



Journal of Education, Teaching, and Learning is licensed under
A [Creative Commons Attribution-NonCommercial 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/).

LIRMASETAD LEARNING MEDIA (LINKTREE REGIONAL DANCE ARTS MATERIALS) IN PRIMARY SCHOOL SBDP LESSON CONTENT

Ragil Kurniawan¹⁾, Deasylina da Ary²⁾

¹⁾ Universitas Negeri Semarang, Semarang, Indonesia
E-mail: ragilku@students.unnes.ac.id

²⁾ Universitas Negeri Semarang, Semarang, Indonesia
E-mail: deasylina@mail.unnes.ac.id

Abstract. Elementary School Purwoyoso 04 is experiencing problems regarding the lack of use of digital-based learning media and less than optimal learning outcomes in art lesson content. The problem formulation in the research describes how to develop, test the feasibility, and test the effectiveness of LIRMASETAD Learning media. This research procedure uses ten stages of sugiono development. Development was done using Canva web design, which was then integrated into Linktree. This development research aims to determine the application of learning media and the feasibility and effectiveness of LIRMASETAD learning media. The research results show that LIRMASETAD Learning is suitable for understanding with a presentation feasibility percentage by media experts of 88% and the feasibility of teaching components by material experts of 90.6%. The effectiveness of the media is demonstrated through normality test results. Based on calculations, a sig value of 0.165 is obtained, assuming that if the sig value is >0.05 , the data is normally distributed. Based on the results of the n-gain test, the cognitive n-gain score was 0.63, with an average difference of 33.2. So, the n-gain value on cognitive pretest and posttest learning outcomes in large group use trials is in the high category, with an effectiveness level of 63,557, which is quite effective. The increase in average shows that learning using LIRMASETAD media is effective as a learning medium. Suggestions for further research include applying media to more diverse material to be used in other learning processes.

Keywords: Lirmasetad Media, Linktree, SPdP, Regional Dance Arts

I. INTRODUCTION

Technology is currently experiencing extraordinary progress in every corner of the world, and utilizing technology in various fields can help to solve different kinds of problems. Due to the rapid development of technology, everyone can search for anything on the internet, including study material, so students can take advantage of this to look for things they don't know yet. However, this also has an impact on teachers. According to Awalia, et al.(2019) the increasingly rapid development of technology raises questions about teachers' duties and whether conventional teaching is still necessary. Such as taking notes on material and having students copy it. For this reason, teachers must develop their potential by technological developments, so that teachers' duties can keep pace with technological developments,

Technological advances can make it easier to improve the quality of learning, one of which is in learning media (Musofa & Janattaka, 2019; Manullang & Hastuti, 2021; Aini & Assegaf, 2021). The use of learning media can also help in providing learning in elementary schools, where the learning system uses thematic learning. Thematic learning combines various subjects with students' daily environment as a

learning resource. In practice, Ponza in Donna, et al. (2021) Revealed that some of the thematic learning in elementary schools is abstract, so sometimes students are confused about understanding it. Thematic concepts are always related to the everyday environment. Therefore, many phenomena can be used for thematic learning in the background.

Learning media includes everything teachers use to have the five senses of sight, hearing, smell, and taste in the classroom. Learning media is a teaching aid in the teacher's methodological component for designing learning environments (Imani, et al., 2021a; Kurniawati, et al., 2021; Fahriyanti, et al., 2021). In addition, learning media can be used, more than anything else, to convey messages and stimulate students' thoughts, feelings, attention, and skills to improve the student learning process. Based on the opinions expressed, it can be concluded that learning media is anything that acts as a mediator or liaison from the provider of information, namely from the teacher to the recipient of the data, or that can participate in the learning process entirely and meaningfully.

