

REFERENCES

- Abidin, Y. Z. (2015). *Manajemen Komunikasi: Filosofi, Konsep, dan Aplikasi*. Bandung: Pustaka Setia.
- Adhiputra, M. W. (2015). *Aplikasi Technology Acceptance Model terhadap Pengguna Layanan Internet Banking*. *Calbi Socio: Jurnal Bisnis dan Komunikasi*, 2 (1), 55–56.
<http://research.kalbis.ac.id/Research/Files/Article/Full/AXRZF6HGH9U5U5RB11MOL1D2V.pdf>
- Ahmad, A. (2012). *Perkembangan teknologi komunikasi dan informasi: Akar revolusi dan berbagai standarnya*. *Jurnal Dakwah Tabligh*, 13(1), 137-149. <https://media.neliti.com/media/publications/77415-ID-perkembangan-teknologi-komunikasi-dan-in.pdf>
- Airasian, P. W., & Gay, L. R. (2000). *Educational Research: Competencies for Analysis and Applications* (10th ed.). Pearson Education.
- Alderson, J. C. (2017). *Assessing Reading*. Cambridge University Press.
- Ali, J., & Lailatul, I. (2021). *Android-Based Test (ABT) to Evaluate Students' Literacy in Madrasah*. *Advances in Social Science, Education and Humanities Research*, 633, 2021 International Conference on Madrasah Reform (ICMR 2021), Atlantis Press. https://www.researchgate.net/publication/357965928_Android-Based_Test_ABT_to_Evaluate_Students'_Literacy_in_Madrasah
- Afacan, G. A. (2020). *Learners' perceptions of online exams: A comparative study in Turkey and Kyrgyzstan*. *International Review of Research in Open and Distributed Learning*, 21(3), 1-19. <https://id.erudit.org/iderudit/1071709ar>
- Amin, N. F., Rahman, A., Malli, R., Haeruddin, H., & Zainuddin, N. (2023). Improving Arabic language teachers' teaching competence through technology enhanced language learning. *International Journal of Social Science and Human Research*, 6(9), 5760-5765. <https://doi.org/10.47191/ijsshr/v6-i9-54>
- Anggita, I., Masturoh, I., & Nauri, N. (2018). *Metodologi Penelitian Kesehatan*. Jakarta: Penerbit 307.

- Ary, D., Jacobs, L. C., Irvine, C. K. S., & Walker, D. (2018). *Introduction to Research in Education* (9th ed.). Cengage Learning.
- Astika, I. G. A. G., & Yasa, I. M. (2014). *Sastra Lisan: Teori dan Penerapannya*. Yogyakarta: Graha Ilmu.
- Ayu, F., & Diar, F. (2020). *Android-Based Mobile Learning Application as a Learning Exercise for Students*. *Aksioma: Jurnal Program Studi Pendidikan Matematika*, 9(4), 1086-1098. <https://doi.org/10.24127/ajpm.v9i4.3138>
- Azwar, S. (2007). *Metode Penelitian*. Pustaka Pelajar.
- Babbie, Earl. 2016. *The Practice of Social Research*. 14th ed. Boston: Cengage Learning.
- Bagheri, M., & Ghaffari, M. (2015). *Examining the perceived usefulness of mobile learning: A study of higher education in Iran*. Computers in Human Behavior, 51, 357-366.
- Barker, P., & Camplin, C. (2015). *The rise of mobile learning: A new paradigm for mobile education*. *Educational Media International*, 52(3), 215-229.
- Betlej, P. (2013). *E-examinations from student's perspective: The future of knowledge evaluation*. *Studia Ekonomiczne*, 153, 9–22.
- Budiastuti, D., & Agustinus, B. (2018). *Validitas dan Reliabilitas Penelitian dengan Analisis NVIVO, SPSS, dan AMOS*. Jakarta: Mitra Wacana Media.
- Chikmah, L. (2016). *Students' perception on Proprofs Online Computer-Based Assessment Software as assessment tool at English Education Department* [Unpublished master's thesis]. Universitas Islam Negeri Sunan Ampel Surabaya.
- Clariana, R., & Wallace, P. (2002). *Paper-based versus computer-based assessment: Key factors related to test mode effects*. *British Journal of Educational Technology*, 33(5), 593-602. <https://doi.org/10.1111/1467-8535.00294>
- Cohen, L., Manion, L., & Morrison, K. (2013). *Research methods in education* (7th ed.). Routledge.
- Creswell, J. W. (2014). *Research design: Qualitative, quantitative, and mixed methods approaches* (4th ed.). SAGE Publications.
- Dillman, D. A., Smyth, J. D., & Christian, L. M. (2014). *Internet, phone, mail, and mixed-mode surveys: The tailored design method* (4th ed.). Wiley

