

DAFTAR PUSTAKA

- Alifa, E. N., Hidayat, S., & Nur, L. (2020). Analisis Penggunaan Multimedia Evaluasi *Plickers* dalam Mengurangi Budaya Menyontek. *Adi Widya: Jurnal Pendidikan Dasar*, 5(2), 146-161.
- Barness, Mark. (2013). *Five steps to create a progressive, student centered classroom*. Diakses Mei 24, 2021, from <http://inservice.ascd.org/five-steps-to-create-a-progressive-student-centered-classroom/>
- Bergmann, J., & Sams, A. (2012). *Flipped Your Classroom: Reach every student in every class every day*. ISTE & ASCD.
- Burhan Nurgianto, *Dasar-Dasar Pengembangan Kurikulum Sekolah*, (Yogyakarta: BPFE, Tahun 1988), Hlm 42
- Damayanti, H. N., & Utama, S. (2016). Efektivitas *Flipped Classroom* terhadap sikap dan ketrampilan belajar matematika di SMK. *Manajemen Pendidikan*, 11(1), 2-7.
- Damayanti, H. (2016). Model Pembelajaran Matematika Berbasis *Flipped Classroom* di SMK. *UMS*. Retrieved Desember 17, 2020, from <http://eprints.ums.ac.id/42662/1/PUBLIKASI%20ILMIAH.pdf>
- Departemen Pendidikan dan Kebudayaan, *Kamus Besar Bahasa Indonesia*, (Jakarta: Balai Pustaka, 2001), h.452.
- Dimiyati Dan Mudjiono, *Belajar Dan Pembelajaran*, (Jakarta: Rineka Cipta Tahun 2009), Hlm 200
- Fortney, J. T., & Wells, M. R. (2017). Using *PLICKERS* to enhance student learning in high school biology.
- Gengatharan, K., Rahmat, A. B., & Krishnan, S. D. (2020). IMPORTANCE OF USING *FLIPPED CLASSROOM* TO TEACH HEALTH EDUCATION DURING THE PANDEMIC IN MALAYSIA. *Journal of Critical Reviews*, 7(19), 2408-2413.

- Guoqing Zhou & Xuefeng Jiang. 2014. Theoretical Research and Instructional Design of the *Flipped Classroom*. *Journal Of Applied Mechanics and Materials*. Vols. 543-547, pp4312-4315. Switzerland.
- Halili, S., Razak, A., & Zainuddin, Z. (2015). Enhancing Collaborative Learning in *Flipped Classroom*. *AJBAS*. Retrieved Maret 24, 2021, from <https://pdfs.semanticscholar.org/31a0/f7aea7b1c6261c5530a2da4fa766f9918f53.pdf>
- Hamalik, *Psikologi Belajar*, (Jakarta: Rineka Cipta, 2009), h.90.
- Hamzah, *Model Pembelajaran Menciptakan Proses Belajar Mengajar yang Kreatif dan Efektif*. (Jakarta: Bumi Aksara 2010)
- Jacob Enfield. 2013. Looking at the impact of the *Flipped Classroom* Model of Instruction on Undergraduate Multimedia Student at CSUN. *TechTrends*. Vol 57. No. 6 pp. 14-18.
- Johnson, G. B. (2013). *Student perceptions of the Flipped Classroom* (Doctoral dissertation, University of British Columbia).
- Juniantari, Pujawan, Widhiasih (2018). *Journal of Education Technology*. Vol. 2 (4) pp. 197-204
- Kemendikbud. (2016). *Permendikbud Nomor 22 Tahun 2016 Tentang Standar Proses Pendidikan Dan Menengah*. Jakarta: Kemendikbud.
- Krause, J. M., O'Neil, K., & Dauenhauer, B. (2017). *Plickers*: A formative assessment tool for K–12 and PETE professionals. *Strategies*, 30(3), 30-36.
- Muhibin Syah, "*Psikologi Belajar*", (Jakarta: PT Raja Grafindo Persada), Tahun 2011, Hlm 39-40.
- Mulyadi, *Evaluasi Pendidikan Pengembangan Model Evaluasi Pendidikan Agama Di Sekolah*, UIN-Maliki Press, Tahun 2010.Hlm 3
- Oemar Hamalik, *Proses Belajar Mengajar*, (Jakarta: Bumi Aksara, 2007), Hlm 30.
- Pattimura, S. C. (2018). PERANAN STRATEGI PEMBELAJARAN *FLIPPED CLASSROOM* TERHADAP MOTIVASI DAN HASIL BELAJAR MATEMATIKA SISWA DI SMA NEGERI 15 PEKANBARU. *Jurnal Pendidikan Tambusai*, 2(2), 897-905.

- Rivalina, R. (2015). Pemanfaatan TIK dalam Pembelajaran di SDN Cipayung 1, Ciputat, Tangerang Selatan, Banten. *Jurnal Teknodik*. 19 (2).
- Roehl, A., Reddy, S. L., & Shannon, G. J. (2013). The *Flipped Classroom*: An Opportunity to Engage Millennial Students through Active Learning Strategies. *Family and consumer science*. Retrieved Januari 27, 2021, from <https://www.learntechlib.org/p/154467/>
- Solmaz and Cetin. (2017). Ask-Response-Play_Learn: Students Views on Gamification Interactive Response Systems. *Journal of Educational Studies in the World*, 7 (3), 28-40.
- Stephanie Butler Velegol, Sarah E Zappe & Emily Mahoney, 2015. The Evolution of a *Flipped Classroom*: Evidence-Based recommendations. *American Society For Engineering education*. Pennsylvania.
- Sudjana, *Strategi Belajar Mengajar*, (Yogyakarta: Pustaka Belajar, 2005), h.105.
- Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif dan R&D*, Bandung, Alfabeta, 2010, h. 76
- Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, dan R & D* (Bandung: Alfabeta, cet. 22, 2015), hal. 80
- Sun, Jerry T.Y dan Yu-Ting Wu. (2016). *Analysis of Learning Achievement and Teacher-Student Interactions in Flipped and Conventional Classrooms*. *International Review of Research in Open and Distributed Learning*, 17(1), 79-99. Retrieved from <https://files.eric.ed.gov/fulltext/EJ1090880.pdf>.
- Turan, Z. & Goktas Y. (2016). *The Flipped Classroom: Instructional Efficiency and Impact of Achievement and Cognitive Load Levels*. *Journal of e-Learning and Knowledge Society*, 12(4), 51-62. Retrieved from <https://www.researchgate.net/publication/3086943>
- Uzunboylu, H. dan Damla K. (2015). *Flipped Classroom: A Review of Recent Literature*. *World Journal on Educational Technology*, 7(2), 142-147.
- Yunita, D., Kusyadi, I., Nurhasanah, N., & Tassia, S. E. (2021). *Penggunaan Aplikasi Plickers untuk Data Penilaian Formatif di SMA Islam Assa'adah*. *J-ABDIPAMAS (Jurnal Pengabdian Kepada Masyarakat)*, 5(1), 95-100.