' Attitudes , Readiness , and Possible Barriers to Implementation in Higher Education. *Journal Of Education and Learning*, 5(1), 176–189. <https://doi.org/10.5539/jel.v5n1p176>
- Alia, N. (2011). *Fungsi dan Manfaat Mobile Learning*. Scribd. <https://www.scribd.com/document/76794549/Mobile-Learning-Didefinisikan-Oleh-Clark-Quinn>
- Aliwer. (2012). *Mobile Learning (M-Learning) Solusi Cerdas Pembelajaran Terkini*. Wordpress.Com.
- Alrasheedi, M., & Capretz, L. F. (2015). An empirical study of critical success factors of mobile learning platform from the perspective of instructors. *Procedia - Social and Behavioral Sciences*, 176, 211–219. <https://doi.org/10.1016/j.sbspro.2015.01.463>
- Anggitasari, B. Y., & Hartono, M. (2017). Journal of Physical Education , Sport , Health and Recreations. *Journal of Physical Education, Sport, Health and Recreation*, 6(14). <http://journal.unnes.ac.id/sju/index.php/peshr>
- Benson, V., & Kolsaker, A. (2015). Instructor Approaches to Blended Learning: A Tale of Two Business Schools. *The International Journal of Management Education*, 13(3). <https://doi.org/https://doi.org/10.1016/j.ijme.2015.10.001>
- Bhumi, T. (2012). *Gerak Anatomis*. <Https://Wordpress.Com/>. <https://suwekaprabhayoga.wordpress.com/2012/10/27/gerak-anatomis/>
- Borg, W. R., & Gall, D. (1983). *Educational Research*. Longman.
- Bouchard, C., McPherson, B. D., & Taylor, A. W. (2011). *Physical Activity Science*. Human Kinetics.
- Branch, R. M. (2009). *Instructional Design The ADDIE Aprroach*. Springer.
- Caine, D. J. (2013). *Handbook of Sports Medicine and Science*. John Wiley & Sons, Ltd.
- Chiat, L. F., & Ying, L. F. (2012). Importance of music learning and musicality in rhythmic gymnastics. *Procedia - Social and Behavioral Sciences*, 46, 3202–3208. <https://doi.org/10.1016/j.sbspro.2012.06.037>
- Citra, A. (2019). *Klasifikasi Gerak Sendi (Bagian 4)*. <Https://Www.APKI.or.Id/Klasifikasi-Gerak-Sendi-Bagian-4/>; www.apki.or.id.

- Cristina, M., & Vasilica, G. (2012). Optimization of ball rebound technique in rhythmic gymnastics by means of bi-dimensional analysis. *Procedia - Social and Behavioral Sciences*, 46, 3783–3787. <https://doi.org/10.1016/j.sbspro.2012.06.146>
- Crompton, H. (2013). *H.: A historical overview of mobile learning: toward learner-centered education.* (Handbook o). Routledge, Florence.
- Crompton, H. (2017). Interactive Technology and Smart Education Moving toward a mobile learning landscape: presenting a mlearning integration framework. *Emerald Publishing Limited*, 14(2). <https://doi.org/doi.org/10.1108/ITSE-05-2017-0027>
- Darsono. (2000). *Belajar dan Pembelajaran.* IKIP Press.
- Dasmo, Astuti, I. A. D., & Nurullaeli. (2017). Pengembangan Pocket Mobile Learning Berbasis Android. *JRKPF UAD*, 4(80), 71–77.
- Decaprio, R. (2013). *Aplikasi Teori Pembelajaran Motorik di Sekolah.* Diva Press.
- Demir, K., & Akpinar, E. (2018). The effect of mobile learning applications on students ' academic achievement and attitudes toward mobile learning. *Malaysia Online Journal f Educational Technology*, 6(2), 48–59.
- Dick, W., Carey, L., & Carey, J. O. (2009). *The Systematic Design of Instruction.* Published by Allyn and Bacon.
