

DAFTAR PUSTAKA

1. Fatmawati D, Malik R, others. Hubungan antara Self Directed Learning Readiness (SDLR) dengan prestasi belajar mahasiswa Fakultas Kedokteran Universitas Tarumanagara angkatan 2015. *Tarumanagara Med J*. 2019;1(3):494–8.
2. Akbar R, Widjaja Y, others. Efektivitas diskusi problem based learning di Fakultas Kedokteran Universitas Tarumanagara. *Tarumanagara Med J*. 2019;1(3):627–33.
3. FKIK. Panduan Akademik Pendidikan Dokter. Jambi: Fakultas Kedokteran dan Ilmu Kesehatan Universitas Jambi; 2022. 13–16 p.
4. Fatahillah A, others. Persepsi Mahasiswa Kedokteran Terhadap Buku Ajar Anatomi Checklist Level Of COSTA (Competency Of Organ, Structure, And Terminology Anatomy) Dalam Pembelajaran Anatomi. 2021;
5. Bethesda (MD). Collection Development Guidelines of the National Library of Medicine [Internet]. National Library of Medicine (US). 2019. Available from: <https://www.ncbi.nlm.nih.gov/sites/books/NBK518733/>
6. Abdullah E, Lone M, Cray JJ, Dvoracek P, Balta JY. Medical Students' Opinions of Anatomy Teaching Resources and Their Role in Achieving Learning Outcomes. *Med Sci Educ*. 2021 Dec;31(6):1903–10.
7. Aji S, Tosida ET, Maesya A. Integrasi Simulasi Dalam Augmented Reality Pada Sistem Pernapasan Manusia. *Komputasi J Ilm Ilmu Komput dan Mat*. 2019;16(1):213–26.
8. Bölek KA, De Jong G, Henssen D. The effectiveness of the use of augmented reality in anatomy education: a systematic review and meta-analysis. *Sci Rep*. 2021 Jul;11(1):15292.
9. Henssen DJHA, van den Heuvel L, De Jong G, Vorstenbosch MATM, van Cappellen van Walsum AM, Van den Hurk MM, et al. Neuroanatomy

- Learning: Augmented Reality vs. Cross-Sections. *Anat Sci Educ*. 2020 May;13(3):353–65.
10. Aditama PW, Adnyana INW, Ariningsih KA. Augmented reality dalam multimedia pembelajaran. In: SENADA (Seminar Nasional Manajemen, Desain dan Aplikasi Bisnis Teknologi). 2019. p. 176–82.
 11. Dhar P, Rocks T, Samarasinghe RM, Stephenson G, Smith C. Augmented reality in medical education: students' experiences and learning outcomes. *Med Educ Online*. 2021 Dec;26(1):1953953.
 12. Yoo H, Kim D, Lee YM, Rhyu IJ. Adaptations in Anatomy Education during COVID-19. *J Korean Med Sci*. 2021 Jan;36(1):e13.
 13. Bulqis R. Pengaruh Penggunaan Bahan Ajar Berupa Panduan Praktikum Anatomi Sistem Skeletal Terhadap Nilai Anatomi Mahasiswa Semester Pertama Fakultas Kedokteran dan Ilmu Kesehatan Universitas Jambi. *Kedokteran*; 2023.
 14. Shafira NNA, Dwi Fitri A. Penilaian Keefektifan Kelompok Diskusi Tutorial Mahasiswa Kedokteran Universitas Jambi Menggunakan Tutorial Group Effectiveness Instrument. *JAMBI Med J J Kedokt dan Kesehat*. 2020 May 1;8:85–93.
 15. Prihatiningsih TS. Kurikulum Berbasis Kompetensi (Capaian Pembelajaran) untuk Pendidikan Kedokteran dan Profesi Kesehatan: Implikasi Kebijakan dan Tantangan Implementasi. D.I.Yogyakarta: UGM PRESS; 2023. 5 p.
 16. Nugraha ZS, Khadafianto F, Fidianingsih I. Refleksi pembelajaran anatomi pada mahasiswa kedokteran fase ketiga melalui applied and clinical question. *Refleks Pembelajaran Inov*. 2019;1(1).
 17. Canoso JJ, Saavedra MÁ, Pascual-Ramos V, Sánchez-Valencia MA, Kalish RA. Musculoskeletal anatomy by self-examination: A learner-centered method for students and practitioners of musculoskeletal medicine. *Ann Anat = Anat Anzeiger Off organ Anat Gesellschaft*. 2020 Mar;228:151457.