Darman in Imani, et al. (2021). There are five media components. First, as a mediator of news or material in the

learning process. Second, as a learning resource. Third, as a tool to stimulate student learning motivation. Fourth, it is an effective tool for achieving comprehensive and meaningful learning outcomes. Fifth, tools for acquiring and improving skills. This well-functioning sub-clause has implications for learning achievement according to the expected goals. In education, media plays an essential role in increasing students' knowledge, one of which is web-based learning media (Fitriani, et al., 2021; Hidayah, 2017; Donna, et al., 2021b; Azmi, et al., 2022). Web-based learning media according to Amaliah, et al. (2021) This needs to be done by utilizing the internet or intranet network. Web-based learning is expected to help teachers and students achieve learning goals optimally. The function of this web-based learning media is intended (1) as a tool in the learning process, (2) as a learning director, (3) as a component of the learning sub-system, (4) generating attention and motivation of students, (5) improving results and the learning process, (6) reducing the occurrence of verbalism, and also (7) overcoming limited space and time. Web-based learning allows students to understand the material in a coherent, systematic, interactive, and innovative way.

The learning process in the current technological era can take place offline or online. Distance learning is carried out using various media deemed suitable for delivering material and assignments. Linktree is a medium that can be used to make it easier for teachers to save links that can be used during the learning process (Andika & Yudianta, 2022). Linktree is a medium that can be used to make it easier for teachers to save links that can be used during the learning process. Linktree is a tool that can accommodate various website and social media links in the same link. Linktree can be used to publish on social media such as Instagram, Facebook, Twitter, and other social media. Linktree can be used as a medium to accommodate learning media links, attendance, materials, and assignments (Wahyuningsih, 2021; Handayani, 2022).

The results of observations and interviews conducted with Mrs. Baeiq Wiji Teny, S. Pd. (VA class teacher at SDN Purwoyoso 04) and Mr. Purwanto, A.Ma.Pd. (VB class teacher at SDN Purwoyoso 04) on February 10, 2022 at Jl. West Srikaton. No.1, Purwoyoso, District. Ngaliyan, Semarang City, Central Java 50184, there are still several problems and obstacles in learning activities. One of the main factors is online learning; with online learning, teachers cannot fully supervise student learning activities. Apart from that, students are less focused on receiving learning activities, so many students do not do the homework given by the class teacher. In face-to-face learning, teachers use IT-based learning media, but only on specific materials and media that display images and videos. In online learning activities, teachers have difficulty developing learning media that can support understanding of the material and can be accessed easily by students.

Learning activities are still centered on the teacher (Teacher Center). This makes learning less attractive for students. It can be seen from the learning outcomes in online learning that SBdP lesson content has decreased drastically

due to the low level of students' understanding and enthusiasm for SBdP learning. From the problems in the SBdP lesson content, SBdP students have more complex problems than other classes. Teachers tend not to be proficient in implementing learning media and selecting learning models that suit human resources (HR) at SDN Purwoyoso 04. Classroom teachers need IT-based learning media to support the learning process in face-to-face learning and online learning. With Linktree-based interactive media, it is hoped that students will not get bored and will be enthusiastic about the learning process. Additionally, varied learning models can increase student activity in learning activities.

Limitations in developing learning media have an impact on student learning outcomes. Based on the learning results of class V students at SDN Purwoyoso 04, the SBdP lesson content is still low. This is proven by the results of the daily value for the SBdP learning content, which is still low compared to other learning content. The average score for class V A and class V B is only 68 out of a scale of 100, and the KKM content of SBdP lessons at SDN Purwoyoso 04 is 70. The average score for classes V A and V B is still below the KKM. Class A, with a total of 28 students (14 Pa and 14 Pi), from the average score for the 2020/2021 odd semester, 7 (25%) students got a score above the KKM. Meanwhile, 21 (75%) other students scored below the KKM. Class B, with a total of 21 students (7 Pa and 14 Pi), of the average grades for the 2020/2021 odd semester, there are 6 (29%) students getting above the KKM. Meanwhile, 15 (61%) other students scored below the KKM. So it is necessary to find a solution through the development of digital-based learning media that is able to support children's psychomotor development in SPdP learning. One of them is the application of linktree-based learning media, in the link tree various kinds of material, videos, ornaments and examples that are relevant to learning can be included.