- Endang, F. (2015). *Technology Acceptance Model (TAM) untuk menganalisis penerimaan terhadap sistem informasi perpustakaan*. *Jurnal Iqra*, 9 (1). <https://www.neliti.com/publications/196942/technology-acceptance-model-tam-untuk-menganalisis-penerimaan-terhadap-sistem-in#cite>
- Erin, & Maharani, A. (2018). *Persepsi mahasiswa pendidikan matematika terhadap perkuliahan online*. *Mosharafa: Jurnal Pendidikan Matematika*, 7(3), 337-344. <https://doi.org/10.31980/mosharafa.v7i3.39>
- Fegasanti, P. A., & Priyatmojo, A. S. (2020). *Students' perception on the use of Android-based exam browser to assess final examination*. *ELT Forum Journal of English Language Teaching*, 9(2), 56-64. <https://doi.org/10.15294/elt.v9i2.40073>
- Davis, F. D. (1987). *User acceptance of information systems: The Technology Acceptance Model (TAM)*. University of Michigan, School of Business Administration, Working Paper #529.
- Ghadirian, H., Ahmad Fauzi Mohd Ayub & Keyvan Salehi (2017): *Students' Perceptions of Online Discussions, Participation And E-Moderation Behaviours in Peermoderated Asynchronous Online Discussions*. Technology, Pedagogy and Education. DOI:10.1080/1475939X.2017.1380695.
- Gronlund, N. E., & Waugh, C. K. (2019). *Assessment of Student Achievement*. Pearson.
- Goldstein, E. B. (2016). *Cognitive Psychology: Connecting Mind, Research, and Everyday Experience* (4th ed.). Boston: Cengage Learning.
- Gong, M., Xu, Y., & Yu, Y. (2004). An enhanced technology acceptance model for web-based learning. *Journal of Information Systems Education*, 15(4), 126-128. <https://jise.org/Volume15/n4/JISEv15n4p365.pdf>
- Gregory, R. J. (2015). *Psychological Testing: History, Principles, and Applications* (7th ed.). Pearson.
- Gunarso. (1993). *Prestasi Belajar*. Gramedia.
- Harmadya, M. (2015). *Rancang bangun aplikasi try out ujian nasional sekolah menengah pertama (SMP) berbasis Android*. <http://ojs.unud.ac.id/index.php/lontar/article/view/16706>
- Hattie, J., & Timperley, H. (2007). *The power of feedback*. Review of Educational Research, 77(1), 81-112.

- Huang, T.-C., & Chiu, H.-C. (2017). *The effects of e-learning system quality on students' satisfaction and learning performance*. *Educational Technology & Society*, 20 (3), 207-219.
- Hwang, W. Y., et al. (2015). *Evaluating listening and speaking skills in a mobile game-based learning environment with situational contexts*. *Computer Assisted Language Learning*, 37-41.
- Irnatwati, et al. (2023). *Students' perception: Using Android-based exam browser as the medium to assess examination*. *JOLE: Journal of Language Education*, 7(1), 23-30.
- Jannah, N. A., et al. (2020). *The EFL students' perceptions of using Quizizz in doing online English test at high school*. *Proceeding of SHEPO 2020* (International Conference on Social Sciences & Humanity, Economics, and Politics).
- James, K. (2018). *Kiosk mode*. Retrieved from <https://technostacks.com/blog/android-kiosk-mode>
- Khan, A., Zaman, M., & Ali, S. (2021). *Android Operating Systems: Architecture and Applications*. CRC Press.
- Knuutila, S., & Karkkainen, P. (2008). *Theories of perception in medieval and early modern studies in the history of philosophy*. University of Helsinki.
- Liu, C., & Arnett, K. P. (2000). Exploring the factors associated with website success in the context of electronic commerce. *Information & Management*, 38(1), 23–33. [https://doi.org/10.1016/S0378-7206\(00\)00049-5](https://doi.org/10.1016/S0378-7206(00)00049-5)
- Lüthi, T., Kern, M., Reuter, K., Halbherr, T., & Piendl, T. (2019). *Competence-Oriented Exams Using Virtual Desktop Infrastructure (VDI)*. Technical Report (3rd ed.), revised and updated. Retrieved from https://www.safeexambrowser.org/about_overview_en.html
- Mahlangu, B. P., & Kruger, L. (2015). The impact of the maintenance management system: A case study of the PetroSA GTL refinery. *South African Journal of Industrial Engineering*, 26(3), 167–182. <https://doi.org/10.7166/26-3-1197>
- Masturoh, I., & Anggita, N. (2018). *Metodologi penelitian kesehatan*. Pusat Pendidikan Sumber Daya Manusia Kesehatan.
- Mather, G. (2016). *Foundations of Sensation and Perception* (3rd ed.). Psychology Press.