18. Mira G. Persepsi Mahasiswa Tentang Peer Assited Learning (PAL) Dalam Praktikum Anatomi di Fakultas Kedokteran Universitas Andalas: Studi Kualitatif. Universitas Andalas; 2020.
19. Koppes DM, Triepels CPR, Notten KJB, Smeets CFA, Kruitwagen RFPM, Van Gorp T, et al. The Level of Anatomical Knowledge, Hard to Establish: a Systematic Narrative Review. *Med Sci Educ.* 2022 Apr;32(2):569–81.
20. Enis RN, Putri IK, Fitri AD, Kusdiyah E. Korelasi Rerata Nilai Posttest Terhadap Nilai Objective Structured Practical Examination(OSPE) Anatomi dan Histologi Mahasiswa Kedokteran Blok 1.1 Fakultas Kedokteran dan Ilmu Kesehatan Universitas Jambi Tahun 2019. *J Med Malahayati.* 2020;4(2):95–103.
21. Ibrahim MA, Raihan P, Nurhadi SN, Setiawan U, Destiyani YN, others. Jenis, Klasifikasi dan Karakteristik Media Pembelajaran. *Al-Mirah J Pendidik Islam.* 2022;4(2):106–13.
22. Kristanto A. Media pembelajaran. Surabaya: Bintang Surabaya. 2016;
23. Pradhana FR, Harmini T, Maharani AS. Media Pembelajaran Anatomi Fisiologi Paru-Paru Berbasis Virtual Reality (VR). In: *Prosiding Seminar Nasional LPPM UMP.* 2023. p. 211–8.
24. Susanti S, Zulfiana A. Jenis--jenis media dalam pembelajaran. *J Univ Muhammadiyah Sidoarjo.* 2018;1–16.
25. Rohani R. Media pembelajaran. 2020;
26. Sari, S and Helsy, Imelda and Aisyah, Riri and Irwansyah FS. Modul Media pembelajaran [Internet]. UNIVERSITAS ISLAM NEGERI SUNAN GUNUNG DJATI BANDUNG. Bandung; 2019. 10–20 p. Available from: <https://etheses.uinsgd.ac.id/id/eprint/35492>
27. Demak IPK, Sari P, Tandirerung FJ. Perbedaan Tingkat Pemahaman Dalam Pembelajaran Anatomi Yang Menggunakan Preparat Basah (Kadaver)

Dengan Preparat Kering Pada Mahasiswa Kedokteran Universitas Tadulako. *Heal Tadulako J (Jurnal Kesehat Tadulako)*. 2018;4(3):30–6.

28. Asad MR, Asghar A, Tadvī N, Ahmed MM, Nazeer M, Amir KM, et al. Medical Faculty Perspectives Toward Cadaveric Dissection as a Learning Tool for Anatomy Education: A Survey Study in India. *Cureus*. 2023 Apr;15(4):e37713.
29. Varner C, Dixon L, Simons MC. The Past, Present, and Future: A Discussion of Cadaver Use in Medical and Veterinary Education. *Front Vet Sci*. 2021;8:720740.
30. Utami P. Efektivitas Media Pembelajaran Anatomi Kadaver Dibandingkan Video Terhadap Pemahaman Neuroanatomi pada Mahasiswa Kedokteran. *Smart Soc Empower J*. 2019;1:26–31.
31. Parsons D, MacCallum K. Current Perspectives on Augmented Reality in Medical Education: Applications, Affordances and Limitations. *Adv Med Educ Pract*. 2021;12:77–91.
32. Birbara N. Virtual Learning Resources for Anatomy Education: The Learner, Learning, and Instructional Design. Universitas New South Wales; 2020.
33. Huda I, Fuadi Y. Penerapan Teknologi Augmented Reality Pada Aplikasi Media Pembelajaran Mikrokontroler Berbasis Android Dengan Platform ARCore. *FAHMA*. 2019;17(1):57–66.
34. Chytas D, Johnson EO, Piagkou M, Mazarakis A, Babis GC, Chronopoulos E, et al. The role of augmented reality in Anatomical education: An overview. *Ann Anat = Anat Anzeiger Off organ Anat Gesellschaft*. 2020 May;229:151463.
35. Nitasari W PD. Tantangan pada Skills Lab Prostodontia Fakultas Kedokteran Gigi Universitas Brawijaya Berdasarkan Persepsi Mahasiswa (Studi Kualitatif). Universitas Brawijaya; 2019.