Based on the description above, the development of web-based media using Linktree is an innovation that needs to be applied in learning using Linktree learning media. Students can easily access material that has been prepared by the teacher and can learn from anywhere. researchers are interested in developing learning media LIRMASETAD (Linktree Regional Dance Materials) as a form of learning innovation that can be applied at SDN Purwoyoso 04, also aiming to improve student learning outcomes through the use of innovative learning media with Linktree.

II. METHOD

The type of research used is Research and Development (R&D) research. Research and development Research and Development is research that is used to produce a particular product and test the effectiveness of the product (Sugiyono, 2016). The development model used is the Borg & Gall development model, which consists of several stages, namely: 1) potential and problems; 2) data collection; 3) product design; 4) design validation; 5) design revision; 6) product trials; 7) product revision; 8) trial use. This research uses a pre-experimental research design as a one-group before-after design. In the trial use, a test is carried out before the action

(pretest) and after the action (posttest). (Sugiyono, 2016). This research was carried out in the even semester of the 2022/2023 academic year at SD Negeri Purwoyoso 04, Semarang City.

The subjects in this research were students, teachers, experts and researchers. Variables in this research: 1) The independent variable in this research is Lirmasetad Media (Linktree Regional Dance Materials); 2) The dependent variable in this research is student learning outcomes on SBdP material. In this development research, media validation was carried out by experts. The data collection techniques in this research are; 1) test techniques in the form of pretest and posttest; 2) non-test techniques in the form of interviews, questionnaires and documentation. Pretest and posttest were carried out before and after the application of Lirmasetad media to measure the effectiveness of media use, interviews and questionnaires were given to student teachers and validators to measure the suitability of Lirmasetad media used in learning. The data analysis technique in this research consists of initial data analysis and final data analysis. Initial data analysis by conducting normality and homogeneity tests on pretest and posttest learning outcomes. Meanwhile, the final data analysis was carried out by carrying out the t-test and n-gain test.

A. Data Analysis

1. T-TEST

When the data from the pretest and posttest scores are tested, the data is normally distributed, so the formula used in the t test is a parametric formula. The t test uses the Paired Sample t-Test formula with the help of Microsoft Excel which is used in the t test.

TABLE 3 TEST T

test	Number of students	Average	Sig 2 tailed	Sig.
Pretest	30	47,50	0.00	0.05
Posttest	30	80,71		

Based on the results from Table 3, the t-test on the results of the pretest and posttest values states that the value is sig 0.00 while the significance is 0.05. This shows that there is an increase in learning outcomes. So, the results of the t-test regarding the learning outcomes of class V students at SD Negeri Cangkiran 02 Semarang before and after using the Linktree media for Regional Dance Material, which had been carried out and developed, there was a difference in the average pretest and posttest scores where the average student learning outcomes increased to 80.71 from The previous value was 47.50, the increase was 33.2%.

2. N-gain

The assessment between pretest and posttest scores is measured by analyzing the gain index. In this research, normalized gain (N gain) is used. Gain shows an increase in

students' psychomotor skills after using Linktree Regional Dance Material media.

TABLE 4 N-GAIN TEST

N	Lowwer Score	Hinggest Score	N Gain	Efektivty	Info
28	43	83	0.635	63.557	Effective

Based on Table 4 regarding the gain test results on pretest and posttest scores, an average difference of 33.2 was obtained with an n-gain of 0.638 and Medium criteria. In the effectiveness interpretation, the score was 63.557 with quite effective criteria.