- Dimyati, & Mujiono. (2009). *Belajar dan Pembelajaran.* Rineka Cipta.
- Djamarah, & Zain. (2010). *Strategi Belajar Mengajar.* Rineka Cipta.
- Djoko, P. (2004). *Pedoman Praktis Berolahraga untuk Kebugaran danKesehatan.* Andi.
- Emzir. (2012). *Metodologi Peneltiian Pendidikan: Kuantitatif & Kualitatif.* Rajagrafindo Persada.
- Ensiklopediasli. (2016). *Pengertian dan Gerakan Senam Irama Tanpa Alat dan Menggunakan Alat.* <Https://Ensiklopediasli.Blogspot.Com>. <https://ensiklopediasli.blogspot.com/2016/06/pengertian-dan-gerakan-senam-irama.html>
- Fakomogbon, M. A., & Bolaji, H. O. (2017). Effects of Collaborative Learning Styles on Performance of Students in a Ubiquitous Collaborative Mobile Learning Environment. *COntemporary Educational Technology*, 8(3), 268–279.
- Fathoni, A. (2014). *Senam Irama/Senam Ritmik.* <Http://Www.Zonasiswa.Com>. <http://www.zonasiswa.com/2014/09/senam-irama-senam-ritmik.html>
- Fikri, A. (2017). Meningkatkan kebugaran Jasmani Melalui Metode Latihan Sirkuit Dalam Pembelajaran Pendidikan Jasmani Olahraga dan Kesehatan di SMA Negeri 1 Lubuk Linggau. *Jurnal Pembelajaran Olahraga*, 3(1).
- Fitts, & Posner. (1967). *Physical Education For atletik.* M University.
- Flanagan, J. R., Vetter, P., Johansson, R. S., & Wolpert, D. M. (2003). Prediction Precedes Control in Motor Learning. *Current Biology*, 13(2).
- Gagne, R. M., & Briggs, L. J. (1988). *Priciplees of Instructional Design* (Second). Holt, Pinehart Winstone.
- Gall, M. D., Gall, J. P., & Borg, W. R. (2007). *Educational Research, An Introduction* (Eighth Edt). Pearson Education, Inc.
- Gay, L. ., Mills, G. E., & Airasian, P. (2009). *Educational Research: Comptencies for Analysis and Applications* (Ninth Edit). Perason Myeducationlab Where the Classroom Comes to Life.

- Gredler, M. E. B. (2011). *Belajar dan Pembelajaran* (Seri Pusta). CV. Rajawali.
- Gurupenjaskes. (2020). *6 Jenis Jenis Senam Populer Beserta Penjelasannya*. <Https://Gurupenjaskes.Com>. <https://gurupenjaskes.com/jenis-jenis-senam-populer-beserta-penjelasannya>
- Gustafson, K. L., & Branh, B. (2002). *Survey of Instructional Development Models*. ERIC Cearinghouse on information and Technology.
- Hake, R, R. (1999). *Analyzing Change/Gain Scores*. AREA-D American Education Research Association's Devision.D, Measurement and Reasearch Methodolog.
- Heater, P. C. (2003). *Teaching Rhytmic Gymnastics A Developmentally Appropriate Approach*. Human Kinetics.
- Hergenhahn, B. ., & Olson, M. H. (2008). *An introduction to theories of learning*. Prentice Hall Inc.
- How2become. (2018). *The Official Chester Step Test Software*. <Www.How2become.Com>. <https://www/how2become.com/chester-step-test/>
- <Https://helloindonesia.id>. (2019). *Tari Beladas Bujang Gadis dari Sumatra Selatan*. Helloindonesia. <https://helloindonesia.id/id/beladas-bujang-gadis-dance/3492/indonesian/>
- Husnul, A. (2011). *Bergembira Melakukan Senam Irama*. Wardah Imu.