36. Cabero-Almenara J, Barroso-Osuna J, Llorente-Cejudo C FMM del M. Educational Uses of Augmented Reality (AR): Experiences in Educational Science. *Sustainability* [Internet]. 2019;11:4990. Available from: <https://doi.org/10.3390/su11184990>
37. Cabero-Almenara J, Fernández-Batanero JM, Barroso-Osuna J. Adoption of augmented reality technology by university students. *Heliyon*. 2019 May;5(5):e01597.
38. Azwar S. *Skala psikologi*. Yogyakarta: Pustaka Pelajar. 2013;
39. KBBI. KBBI Daring [Internet]. 2016. Available from: <https://kbbi.kemdikbud.go.id/entri/umur>
40. Pratama DA. Pengaruh Persepsi Manfaat, Persepsi Kemudahan Penggunaan dan Persepsi Resiko Terhadap Niat Beli Pelanggan Melalui Sikap Pelanggan Sebagai Mediasi Pada Tokopedia. Com. *Agora*. 2020;8(1).
41. Junaidi J. Tabel r. 2010; Available from: <https://repository.unja.ac.id/211/1/tabel-r.pdf>
42. Sugiyono. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta,CV; 2017.
43. Ghozali I. *Aplikasi Analisis Multivariate Dengan Program IBM SPSS 23*. 8th ed. Semarang: Badan Penerbit Universitas Diponegoro; 2016.
44. Bölek KA, De Jong G, Van der Zee CEEM, van Cappellen van Walsum AM, Henssen DJHA. Mixed-methods exploration of students' motivation in using augmented reality in neuroanatomy education with prosected specimens. *Anat Sci Educ*. 2022 Aug;15(5):839–49.
45. Alkhabra Y, Ibrahim U, Alkhabra S. Augmented reality technology in enhancing learning retention and critical thinking according to STEAM program. *Humanit Soc Sci Commun*. 2023;1:10.
46. Cercenelli L, De Stefano A, Billi AM, Ruggeri A, Marcelli E, Marchetti C,

- et al. AEducaAR, Anatomical Education in Augmented Reality: A Pilot Experience of an Innovative Educational Tool Combining AR Technology and 3D Printing. *Int J Environ Res Public Health* [Internet]. 2022;19(3). Available from: <https://www.mdpi.com/1660-4601/19/3/1024>
47. Lampropoulos G, Keramopoulos E, Diamantaras K, Evangelidis G. Augmented Reality and Gamification in Education: A Systematic Literature Review of Research, Applications, and Empirical Studies. *Appl Sci*. 2022;12:6809.
 48. Vergara D, Ghobadi M, Shirowzhan S, Ghiai MM, Ebrahimzadeh F, Tahmasebinia F. Augmented Reality Applications in Education and Examining Key Factors Affecting the Users' Behaviors. *Educ Sci*. 2022;13.
 49. Tang K, Cheng D, Mi E, Greenberg P. Augmented reality in medical education: a systematic review. *Can Med Educ J*. 2019;11.
 50. Cao W, Yu Z. The impact of augmented reality on student attitudes, motivation, and learning achievements—a meta-analysis (2016–2023). *Humanit Soc Sci Commun*. 2023;10.
 51. Bork F, Lehner A, Eck U, Navab N, Waschke J, Kugelmann D. The Effectiveness of Collaborative Augmented Reality in Gross Anatomy Teaching: A Quantitative and Qualitative Pilot Study. *Anat Sci Educ*. 2021 Sep;14(5):590–604.