

DAFTAR PUSTAKA

- Adi, S. (2018). *Bentuk-bentuk Dasar Gerakan Senam*. Fakultas Ilmu Keolahragaan Universitas Negeri Malang. Malang: Universitas Negeri Malang.
- Agus, M. (2016). *Pendekatan Pola Gerak Dominan*. Pendidikan Olahraga UPI. Bandung: Universitas Pendidikan Indonesia.
- Agustina, C., & Wardani, R. (2018). The Development of the Basic Programming Educational Game using the Instructional Game Model. *Journal of Physics: Conference Series*, 1140(1).
- Allanwood, G., & Beare, P. (2014). *Basics Interactive Design: User Experience Design*. New York: Bloomsbury Publishing Plc.
- Azwar, S. (2016). *Tes Prestasi: Fungsi dan Pengembangan Pengukuran Prestasi Belajar*. Yogyakarta: Pustaka Pelajar.
- Baidawi, A. (2016). OKARA Journal. *OKARA Journal of Languages and Literature*, 1(1), 54–65.
- Bangun, S. Y., Akhmad, I., Siregar, Y. P., Ibrahim, & Irfan, M. (2021). *New Normal Pendidikan Jasmani*. Perdana Publishing (Vol. 62). Medan: Perdana Publishing.
- Beheshti, M., Taspolat, A., Kaya, O. S., & Sapanca, H. F. (2018). Characteristics of Educational Videos. *World Journal on Educational Technology*, 10(1), 61–69.
- Boekaerts, M. (2013). *Motivation to learn*. International Bureau of Education. Chicago: IBE UNESCO.
- Brame, C. J. (2015). *Effective Educational Videos*. Vanderbilt University Center for Teaching. Nashville: Vanderbilt University.
- Brame, C. J. (2016). Effective educational videos: Principles and guidelines for maximizing student learning from video content. *CBE Life Sciences Education*, 15(4), es6.1-es6.6.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. London: Springer Science+Business Media Dordrecht.
- BSNP. (2014). *Revitalisasi Peran BSNP dalam Peningkatan Mutu Pendidikan Nasional Melalui Pengembangan Standar dan Penyelenggaraan Ujian Nasional Nirkabel*. BSNP (Vol. IX). Jakarta: BSNP.
- Cook, D. A., & Artino, A. R. (2016). Motivation to learn: an overview of contemporary theories. *Medical Education*, 50(10), 997–1014.
- Davis, F. D. (1989). Perceived usefulness, perceived ease of use, and user acceptance of information technology. *MIS Quarterly: Management Information Systems*, 13(3), 319–339.
- Dwijayani, N. M. (2019). Development of circle learning media to improve student learning outcomes. *Journal of Physics: Conference Series*, 1321(2).