- Ibrahim, N., & Isharwati. (2017). Pengembangan Media Pembelajaran Mobile Learning Berbasis Android Mata Pelajaran IPA untuk Siswa SMP. *Jurnal Refleksi Edukatika*, 8(1).
- Indrianto, D., Setyawati, H., & Kusuma, D. W. Y. (2017). App Inventor2 Learning Basketball at Grade X Senior High School. *Journal of Physical Education, Health and Sport*, 4(1).
- Irianto, D. P. (2004). *Bugar dan Sehat Dengan Olahraga*. Andi Offset.
- Irianto, K. (2008). *Struktur dan Fungsi Tubuh Manusia*. Yrama Widya.
- JA, O., PF, H., JR, H., I, W., & PL, W. (2016). *Human Anatomy, Color Atlas and Textbook E-Book*. Elsevier Health Sciences.
- Jamaluddin, A. A., Dwiyogo, W. D., & Hariyanto, E. (2018). Pembelajaran Senam Berbasis Blended Learning Guna Meningkatkan Hasil Belajar. *Jurnal Pendidikan: Teori, Penelitian, Dan Pengembangan*, 3(10). <http://journal.um.ac.id/index.php/jptpp/article/view/11737/5558>
- John, & Stewart, G. (2009). *The skeletal and muscular systems*. Chelsea House.
- Karloh, M., Corrêa, K. S., Martins, L. Q., Araujo, C. L. P., Matte, D. L., & Mayer, A. F. (2017). Chester step test: assessment of functional capacity and magnitude of cardiorespiratory response in patients with COPD and healthy subjects. *Barzil Juornal of Physical Therapy*, 17(3).
- Kokštejn, J., Musálek, M., Šťastnýl, P., & Golas, A. (2017). Fundamental Motor Skills of Czech Children at The End of the Preschool Period. *Acta Gymnica*, 47(4).
- Krisnawati, T. A. W., & Muslim, S. (2016). Pengembangan Media pembelajaran Mobile Learning Berbasis Android pada Mata Pelajaran Instalasi Penerangan Listrik di SMK Negeri 3. *Pendidikan Teknik Elektro*, 05, 1–10.
- Lee, W. W., & Owns, D. . (2004). *Multimedia-Based Instructional Design*. Pfeiffer.
- Levin, M. F. (2014). *Progress in Motor Control Skill Learning, Performance, Health, and Injury*. Springer.

- Liandra, D., Toruan, J. L., & Yensharti. (2013). Analisis Lagu Petang Lah Petang. *E-Jurnal Sendratasik FBS Universitas Negeri Padang*, 2(1), 65–74. R Hidayat - 2013 - repository.unp.ac.id
- Listyorini, T., & Widodo, A. (2013). Perancangan Mobile Learning Mata Kuliah Sistem Operasi Berbasis Android. *Jurnal SIMETRIS*, 3(1), 25–30.
- Longenbaker, S. N. (2008). *Human Anatomy and Physiology*. McGraw-Hill.
- Lu'mu. (2017). Learning Media Of Applications Design Based Android Mobile Smartphone. *International Journal of Applied Engineering Research*, 12(17).
- Makarchuk, T. (2017). Mobile Learning on The basis of the Cloud. *International Conference E-Learng*, 175–178.
- Maulana, L. (2017). *Pengembangan Media Pembelajaran Berbasis Mobile Learning Platform Android Keselamatan Kesehatan Kerja dan Lingkungan Hidup (K3LH)pada Program Studi Ketenagalistrikan untuk Materials for Students of Electrical Power Study Program of*. 7(2), 197–207. <http://journal.student.uny.ac.id/ojs>
- Maulana, M. (2016). *Pentingnya Memahami State of the Art dan Gap Teoritik Dalam Penelitian Ilmiah*. [Https://Www.Muradmaulana.Com/](https://Www.Muradmaulana.Com/). <https://www.muradmaulana.com/2016/12/pentingnya-memahami-state-of-art-dan.html>
- McQuiggan, S., McQuiggan, J., Sabourin, J., & Kosturko, L. (2015). *Mobile Learning: A Handbook for Developers, Educators, and Learners*. John Wiley & Sons.