- Machnunah, A., & Soffy, M. (2021). *The utilization of Android-based learning media at Madrasah Ibtidaiyah (MI) Bahrul Ulum Jombang*. *SCHOOLAR: Social and Literature Study in Education*, 1(2), 132-136.
- MacCallum, Robert C., et al. "On the Practice of Dichotomization of Quantitative Variables." *Psychological Methods*, vol. 7, no. 1, 2002, pp. 19–40. <https://doi.org/10.1037/1082-989X.7.1.19>
- Michael, A. L., and Chaz Firestone. 2020. "Can you hear me now? Sensitive comparisons of human and machine perception." *arXiv preprint arXiv:2003.12362*
- Moleong, L. J. (2017). *Metodologi Penelitian Kualitatif* (Edisi Revisi). PT Remaja Rosdakarya.
- Muhammad, N. A. (2021). Analysis of the Moodle application instrument with the exam browser to measure online learning outcomes in digital communication simulation subject. *International Journal for Educational and Vocational Studies*, 2684-6950. <https://ojs.unimal.ac.id/index.php/ijevs/article/view/5019/3034>
- Murya, Y. (2014). *Pemrograman Android Black Box*. Jasakom.
- Myung-Seong, Y. (2019). A study on factor analytical methods and procedures for PLS-SEM. *International Journal of Industrial Distribution & Business*, 10(5), 7-20. <https://koreascience.kr/article/JAKO201915658233382.pdf>
- Nahdia, K. (2017). *Washback Analysis of Students' Perception and Teachers' Teaching Material of English National Examination*. ELT Forum: Journal of English Language Teaching, 6(1), 92-101
- Nikolopoulou, K. (2022). *Students' mobile phone practices for academic purposes: Strengthening post-pandemic university digitalization*. School of Education, National and Kapodistrian University of Athens, 10680 Athens, Greece. Accessed January 2024.
- Nasution, S. (1996). *Metodologi Penelitian Naturalistik Kualitatif*. Penerbit Tarsito.
- Nasution, F. N. (2004). *Teknologi informasi berdasarkan aspek perilaku*. USU Digital Library.
- Nawawi, H. (1983). *Metode Penelitian Deskriptif*. Gajah Mada University Press.

- Nasir, A. M., & Nirfayanti. (2019). *Efektivitas media pembelajaran matematika berbasis mobile learning dalam meningkatkan motivasi belajar mahasiswa*. *Jurnal Ilmiah Pendidikan Matematika*, 2(1), 34-42.
- Nursanti, S. (2016). *Perception and its impact on learning: A study in educational settings*. *Jurnal Psikologi Pendidikan*, 5(2), 123-135.
- Patten, Mildred L., dan Michelle Newhart. 2018. *Understanding Research Methods: An Overview of the Essentials*. Edisi ke-11. New York: Routledge.
- Putra, R. L., Maulana, A., & Iriani, T. (2019). *Evaluasi program pelaksanaan ujian online dengan menggunakan learning management system Moodle berbasis Android di SMK Negeri 1 Jakarta*. *Jurnal PenSil*, 8 (1), 47-54. <http://journal.unj.ac.id/unj/index.php/jpensil>
- Putra, E. Y., & Pamungkas, S. (2020). *Implementasi pelaksanaan ujian semester berbasis Android dalam mata pelajaran sejarah di SMA Negeri 3 Kota Jambi*. *Istoria: Jurnal Ilmiah Pendidikan Sejarah Universitas Batanghari*, 4(1), 32-41. <http://dx.doi.org/10.33087/istoria.v4i1.75>
- Qiong, OU. (2017). *A brief introduction to perception. Studies in Literature and Language*, 15(4), 18-28. <https://core.ac.uk/download/pdf/236304229.pdf>
- Robbins, S. P., & Judge, T. A. (2017). *Organizational Behavior* (17th ed.). New Jersey: Pearson.
- Rogers, E.M.** (2003). *Diffusion of innovations* (5th ed.). Free Press
- Sanusi, A. (2017). Analisis butir soal bahasa Arab ujian akhir madrasah bersama daerah (UAMBD) Madrasah Ibtidaiyah tahun 2017-2018. *Ta'lim al-'Arabiyyah: Jurnal Pendidikan Bahasa Arab*, 10(1), 1–14. <https://doi.org/10.14421/taalim.v10i1.1050>
- Sarrayih, M. A., & Ilyas, M. (2013). *Challenges of online exam, performances and problems for online university exam*. *International Journal of Computer Science Issues (IJCSI)*, 10(1), 439-447. <https://xueshu.baidu.com/usercenter/paper/show?paperid=7f4061e5899925be7cbc13edf3d99974#>
- Schacter, D. (2011). *Psychology*. Worth Publishers.
- Schreiber, J. B., & Asner-Self, K. (2011). *Educational research: The interrelationship of questions, sampling, design, and analysis*. Wiley.