- Estevan, I., Monfort-Torres, G., Farana, R., Zahradnik, D., Jandacka, D., & García-Massó, X. (2020). Children's single-leg landing movement capability analysis according to the type of sport practiced. *International Journal of Environmental Research and Public Health*, 17(17), 1–15.
- Fahrurozi, S. K., Maryono, D., & Budiyanto, C. W. (2017). The Development of Video Learning to Deliver a Basic Algorithm Learning. *IJIE (Indonesian Journal of Informatics Education)*, 1(1), 135.
- Filgona, J., Sakiyo, J., Gwany, D. M., & Okoronka, A. U. (2020). Motivation in Learning. *Asian Journal of Education and Social Studies*, (September), 16–37.
- Fransisca, M., Yunus, Y., Dewi Sutiasih, A., & Permata Saputri, R. (2019). Practicality of E-Learning as Learning Media in Digital Simulation Subjects at Vocational School in Padang. *Journal of Physics: Conference Series*, 1339(1).
- Gunstone, R. (2015). *Meaningful Learning. Encyclopedia of Science Education*. Springer Science+Business Media Dordrecht 2015.
- Gustiani, S. (2020). Students' Motivation in Online Learning During Covid-19 Pandemic Era : a Case Study. *Holistics Journal*, 12(2), 23–40.
- Haviger, J., & Vojkuvkova, I. (2015). The van Hiele Levels at Czech Secondary Schools. *Procedia - Social and Behavioral Sciences*, 171, 912–918.
- Hergüner, G. Ç. S. S. M. S. A. (2021). The Effect of Online Learning Attitudes of Sports Sciences Students on Their Learning Readiness to Learn Online in the Era of the New Coronavirus Pandemic (COVID-19). *Turkish Online Journal of Educational Technology - TOJET*, 20(1), 68–77.
- Kearns, L. (2012). Student Assessment in Online Learning: Challenges and Effective Practices. *MERLOT Journal of Online Learning and Teaching*, 8(3), 198–208.
- Khasanah, B. U., Doyan, A., Gunawan, G., Susilawati, S., Kartini, K., Hakim, S., & Muliyadi, L. (2019). Analysis Validation of Learning Media Quantum Phenomenon. *Jurnal Penelitian Pendidikan IPA*, 5(2), 189.
- Kosterelioglu, I. (2016). Student Views on Learning Environments Enriched by Video Clips. *Universal Journal of Educational Research*, 4(2), 359–369.
- Kozma, R. B. (2018). Learning with Media. *Review of Educational Research*, 61(2), 179.
- Laaser, W., & Toloza, E. A. (2017). The changing role of the educational video in higher distance education. *International Review of Research in Open and Distance Learning*, 18(2), 264–276.
- Labibah, U. N., Wilujeng, I., Sulaiman, S., & Rahmawati, L. (2019). Android-Based Physics Learning Media Integrated Landslide Disaster. *Al-Biruni Scientific Journal of Physics Education*, 8(2), 233–240.
- Leacock, T. L., & Nesbit, J. C. (2007). A framework for Evaluating the Quality of Multimedia Learning Resources. *Educational Technology and Society*, 10(2).

- Linh, N. D., & Suppasetserree, S. (2016). The Development of an Instructional Design Model on Facebook Based Collaborative Learning to Enhance EFL Students' Writing Skills. *IAFOR Journal of Language Learning*, 2(1).
- Mahendra, I. W. E., & Rini Purwati, N. K. (2019). Factor Analysis at Item Test Conceptual Understanding Of Numerical Method. *JPI Journal*, 8(1), 77.
- Margono, A., Mukholid, A., Purnama, S. K., & Satyawan, B. (2012). *Modul Pendidikan dan Latihan Profesi Guru Penjas*. Surakarta: PSG Universitas Negeri Makassar.
- Marpanaji, E., Mahali, M. I., & Putra, R. A. S. (2018). Survey on How to Select and Develop Learning Media Conducted by Teacher Professional Education Participants. *Journal of Physics: Conference Series*, 1140(1).
- Martanti, R. D., & Winarni, S. (2020). Gymnastics Multimedia Learning Development for Physical Education, 128–135.
- Martin, F., & Betrus, A. K. K. (2019). *Digital media for learning: Theories, processes, and solutions. Digital Media for Learning: Theories, Processes, and Solutions*.
- Mayangsari, S. N., & Mahardhika, L. T. (2019). Characteristics of learning media that motivate. *European Journal of Research in Social Sciences*, 7(1), 56–64.
- Mayer, R. E. (2017). Using multimedia for e-learning. *Journal of Computer Assisted Learning*, 33(5), 403–423.
- Mohamad Irfan, M. R. (2014). Implementasi Computer Based Instruction Model Instructional Games pada Pembelajaran Interaktif. *Journal Istek*, VIII(2), 162–176.
- Naz, A. A., & Akbar, R. A. (2019). Use of Media for Effective Instruction its Importance : Some Consideration. *Journal of Elementary Education*, 18(1–2), 35–40.
- Nesbit, J. C., & Li, J. (2014). Web-Based Tools for Learning Object Evaluation. *Elearning Simon Fraser University Journal*, 2(August), 3–8.
- Nieveen, N., Akker, J. van den, Branch, R. M., Gustafson, K., & Plomp, J. (1999). *Design Approaches and Tools in Education and Training*. Kluwer Academic Publishers. London: Springer Science+Business Media, B.V.
- Ningthoujam, R. (2016). Construction and importance of video based analyses teaching in physical education by use of window live movie maker. *Video Journal of Education and Pedagogy*, 1(1). Video Journal of Education and Pedagogy.
- Niswaty, R., Rusbiati, S., Jamaluddin, J., & Salam, R. (2017). The Influence of Teacher's Reinforcement for Students Motivation. *International Conference on Education, Science, Art and Technology*, (July), 148–152.
- Nuranti, D. A., Rahayu, T., Woro, O., & Handayani, K. (2018). Development of Multimedia-Based Basketball Arbitration Learning Media. *Journal of Physical Education and Sports JPES*, 7(3), 193–199.
- Parlina, N., Anugrahsari, S., Sujanto, B., Suryadi, Widodo, P., Triyanta, S., Khoirurahmat, et al. (2021). Identifying the difficulties in learning floor gymnastics in distance education: A