- Miller, D. K. (2006). *Measurement by the Physical educator: Why and How*. McGraw-Hill Education.
- Mohammadyari, S., & Singh, H. (2015). Understanding the effect of e-learning on individual performance: The role of digital literacy. *Computers & Education*, 82. <https://doi.org/https://doi.org/10.1016/j.comedu.2014.10.025>
- Mulyaningsih, F. (2008). *Senam Irama: Sebuah Metode Praktis*. FIK: Universitas Negeri Yogyakarta.
- Nahdi, D. S., & Jatisunda, M. G. (2020). Analisis Literasi Digital Calon Guru Sd Dalam Pembelajaran Berbasis Virtual Classroom Di Masa Pandemi Covid-19. *Jurnal Cakrawala Pendas*, 6(2). <https://doi.org/10.31949/jcp.v6i2.2133>
- Nancy, Y. (2019). *Bagaimana Menjadi Bahagia dan Cara Menghilangkan Stres?* <Https://Tirto.Id/>. <https://tirto.id/bagaimana-menjadi-bahagia-dan-cara-menghilangkan-stres-ejCC>
- Nassruto. (2016). *Struktur & Fisiologi-Sendi*. [Www.Slideshare.Net](http://www.Slideshare.Net). <https://www.slideshare.net/nassruto/struktur-fisiologi-sendi>
- Nasution, R. E. P. (2018). *Anatomi Tubuh Dasar dan Terminologi Anatomi*. Whitecoathunter.Com. <https://whitecoathunter.com/anatomii-tubuh/>
- Ngurahrai, A. H., & Farmaryanti, S. D. (2019). *Media Pembelajaran Materi Momentum dan Impuls Berbasis Mobile learning untuk Meningkatkan Kemampuan Berpikir Kritis Siswa*. 7(1), 62–70. <https://doi.org/10.20527/bipf.v7i1.5440>
- Nugroho, A. A., & Purwati, H. (2017). Pengembangan Media Pembelajaran Matematika Berbasis Mobile Learning Dengan Pendekatan Scientific. *Jurnal Euclid*, 2(1), 137–238.

- Nurcahyo, E., & Nasution, J. D. H. (2014). Survei Tingkat Kesegaran Jasmani Siswa Kelas Xi (Sebelas) SMA Muhammadiyah 1 Babat Kabupaten Lamongan. *Jurnal Pendidikan Olahraga Dan Kesehatan*, 02(01).
- Nurhasan. (2011). *Tips Praktis Menjaga Kebugaran Jasmani*. Abil Pustaka.
- Nuryono, Hari, A. B. J., & Pariman. (2010). *Penjasorkes*. CV Sindunata.
- Oemar, H. (2010). *Proses Belajar Mengajar*. Bumi Aksara.
- Oktariyana, Asmawi, M., & Sulaiman, I. (2020). *Model Mobile Learning pada Mata Pelajaran Senam Ritmik Tingkat SMA/SMK*. Universitas Negeri Jakarta.
- Pagesti, R., & Sudarsini. (2015). The Development of Rhythmic Exercise Video Media in Adaptive Physical Education Learning For Students With Intellectual Disability (Pengembangan Media Video Senam Irama dalam Pembelajaran Pendidikan Jasmani Adaptif Pada Siswa Tunagrahita). *Jurnal P3LB*, 2(1), 5–9.
- Passey, D., & Zozimo, J. (2016). Developing mobile learning practices through teacher education Outcomes of the MLEARN pilot. *Emerald Insight*, 13(1), 36–51. <https://doi.org/http:dx.doi.org/10.1108/ITSE-01-2016-0002>
- Pearce, E. C. (2009). *Anatomi dan Fisiologi untuk Paramedis*. Gramedia Pustaka Utama.