III. RESULTS AND DISCUSSION

A. Lirmasetad Media Development Design Results (Linktree Regional Dance Materials)

The enti The product produced by the researcher is a Linktree media learning media design for Regional Dance Materials. Linktree is an application in the form of a website that provides one link, where with one link, you can access several links with a simple but attractive appearance and easy to access. Business people and even influencers usually use Linktree; in education, Linktree can be used as a learning medium. Researchers use Canva to create animations and design products which contain regional dance art material by KD 3.3 Understanding regional dance performances and KD 4.3 Showing regional dance creations in class V elementary school learning. The following is a general overview of the Linktree media design for Regional Dance Materials in Table 5.

TABLE 5 LIRMASETAD MEDIA DESIGN

No	Design	Information
1	Media design	Linktree Media Regional Dance Material in web
2	Matry	Regional Dance Arts
3	language	Indonesian
4	Content	Instructions for use Developer information KD & Indicators Material Elements of Dance Types of Dance Dance Arts Property Games
5	Function	Innovative learning media that utilizes internet and Android technology to facilitate understanding of the material and attract students' attention regarding Regional Dance material. Improving psychomotor skills in SPdB learning for fifth grade students

The main components in creating Linktree Media for Regional Dance Material consist of cover, introduction, material and practice questions. This learning media contains Regional Dance material which is adapted to basic competencies, indicators and learning objectives. For further details, the following media product designs are presented by researchers.

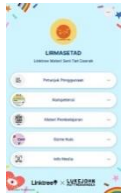


Figure 1. Menu



Figure 2. Instruction



Figure 3. Matery



Figure 4. Learning Content



Figure 5. Learning Target



Figure 6. Game and Quiz



Figure 7. Author

LIRMASETAD media makes learning more accessible because it can be used in offline and online learning. To access LIRMASETAD Media, you can use a laptop/PC, cellphone, and tablet by opening a browser such as Google Chrome, Mozilla Firefox, Microsoft Edge, etc. The user enters the link <https://linktr.ee/LIRMASETAD6> in the browser machine. Users are directed to the LIRMASETAD main page, which contains various menus the developer provides. The novelties presented include designs that are attractive and suitable for elementary school students, the application of material that is easy to understand, and innovative learning videos shown in LIRMASETAD media.

Media Linktree Regional Dance Material, the final research product, has been validated and revised according to suggestions and input from experts, teachers, and students. Linktree Media Regional Dance Material has been tested and is suitable for use as support and support for SBdP learning resources in class V SDN Purwoyo 04

B. Lirmasetad Media Feasibility Assessment Results (Linktree Regional Dance Materials)

The suitability of Linktree Media for Regional Dance Material is determined by testing its validity by material, media, and language experts. The aim of testing the validity of the Linktree media for Regional Dance Material is to obtain a valid assessment that can be used in the learning process. In addition, to determine the suitability, weaknesses, and advantages of the media developed by researchers. The material expert validator for the Linktree Media Regional Dance Material is Mrs. Dr. Desylyna da Ary, S.Pd., M.Pd., a material expert and lecturer in the Primary School Teacher Education Department with essential arts expertise. Media expert, namely Mr. Dr. Deni Setiawan, S.Sn., M.Hum. Lecturer in the Department of Primary School Teacher Education with expertise in Arts.

The results of the design validator assessment will be included in the assessment category. There are three aspects of assessment in the material expert validator questionnaire that are assessed, namely relevance to KI, KD, indicators and learning objectives, suitability of material to questions in the media, and suitability of images to the material. The material suitability assessment obtained a score of 58 with a percentage of 90.6% belonging to the criteria of being very suitable for use in learning suggestions and input from validators to pay more attention to media development with material developments in elementary schools.

Meanwhile, for the media validator questionnaire, there are four aspects, namely, suitability of learning materials, learning materials, media use, and media design. The media suitability assessment obtained a score of 60 with a percentage of 88%, which is classified as very suitable for use in learning. Suggestions and input from validators to improve the videos presented.

