

BIBLIOGRAPHY

- Adobe. (2022a). *Adobe Illustrator*. <https://www.adobe.com/products/illustrator/>
- Adobe. (2022b). *What is Adobe Air?* <https://www.adobe.com/products/air/faq.html>
- Anupama, P. (2017). Quantitative Data Analysis and Representation. *International Journal of Engineering Science and Computing*, 7(3), 4853. <http://ijesc.org/>
- Ariani, N., & Haryanto, D. (2010). *Pembelajaran multimedia di sekolah: pedoman pembelajaran inspiratif, konstruktif dan prospektif*. Prestasi Pustakarya.
- Arsyad, A. (2017). *Media Pembelajaran* (A. Rahman (ed.); 20th ed.). Rajawali Pers.
- Azar, B. (2007). Grammar-Based Teaching: A Practitioner's Perspective. *Test-Ej*, 11(2), 1–12.
- Cairncross, S., & Mannion, M. (2010). *Innovations in Education and Teaching International Interactive Multimedia and Learning: Realizing the Benefits Interactive Multimedia and Learning: Realizing the Benefits*. October 2014, 37–41. <https://doi.org/10.1080/14703290110035428>
- Dimiyati, & Mudjiono. (2006). *Belajar dan Pembelajaran* (3rd ed.). PT Rineka Cipta.
- Effendi, M. S., Rokhyati, U., & Rachman, U. A. (2017). A Study on Grammar Teaching at an English Education Department in an EFL Context. *International Journal on Studies in English Language and Literature*, 5(1), 42–46. <https://doi.org/10.20431/2347-3134.0501005>
- Eriksson, P., & Kovalainen, A. (2016). Introduction To Qualitative Data. *Qualitative Methods in Business Research (2nd Ed.)*, 81–90.
- Fatmawati, S. (2015). Pengembangan Mobile Learning Berbasis Android Menggunakan Adobe Flash Cs6 Pada Mata Pelajaran Bahasa Inggris Untuk Meningkatkan Hasil Belajar Siswa Kelas X Tkj Smk. In *Keefektifan Penerapan Pendekatan Keterampilan Proses dalam Pembelajaran IPA terhadap Minat Belajar Siswa Kelas IV SD Negeri Golo Yogyakarta* (Vol. 16, Issue 2). Universitas Negeri Semarang.
- Gall, M. D., Gall, J. P., & Borg, W. R. (2003). *Educational Research* (7th ed.). Allyn and Bacon.
- Hadfield, J., & Hadfield, C. (2008). *idoc.pub_hadfield-introduction-to-teaching-english.pdf*. OUP Oxford.

- Haq, M. R. (2017). *Pengembangan media mobile learning (M-Learning) berbasis android dalam pembelajaran biologi pada materi struktur dan fungsi sel penyusun jaringan tumbuhan dan hewan kelas XI SMA/MA* [Universitar Islam Negeri Raden Intan]. <http://repository.radenintan.ac.id/2369/>
- Hornby, A. S. (2005). *Oxford Advanced Learner's Dictionary of Current English* (S. Wehmeier, C. McIntosh, & J. Turnbull (eds.); 7th ed.). Oxford University Press.
- Ichwan, M. (2019). *Designing an Interactive Android Application*. Alauddin State Islamic University of Makassar.
- Maulani, A., Ayu, S. M., Dermawan, O., & Akmansyah, M. (2021). *The Development of Android-Based*. *10*(1), 35–43.
- Mayefis, R., Sukardi, S., & Usmeldi, U. (2019). Validity of Android Based Mobile Learning Media in Computer and Based Network Vocational High School. *Journal of Education Research and Evaluation*, *3*(4), 239. <https://doi.org/10.23887/jere.v3i4.22869>
- Muhfiyanti, M., Mulyadi, D., & Aimah, S. (2021). Android-Based Mobile Learning Media in Teaching Reading of Report Texts. *Getsempena English Education Journal*, *8*(1), 177–191. <https://doi.org/10.46244/geej.v8i1.1311>
- Musahrain. (2016). Developing Android-Based Mobile Learning as a Media in Teaching English. *Proceeding The 2nd International Conference On Teacher Training and Education Sebelas Maret University*, *2*(1), 307–313.
- PAV, N. (2021). *Adobe Animate Review*. <https://www.softwarehow.com/adobe-animate-review/>
- Pebriatno, K. (2020). *Modul Pembelajaran SMA Bahasa Inggris*.
- Richards, J. C., & Schmidt, R. W. (2014). *Longman Dictionary of Language Teaching and Applied Linguistics* (4th ed.). Routledge.
- Schunk, D. H. (2012). *Learning Theories: An Educational Perspective* (6th ed.). Penerbit Pustaka Pelajar.
- Siregar, E., & Nara, H. (2010). *Teori Belajar dan Pembelajaran*. Ghalia Indonesia.
- Sumarni, S. (2019). Model penelitian dan pengembangan (RnD) lima tahap (MANTAP). *Jurnal Penelitian Dan Pengembangan*, *1*(1), 1–33.
- Sung, Y. T., Chang, K. E., & Liu, T. C. (2016). The effects of integrating mobile devices with teaching and learning on students' learning performance: A meta-analysis and research synthesis. *Computers and Education*, *94*, 252–275. <https://doi.org/10.1016/j.compedu.2015.11.008>

Tongco, M. D. C. (2007). *Purposive Sampling as a Tool for Informant Selection*. 158, 147–158.

Wakhidah, R., Maftuh, M. F., & Maaliah, E. (2019). Pengembangan Aplikasi Listening Test Berbasis Android. *Journal of Applied Informatics and Computing*, 3(2), 47–53. <https://doi.org/10.30871/jaic.v3i2.1181>

Zatulifa, M., Riswandi, Fitriawan, H., & Akla. (2018). Application Based Android As A Development Of English Learning Media. *IOSR Journal of Research & Method in Education (IOSR-JRME)*, 8(4), 66–72. <https://doi.org/10.9790/7388-0804036672>