- Polat, S. Ç. (2018a). The Effect of Technical Competence in Balance Elements of Rhythmic Gymnastics on the Sportive Success of Taekwondo Poomsae Athletes. *Journal of Education and Training Studies*, 6(9), 2017–2020. <https://doi.org/10.11114/jets.v6i9.3375>
- Polat, S. Ç. (2018b). The Effect of Two Different Take Offs on Split Leap and Stag Leap with Ring Parameters in Rhythmic Gymnastics. *Pedagogical Research*, 3(4), 13–16.
- Pradipta, G. D., & Sukoco, P. (2013). Model Senam Si Buyung untuk Pembelajaran Motorik Kasar pada Siswa Taman Kanak-Kanak. *Jurnal Keolahragaan*, 1(Cd), 130–141.
- Pratama, R. A., Ulfia, S., & Kuswandi, D. (2018). *Mobile Learning Berbasis Game Based Learning Pelajaran Matematika Pokok Bahasan Bangun Ruang Sisi Datar*. 771–777.
- Putera, A. P., Sasmita, G. M. A., & W, A. A. K. A. C. (2015). Aplikasi M-Learning berbasis Windows Phone untuk Jurusan Teknologi Infromasi. *Merpati*, 3(2). <https://ojs.unud.ac.id/index.php/merpati/article/view/17802/11550>
- Putra, N. (2012). *Research & Development Penelitian dan Pengembangan: Suatu Pengantar*. Rajawali Pers.
- Rahmawati, A. (2014). *Macam-Macam Gerak Pada Manusia*. Adibatur9a.Blogspot.Com. <http://adibatur9a.blogspot.com/2014/03/jenis-jenis-gerak-pada-manusia.html>
- Rahmelina, L. (2017). Perancangan Mobile Learning Berbasis Android pada Mata Kuliah Sistem Operi di STMIK Indonesia Padang. *Jurnal Informatika*, 11(2), 1–7.
- Rangga, A. (2020). *Senam Irama*. <Https://Cerdika.Com>. <https://cerdika.com/senam-irama/>

- Reigeluth, C. M. (1999). *Instructional Design: What Is It and Why Is It* dalam *Regeluth, Charles M. Instructional Design Theories and Models* (Vol. 1). Lawrence Erlbau Association.
- Richad. (2011). *Berlatih Kebugaran Jasmani*. Citraunggul Laksana.
- Richard A, M. (2007). *Motor Learning and Control: Concepts and Applications*. McGraw-Hill.
- Richey, R. C., & Klein, J. D. (2007). *Design And Development Research: Methods, Startegies, and Issues*. Lawrence Erlbaum Assiciates, Inc., Publishers.
- Rizki, R. (2015). Aplikasi Media Pembelajaran Mobile Learning Berbasis Android untuk SD XYZ Padeglang. *Jurnal Teknologi Informasi Dan Kumputer Atma Luhur*, 2(1), 84–90.
- Rohinah. (2015). Pengembangan Aplikasi Bahan Ajar Pendidikan Agama Islam Berbasis Android di Sekolah Menengah Atas. *Al-Alhfal Urnal Pendidikan ANak*, 1(2), 79–94.
- Rusman. (2011a). *Model- Model Pembelajaran: Mengembangkan Profesionalisme Guru*. PT. Raja Grafindo.
- Rusman, D. (2011b). *Pembelajaran Berbasis Teknologi Infromasi dan Komunikasi Mengembangkan Profesionalitas Guru*. Rajagrafindo Persada.
- Rüth, M. (2017). E-Learning Research and Development: on Evaluattion, Lerning Performance, and Visual Attention. *International Conference E-Learnng*, 227–231.
- Ryu, H., & Parsons, D. (2015). *Innovative Mobile Learning: Techniques and Technologies Illustrated Edition*. Information Science Refernce.