C. Results of analysis of student psychomotor improvement

The improvement in students' psychomotor skills is used to see the effectiveness of the Linktree Media for Regional Dance Materials, through the results of pretest and post-test scores as well as student and teacher response questionnaires in large-scale trials. The results of the pretest and posttest in the large-scale trial will look for differences in learning outcomes before and after using Linktree Media for Regional Dance Materials.

Previously, the large-scale test learning result data had been tested for normality and homogeneity, and the data had a normal and similar distribution. Next, the t-test is to determine the effectiveness of the Linktree Media for Regional Dance Material. The t-test results on the pretest and posttest values were 0.00, indicating that H_0 was rejected

because $0.00 > 0.05$. So, the results of the t-test after using the Linktree Media for Regional Dance Materials show a difference in the average pretest and post-test scores, with an increase in student learning outcomes of 33.2%. Meanwhile, the results of the n-gain test on the pretest - post-test showed that the average difference in learning outcomes was 0.638 in the medium criteria. For the estimated effectiveness, it scored 63,557 on the requirements of being quite effective.

Previous research supports the use of technology in learning activities, which can increase student interest, as explained by Raja, R. & Nagasubramani, P.C 2018), because transferring knowledge will become more accessible, more comfortable, and effective. Other research regarding learning media for elementary school children.

D. Discussion

The development of Linktree Media for Regional Dance Materials is carried out through the Borg and Gall development stage, where there are 10 steps, namely 1) potential and problems; 2) data collection; 3) product design; 4) design validation; 5) design revision; 6) product trials; 7) product revision; 8) trial use; 9) product revision; 10) product distribution. In its implementation, product trials were carried out up to stage 8 to determine the feasibility and effectiveness of using Linktree Regional Dance Material media.

Media design was developed using Canva, which was then integrated into Linktree with regional dance material by KD 3.3 Understanding regional dance performances and KD 4.3 Showing regional dance creations in class V learning. The media was designed according to the needs found at SDN Purwoyoso 04.

The suitability of Linktree Media for Regional Dance Art Materials is carried out through validation by media experts and material experts. Based on the opinions of experts, the Linktree Media Regional Dance Material Assessment of material feasibility received a score of 58 with a percentage of 90.6% belonging to the very appropriate criteria, and the media feasibility assessment obtained a score of 60 with a rate of 88% belonging to the very applicable standards. This description is supported by opinion (Handayani, 2022; Ratih, 2021; Agnes, 2022) The development of appropriate media can support improving learning outcomes and psychomotor skills of students in regional dance arts education.

Results of media testing carried out in class V at SDN Purwoyoso 04 to determine the effectiveness of improving students' psychomotor skills after using Linktree Regional Dance Material media show that there is a difference in the average pretest and posttest scores, with an increase in students' psychomotor skills by 33.2%. Meanwhile, the results of the n-gain test on the pretest - post-test showed that the average difference in learning outcomes was 0.638 in the medium criteria. For the estimated effectiveness, it received a score of 63,557 on the requirements of being quite effective. In line with research (Purnomo, 2019; Pangestika, 2020), the development of digital-based media that has been developed is able to increase teachers' abilities to develop learning materials.

IV. CONCLUSIONS

Linktree Media Regional Dance Material is a learning medium that can be used in regional dance arts material in SPdB class V elementary school learning. Developed using Canva and Linktree. Canva is used to create animations and design products. Lirmasetad Learning Media is media that can be accessed via the web using Linktree, which contains regional dance art material by KD 3.3 Understanding regional dance performances, and KD 4.3 Showing regional dance creations in class V elementary school learning. Lirmasetad media was developed by looking at feasibility assessments by material, media, and language experts according to feasible criteria. The material feasibility percentage is 90.6% with very achievable criteria, the media feasibility percentage is 88% with very achievable criteria. Spedatua media based on articulate storyline is efficacious in improving students' psychomotor skills in regional dance art material, it can be seen from the t-test results on $t_{count} < t_{table}$, namely $0.00 < 0.05$, so that the data shows an increase in students' skills. The results of the n gain test on the pretest - posttest showed that the average difference in learning outcomes was 0.638, in the medium criteria. So, there was an increase in psychomotor skills before and after using Linktree Regional Dance Material media The development of Lirmasetad media is expected to be a reference for research regarding the development of learning media, and the subsequent development is expected to be able to package psychomotor skills into concrete examples in students' daily lives.