- Sekaran, U., & Bougie, R. (2013). *Research Methods for Business: A Skill-Building Approach* (6th ed.). Wiley, New York.
- Sitompul, J. (2020). *Student perceptions of the use of Android-based learning media in the production écrite intermédiaire course at the French department. Lingua Didaktika: Jurnal Bahasa dan Pembelajaran Bahasa*, 14(2), 186-198. <https://doi.org/10.33258/birle.v3i1.859>
- Supardi, Y. (2017). *Koleksi program tugas akhir dan skripsi dengan Android*. Jakarta: Elex Media Komputindo.
- Sürütçü, L., & Maslakçı, A. (2020). *Validity and reliability in quantitative research. BMIJ*, 8(3), 2694-2726. <https://doi.org/10.15295/bmij.v8i3.1540>
- Suryabrata, S. (2006). *Pengembangan alat ukur psikologis*. Yogyakarta: Andi.
- Susanto, T.D., & Aljoza, M., (2015). *Individual Acceptance of e-Government Services in a Developing Country: Dimensions of Perceived Usefulness and Perceived Ease of Use and the Importance of Trust and Social Influence*. Procedia Computer Science 72 (2015) 622 – 629
- Suyanto, M., & Purwanto, R. (2018). *Teacher perception towards the implementation of blended learning in education. Al-Jami'ah*, 56(1), 1-16.
- Taylor, S., & Todd, P. A. (1995). *Understanding information technology usage: A test of competing models. Information Systems Research*, 6(2), 144-176.
- Tewari, A., &, Singh, P., (2021) *Android App Development: A Review*. Journal of Management and Service Science, Vol. 01, Iss. 02, S. No. 006, pp. 1-6
- Undang-Undang Republik Indonesia No. 20 Tahun 2003 tentang Sistem Pendidikan Nasional.
- Venkatesh, M.G., Thong, J.Y.L., & Xu, X. (2012). *Consumer acceptance and use of information technology: Extending the unified theory of acceptance and use of technology. MIS Quarterly*, 36(1), 157-178.
- Venkatesh, V., & Bala, H. (2008). *Technology acceptance model 3 and a research agenda on interventions. Decision Sciences*, 39(2), 273-31
- Venkatesh, V., Morris, M. G., Davis, G. B., & Davis, F. D. (2003). *User acceptance of information technology: Toward a unified view. MIS Quarterly*, 27(3), 425-478.
- Wang, J., & Wang, Y. (2020). *Android system development: From theory to practice*. Springer.

- Watson, A. (2020). *Investigating perceptions of online exam software usability: The case of ExamSoft*. *Computers & Education*, 148, 103798.
- Wijayanti, F. I., et al. (2011). Portraying leader characters through speech acts and politeness strategies in the Indonesian presidential election debates. *International Journal of Society, Culture & Language*, 1(2), 1-15.
- William, H. (2012). *What is Lock Down Browser*. Retrieved from <https://www.igi-global.com/dictionary/technological-approaches-maintaining-academic-integrity/17447>
- Winkel, W. S. (1996). *Psikologi pengajaran*. Jakarta: PT Grasindo.
- Wolfe, J. M., et al. (2017). *Sensation and Perception* (5th ed.). Oxford University Press.
- Yin, R. K. (2015). *Studi Kasus: Design & Metode* (14th ed.). Raja Grafindo Persada.