- Sajoto. (1988). *Pembinaan Kondisi Fisik Dalam Olahraga*. Departemen Pendidikan dan Kebudayaan Direktorat Jenderal Pendidikan Tinggi Proyek Pengadaan Buku pada Lembaga Pengembangan Tenaga Pendidikan.
- Salim, D., & Hamdani, A. (2013). Mobile Learning : A Good Practice. *Procedia - Social and Behavioral Sciences*, 103, 665–674. <https://doi.org/10.1016/j.sbspro.2013.10.386>
- Sauri, N., Nur, S., & Salam, A. (2014). Mobile Learning Application for Children : Belajar Bersama Dino. *Procedia - Social and Behavioral Sciences*, 155(October), 398–404. <https://doi.org/10.1016/j.sbspro.2014.10.312>
- Schmidt, R. . (2000). *Motor Learning and Performance, Prof Principles to Practice*. Human Kinetics Book.
- Serena. (2019). *Belajar Filosofi dari 5 Lagu Daerah Sumatra Selatan*. <Https://Kataomed.Com/>. <https://kataomed.com/budaya/belajar-filosofi-dari-lima-lagu-daerah-sumatra-selatan>
- Setiawan, M. R., Soekardi, & Rumini. (2015). Pengembangan Media Pembelajaran Aktivitas Ritmik Berabasis Multiedia pada Penidikan Jasmani Olahraga dan Kesehatan di Sekolah Menengah Kejuruan (SMK) Kabupaten Ogan Komering Ulu (OKU) Selatan Provinsi Sumatera Selatan. *Journal of Physical Education and Sports*, 4(1), 14–20. <http://journal.unnes.ac.id/sju/index.php/jpes>
- Setiawan, S. (2019). *Pengertian Gerakan Antagonistic-Macam, Sinergis, Tingkat, Anatomi, Struktur, Contoh*. <Www.Gurupendidikan.Co.Id>. <https://www.gurupendidikan.co.id/gerakan-otot-antagonistik/>

- Setyosari, P. (2013). *Metode Penelitian Pendidikan & Pengembangan*. Kencana Prenadamedia Group.
- Silva, A. Z., Pereira, F. L., Mincewicz, G., & Arauj, L. B. (2017). Psychomotor Intervention To Stimulate Motor Development In 8-10-Year-Old Schoolchildren. *Revista Brasileira de Cineantropometria e Desempenho Humano*, 19(2).
- Skinner, B. . (1995). *Science and Human Behavior*. Macmillan.
- Slameto. (2010). *Belajar dan Faktor-Faktor Yang Mempengaruhi*. Rineka Cipta.
- Sudjana, N. (2010). *Dasar-dasar Proses Belajar*. Sinar Baru.
- Sugiyono. (2008). *Metode Penelitian Kuantitatif, Kualitatif dan R & D*. Cv Alfabeta.
- Sugiyono. (2010). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Sugiyono. (2015). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Sugiyono. (2016). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Suharjana, F. (2011). Pengembangan Pembelajaran Senam. *Jurnal Pendidikan Jasmani Indonesia*, 8(April), 18–23.
- Suharto. (1997). *Potensi Pengembangan Prestasi Pelajar, Olahragawan dan Pegawai Dilihat Dari Segi Kesegaran Jasmani*.Kumpulan Makalah Kepala Pusat Kesegaran Jasmani dan Rekreasi.
- Sukardi. (2011). *Metodologi Penelitian Pendidikan*. Bumi Aksara.
- Sukmadinata, N. S. (2010). *Metode Penelitian Pendidikan*. Remaja Rosdakarya.
- Syaifuddin. (2011). *Anatomii Tubuh Manusia Untuk Mahasiswa Keperawatan*. Salemba Medika.
- Sykes. (1998). *The Chester Step Test: ASSIST Physiological Measurement Resources Manual Version 3*. ASSIST Creative Resources Ltd.