- case study of public and private elementary schools. *Journal of Physical Education and Sport*, 21(4), 2297–2303.
- Perkins, D. N. (2013). *Making Learning Whole: How Seven Principles of Teaching Can Transform Education*. San Francisco: Jossey-Bass.
- Permendikbud. (2018). *Peraturan Menteri Pendidikan No 37 Tahun 2018 tentang KI dan KD Kurikulum 2013 pada Pendidikan Dasar dan Menengah*. Education (pp. 5–24). Indonesia: jdih.kemdikbud.go.id.
- Priyanto, A. (2018). *Ekstrim tapi Bermanfaat Pendidikan Olahraga dan Rekreasi*. Jakarta: Kementerian Pendidikan dan Kebudayaan RI.
- Pujawan, I. G. N., Suryawan, I. P. P., & Prabawati, D. A. A. (2020). The effect of van hiele learning model on students' spatial abilities. *International Journal of Instruction*, 13(3), 461–474.
- Puspita Sari, A., & Setiawan, A. (2018). The Development of Internet-Based Economic Learning Media using Moodle Approach. *International Journal of Active Learning*, 3(2), 100–109.
- Puspitarini, Y. D., & Hanif, M. (2019). Using Learning Media to Increase Learning Motivation in Elementary School. *Anatolian Journal of Education*, 4(2), 53–60.
- Rajadell, M., & Garriga-Garzón, F. (2017). Educational videos: After the why, the how. *Intangible Capital*, 13(5), 903.
- Retnawati, H. (2016). *Analisis Kuantitatif Instrumen Penelitian*. Yogyakarta: Parama Publishing.
- Riswanto, A., & Aryani, S. (2017). Learning motivation and student achievement : description analysis and relationships both. *COUNS-EDU: The International Journal of Counseling and Education*, 2(1), 42.
- Ritakumari, S. (2019). Classification of Educational Media, 8(Iii), 7–14.
- Robey, G. (2017). *Gymnastics Companion book*. Canberra: Australian Sports Commission.
- Rohman, M., & Amri, S. (2013). *Strategi dan Desain Pengembangan Sistem Pembelajaran*. Jakarta: Prestasi Pustakarya.
- Rudd, D. P. (2014). The Value of Video in Online Instruction. *Journal of Instructional Pedagogies*, 13(February), 1–7.
- Rusman. (2012). *Belajar dan Pembelajaran Berbasis Komputer*. Bandung: Alfabeta.
- Rutten, P., Lees, M. H., Klous, S., & Sloot, P. M. A. (2021). Intermittent and persistent movement patterns of dance event visitors in large sporting venues. *Physica A: Statistical Mechanics and its Applications*, 563, 125448. Elsevier B.V.
- Saleh, V. (2015). The relationship between floor exercise landing deduction, anthropometric characteristics and balance in 6 to 8 year old gymnasts. *Science of Gymnastics Journal*, 7(2), 25–32.
- Saminathan, V. (2020). Problems of online classes. *International Journal of Academic Research Reflector*, 9(January), 1–3.