REFERENCES

- Agnes, L. R. A. (2022). Optimalisasi Media Pembelajaran Dalam Hybrid Learning Pada Matapelajaran Seni Budaya (tari) Di Smp Negeri 50 Surabaya. *Jurnal Pendidikan Sendratasik*, 11(2).
- Aini, U. N., & Assegaf, A. (2021). Model Pembelajaran PAI Berbasis Digital Mobile Learning di SMP Masa Pandemi Covid-19. *Jurnal Manajemen dan Pendidikan Islam*, 7(2). <https://doi.org/10.26594/dirasat>
- Amaliah, N., Jirana, J., & Damayanti, M. (2021). Sosialisasi Pembuatan Linktree sebagai Media Pembelajaran Alternatif Masa Pandemi Covid 19 pada Guru-Guru SDN 18 Galung Lombok Polewali Mandar. *JATI EMAS (Jurnal Aplikasi Teknik dan Pengabdian Masyarakat)*, 5(3), 59. <https://doi.org/10.36339/je.v5i3.510>
- Andika, I. P. W., & Yudiana, K. (2022). Aktivitas Pembelajaran Berbantuan Media Linktree Meningkatkan Literasi Sains dan Kemampuan Metakognitif pada Materi Macam-Macam Gaya Muatan IPA Kelas IV. *Jurnal Edutech Undiksha*, 10(1).
- Awalia, I., Pamungkas, A. S., & Alamsyah, T. P. (2019). Pengembangan Media Pembelajaran Animasi Powtoon pada Mata Pelajaran Matematika di Kelas IV SD. *Kreano, Jurnal Matematika Kreatif-Inovatif*,

