

## DAFTAR PUSTAKA

- Alberts, B., Johnson, A., Lewis, J., Morgan, D., Raff, M., Roberts, K., & Walter, P. (2015). *Molecular Biology of the Cell* (6th ed.). Garland Science.
- Arikunto, S. (2019). *Prosedur Penelitian: Suatu Pendekatan Praktik*. Rineka Cipta.
- Arsyad, A. (2019). *Media Pembelajaran*. Rajawali Pers.
- Assembler. (2023). *Assembler Edu: Bring Classroom Elements to Life in 3D & AR*. Assembler World. <https://edu.assemblerworld.com>.
- Azuma, R., Baillot, Y., Behringer, R., Feiner, S., Julier, S., & MacIntyre, B. (2001). Recent advances in augmented reality. *IEEE Computer Graphics and Applications*, 21(6), 34–47.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer.
- Cai, S., Wang, X., & Liu, J. (2016). The design and development of an augmented reality system for learning cell biology. *Interactive Learning Environments*, 24(7), 1426–1440.
- Campbell, N. A., & Reece, J. B. (2021). *Biology* (12th ed.). Pearson Education.
- Creswell, J. W., & Guetterman, T. C. (2019). *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research* (6th ed.). Pearson.
- Fraenkel, J. R., Wallen, N. E., & Hyun, H. H. (2019). *How to Design and Evaluate Research in Education* (9th ed.). McGraw-Hill.
- Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi. (2022). *Capaian Pembelajaran Mata Pelajaran Biologi Fase F (SMA/MA)*. BSKAP Kemendikbudristek.
- Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi. (2022). *Panduan Pembelajaran dan Asesmen Pendidikan Anak Usia Dini, Pendidikan Dasar, dan Menengah*. BSKAP Kemendikbudristek.
- Mayer, R. E. (2021). *Multimedia Learning* (3rd ed.). Cambridge University Press.
- Pradana, A. W., & Wijaya, R. (2023). Pengembangan media pembelajaran biologi berbasis augmented reality menggunakan platform Assembler Edu di sekolah menengah atas. *Jurnal Inovasi Teknologi Pendidikan*, 10(2), 145–158.
- Radu, I. (2014). Augmented reality in education: A meta-review and cross-media analysis. *Personal and Ubiquitous Computing*, 18(6), 1533–1543.
- Sari, D. P., & Nurcahyo, H. (2021). Keefektifan model kooperatif berbantuan media visual imersif terhadap interaksi sosial dan pemahaman konsep sains siswa SMA. *Jurnal Pendidikan Biologi*, 14(1), 23–34.
- Slavin, R. E. (2019). *Cooperative Learning: Theory, Research, and Practice*. Allyn & Bacon.

- Sommers, C. L. (2019). Using augmented reality to teach cell structure and function. *The American Biology Teacher*, 81(5), 345–351.
- Sufyadi, dkk. (2021). *Panduan Pembelajaran dan Asesmen: Pembelajaran Paradigma Baru Kurikulum Merdeka*. Pusat Asesmen dan Pembelajaran, Badan Penelitian dan Pengembangan dan Perbukuan, Kemendikbudristek.
- Sugiyono. (2019). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, Kombinasi, R&D, dan Penelitian Tindakan*. Alfabeta.
- Sweller, J. (2020). Cognitive load theory and educational technology. *Educational Technology Research and Development*, 68(1), 1–16.
- Sweller, J., van Merriënboer, J. J. G., & Paas, F. (2019). *Cognitive Architecture and Instructional Design* (2nd ed.). Springer.
- Urry, L. A., Cain, M. L., Wasserman, S. A., Minorsky, P. V., & Orr, R. B. (2020). *Campbell Biology* (12th ed.). Pearson.
- Vygotsky, L. S. (1978). *Mind in Society: The Development of Higher Psychological Processes*. Harvard University Press.
- Wulan, A. R., & Sanjaya, Y. (2020). Analisis kesulitan belajar siswa SMA pada materi biologi sel yang bersifat mikroskopis dan abstrak. *Jurnal Pembelajaran Biologi*, 7(2), 89–98.
- Wu, H.-K., Lee, S. W.-Y., Chang, H.-Y., & Liang, J.-C. (2013). Current status, opportunities and challenges of augmented reality in education. *Computers & Education*, 62, 41–49.