- Sianturi, L. P., Ambarita, B., & Ansari, K. (2019). Feasibility of Higher Order Thinking Skill-Based on Descriptive Text Assessment Instruments Developed on 7th Grade Students of Junior High School (SMP Methodist Wesley Medan). *BirLE Journal*, 2(3), 188–202.
- Slameto. (2013). *Belajar dan Faktor-faktor yang Mempengaruhi*. Jakarta.
- Subarjah, H. (2018). Asas Pendidikan Jasmani. *Pendidikan Jasmani dan Olahraga* (pp. 1–48). Tangerang: Pustaka UT.
- Sugiyono. (2019). *Metode Penelitian dan Pengembangan*. (S. Y. Suryandari, Ed.). Bandung: Alfabeta.
- Suharjana, F. (2016). Pola Gerak Dominan dalam Pembelajaran Senam di SD Kelas Bawah. *Jurnal Olahraga*, 227–240. Yogyakarta: UNY Press.
- Sukintaka. (2014). *Teori Pendidikan Jasmani*. (Margono, Ed.). Bandung: Penerbit Nuansa.
- Suryanta, N. H., Haryono, & Khumaedi, M. (2018). The Effect of The Use of Youtube Video Media and Conventional Pictures on The Result of Remote Kick Exercise of Extracurricular Participants in SMP Islam Al-Bisyri *Innovative Journal of ...*, 7(9), 15–21.
- Syaefuddin, Yuliani, L., & Oktiwanti, L. (2019). IbBM Pelatihan Penerapan Model Pembelajaran Instructional Game untuk Peningkatan Profesionalisme bagi Pendidik Paud Se Kecamatan Cihideung Kota Tasikmalaya. *Jurnal Pengabdian Kepada Masyarakat (Abdimas) IKIP Siliwangi*, 02(01), 23–29.
- Tapia, J. A. (2014). Knowledge Assessment and Conceptual Understanding. *Reconsidering Conceptual Change: Issues in Theory and Practice*, 29.
- Tarquini, G., & McDorman, R. E. (2019). Video Tutorials: An Expanding Audiovisual Genre. *Journal of Specialised Translation*, (32), 146–170.
- Tierney, G. (2019). *Primary Gymnastics Module*. Melbourne: Department of Education and Training Victoria.
- Umar. (2014). Media Pendidikan: Peran dan Fungsinya dalam Pembelajaran. *Jurnal Tarbawiyah*, 11(1), 131–144.
- Wibawa, B. (2016). *Electronic and Mobile Learning*. (S. Kardipah & E. Mastoni, Eds.). Jakarta: Postgraduate Program, Universitas Negeri Jakarta.
- Widowati, A., & Rasyono. (2018). Pengembangan Bahan Ajar Senam Lantai Untuk Pembelajaran Senam Dasar Pada Mahasiswa Fakultas Ilmu Keolahragaan Universitas Jambi. *Jurnal SEGAR*, 7(1), 11–20.
- Widoyoko, E. P. (2019). *Evaluasi Program Pembelajaran*. Yogyakarta: Pustaka Pelajar.
- Wijayanto, A., Amiq, F., Burhaein, E., & Akhmad, I. (2021). *Akselerasi Berpikir Ekstraordinari Merdeka Belajar Pendidikan Jasmani dan Olahraga Era Pandemi Covid-19*. *Akademia Pustaka* (Vol. 2). Tulungagung: Akademia Pustaka.
- Wijnker, W., Bakker, A., van Gog, T., & Drijvers, P. (2019). Educational videos from a film theory perspective: Relating teacher aims to video characteristics. *British Journal of*

Educational Technology, 50(6), 3175–3197.

Yoon, M., Lee, J., & Jo, I. H. (2021). Video learning analytics: Investigating behavioral patterns and learner clusters in video-based online learning. *Internet and Higher Education*, 50(April), 100806. Elsevier Inc.

Zulfikar, A. F., Muhidin, A., Pranoto, Suparta, W., Trisetyarso, A., Abbas, B. S., & Kang, C. H. (2019). The effectiveness of online learning with facilitation method. *Procedia Computer Science*, 161, 32–40. Elsevier B.V.