- Sykes, A., & Roberts, K. (2004). *The Chester Step Test-a simple yet effective tool for the prediction of aerobic capacity*. Physiotherapy.
- Tahzani, N. (2019). Chord Lagu Ombai Akas - Lagu Daerah Sumatera Selatan Lengkap Video & Lirik, Bisa Download Disini! Sriwijaya Post. <https://palembang.tribunnews.com>
- Tangkudung, J. (2016). *Macam-Macam Metodelogi Penelitian Uraian dan Contohnya*. Lensa Media Pustaka.
- Tangkudung, T., & Puspitorini, W. (2012). *Kepelatihan Olahraga “Pembinaan Prestasi Olahraga.”* Cerdas Jaya.
- Tarigan, M. (2020). Ada 4 Hormon yang Bikin Anda Bahagia, Salah Satunya Hormon Cinta. <Https://Gaya.Tempo.Co./https://gaya.tempo.co/read/1291292/ada-4-hormon-yang-bikin-anda-bahagia-salah-satunya-hormon-cinta/full&view=ok>
- Taufiq, M., Amalia, A. V., & Parmin. (2017). The Development of Scince Mobile Learning Conservation Vision Based on Android App Inventor 2. *Unnes Science Education Journal*, 6(1), 1472–1479.

- Tekno. (2018). *Pengguna Smartphone di Indonesia*. <Http://Tekno.Liputan6.Com/Read/2381876/20- Pengguna-Smartphone-Di-Indonesia-Rakus-Konsumsi-Data>.
- <http://tekno.liputan6.com/read/2381876/20- pengguna-smartphone-di-indonesia-rakus-konsumsi-data>
- Thornsby, J. (2016). *Designing, Wireframing & Prototyping an Android App: Part 2*. Enva Tuts+.
- Toperesu, B.-A., & Belle, J.-P. Van. (2018). Higer, Mobile Learning Considerations in and, Education: Potential Benefits. *14th International Conference Mobile Learning 2018*, 31–38.
- Trianto. (2007). *Model Pembelajaran Terpadu dalam Teori dan Praktek*. Pustaka Ilmu.
- UNY, T. A. (2011). *Diktat Anatomi Manusia*. Laboratorium Anatomi FIK UNY.
- Widdiharto, R. (2004). *Model-model Pembelajaran Matematika SMP: Makalah Diklat Instruktur/Pengembangan Matematika SMP Jenjang Dasar*. Direktorat Jendral Pendidikan Dasar dan Menengah Pusat Pengembangan Penataran Guru Matematika.
- Widiputra, H. D. (2017). *Bagan Penelitian dan Road Map Penelitian*. PERBANAS INSTITUT. <https://dosen.perbanas.id/bagan-penelitian-dan-road-map-penelitian>
- Wijaya, A. A., Ulfa, S., & Praherdiono, H. (2018). Jepang melalui Mobile Learning Berbasis Game Based Learning. *Jurnal Pendidikan: Teori, Penelitian, Dan Pengembangan*, 3(9), 1178–1183.
- Wikipedia. (2019). *M-learning*. <https://en.wikipedia.org/wiki/M-learning>
- Wulandari, D. A., Wibawanto, H., Suryanto, A., & Murnomo, A. (2019). Pengembangan Mobile Learning berbasis Android pada Mata Pelajaran Rekayasa Perangkat Lunak di SMK Sultan Trenggono Kota Semarang. *Jurnal Teknologi Informasi Dan Ilmu Komputer*, 6(5), 577. <https://doi.org/10.25126/jtiik.201965994>
- Yilmaz, O. (2015). The effects of “live virtual classroom” on students’ achievement and students’ opinions about “live virtual classroom” at distance education. *Turkish Online Journal of Educational Technology*, 14(1).
- Zhu, F., Poolton, J., & Masters, R. (2012). *Neuroscientific Aspects Of Implicit Motor Learing in Sport*. Routledge.