- 10(1), 49–56.
<https://doi.org/10.15294/kreano.v10i1.18534>
- Azmi, R. D., Ummah, S. K., & Kurniawan, Moh. W. (2022). Peningkatan Keterampilan Pembuatan Media Pembelajaran Matematika Online Berbasis Android Melalui Blended-Training. *JMM (Jurnal Masyarakat Mandiri)*, 6(5).
<https://doi.org/10.31764/jmm.v6i5.10717>
- Donna, R., Ekok, A. S., & Febriandi, R. (2021a). Pengembangan Multimedia Interaktif Berbasis Powtoon pada Pembelajaran Tematik di Sekolah Dasar. *Jurnal Basicedu*, 5(5), 3799–3813.
<https://doi.org/10.31004/basicedu.v5i5.1382>
- Donna, R., Ekok, A. S., & Febriandi, R. (2021b). Pengembangan Multimedia Interaktif Berbasis Powtoon pada Pembelajaran Tematik di Sekolah Dasar. *Jurnal Basicedu*, 5(5), 3799–3813.
<https://doi.org/10.31004/basicedu.v5i5.1382>
- Fahriyanti, A. J. E., Prasetya, C. I., & Wantoro, R. (2021). Pengembangan Media “Klik Aja” Dalam Pembelajaran Daring Menyampaikan Teks Berita Bagi Siswa Kelas Viii. *MARDIBASA: Jurnal Pembelajaran Bahasa dan Sastra Indonesia*, 1(2), 385–417.
<https://doi.org/10.21274/jpbsi.2021.1.2.385-417>
- Fitriani, F., Muzakkir, M., Astuti, E. R. P., Jayadi, A., & Gunawan, S. (2021). Pelatihan Pemanfaatan Media Pembelajaran Linktree Dan Microsoft Kaizala Untuk Menunjang Pembelajaran Daring Bagi Guru. *SELAPARANG Jurnal Pengabdian Masyarakat Berkemajuan*, 4(3), 839.
<https://doi.org/10.31764/jpmb.v4i3.5393>
- Handayani, L. (2022). Upaya Meningkatkan Hasil Belajar Peserta Didik Dengan Menggunakan Model Pembelajaran Pergelaran Seni Melalui Media Digital Pada Mata Pelajaran Seni Budaya Di Kelas Xii Sma Negeri 5 Bukittinggi. *Ilmu Sosial, Humaniora dan Seni (JISHS)*, 1(1).
<https://doi.org/10.47233/jishs.v1i1.244>
- Hidayah, N. (2017). Pengembangan Media Pembelajaran Berbasis Komik Pada Mata Pelajaran Ilmu Pengetahuan Sosial Kelas Iv Mi Nurul Hidayah Roworejo Negerikaton Pesawaran. *Jurnal Pendidikan dan Pembelajaran Dasar*, 4(1).
- Imani, M. N., Oktavianti, R., & Romdhoni, V. A. (2021a). Inovasi Media Pembelajaran Linktree dan Evaluasi Quizizz pada Materi Sistem Peredaran Darah Manusia Kelas VIII SMP. *Proceeding of Integrative Science Education Seminar*, 1.
<https://prosiding.iainponorogo.ac.id/index.php/piscs>
- Imani, M. N., Oktavianti, R., & Romdhoni, V. A. (2021b). Inovasi Media Pembelajaran Linktree dan Evaluasi Quizizz pada Materi Sistem Peredaran Darah Manusia Kelas VIII SMP, 1.
- Kurniawati, R., Fuada, S., & Dawani, F. (2021). Pemanfaatan Linktree, Google Form, Youtube dan Quizizz Sebagai Media Bantu Pembelajaran Daring selama Periode Adaptasi Baru di SDN Dayeuhkolot II Subang. *Indonesian Journal of Community Services in Engineering & Education (IJOCSEE)*, 1(2). Retrieved from <http://ejournal.upi.edu/index.php/IJOCSEE/>
- Manullang, A. S., & Hastuti, H. (2021). Inovasi Pohon Silsilah Berbasis QR-Code sebagai Media Pembelajaran Sejarah di SMA. *Jurnal Sikola: Jurnal Kajian Pendidikan dan Pembelajaran*, 2(4), 371–381. <https://doi.org/10.24036/sikola.v2i4.139>
- Musofa, N., & Janattaka, N. (2019). Pemanfaatan Media Powtoon Pada Materi Komik Di Sekolah Dasar. *INVENTA*, 3(2), 147–157.
<https://doi.org/10.36456/inventa.3.2.a2013>
- Pangestika, F. Y., & Yanuartuti, S. (2020). Pembelajaran Mandiri Seni Tari Melalui Konten Youtube sebagai Inovasi Pembelajaran Masa Kini. *Gondang: Jurnal Seni dan Budaya*, 4(2), 144.
<https://doi.org/10.24114/gondang.v4i2.18098>
- Purnomo, E., & Nugraheni, T. (2019). Pengembangan Modul Tari Berbasis Digital untuk Meningkatkan Kompetensi Guru Sekolah Menengah Tari. *Gondang: Jurnal Seni dan Budaya*, 3(2), 119.
<https://doi.org/10.24114/gondang.v3i2.14157>
- Ratih, E. K., & Yanuartuti, S. (2021). Meningkatkan Daya Kreatif Siswa Menggunakan Teknologi Digital Sebagai Media Pembelajaran Daring. *NATURALISTIC: Jurnal Kajian Penelitian Pendidikan dan Pembelajaran*, 6(1), 942–955.
<https://doi.org/10.35568/naturalistic.v6i1.1634>
- Sugiyono. (2016). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Wahyuningsih, E. (2021). Pengembangan Media Cerpen Digital Menggunakan Linktree Dalam Pembelajaran Cerpen Di Sekolah Menengah Pertama.