

TABLE RESEARCH OUTPUT IN 2021
CHEMISTRY LEARNING MEDIA

Name of staff/ Article Publication*	Link
Prof. Dr. Achmad Lutfi, M.Pd. et al. Learning Success Chemical Bonds By Using The “Chebo Collect Game”: A Case Study	https://www.jotse.org/index.php/jotse/article/view/1265
Prof. Dr. Achmad Lutfi, M.Pd. et al. Applying Gamification To Improve The Quality Of Teaching And Learning Of Chemistry In High Schools: A Case Study Of Indonesia.	https://www.eduhk.hk/apfslt/v20_issue2/lutfi/index.htm
Prof. Dr. Achmad Lutfi, M.Pd. et al. Gamification For Science Learning Media: Teacher Challengers And Student Expectation.	https://online-journals.org/index.php/ijim/article/view/15175/8537
Prof. Dr. Achmad Lutfi Students’ Well-Being and Game Implementation In Learning Chemistry In Merdeka Belajar Era	https://ejournal.undiksha.ac.id/index.php/jpk/article/view/30127
Prof. Dr. Achmad Lutfi Pengembangan KIT Praktikum Media Pembelajaran Materi Campuran Dan Larutan Peserta Didik Tunanetra SMPLB	https://ejournal.undiksha.ac.id/index.php/jpk/article/view/30742
Prof. Dr. Achmad Lutfi Gamifikasi Untuk Pendidikan: Pembelajaran Kimia Yang Menyenangkan Pada Masa Pandemic Covid-19	https://ejournal.undiksha.ac.id/index.php/jpk/article/view/38486

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Prof. Dr. Achmad Lutfi Aplikasi Permainan The Legend Of Thermo Sebagai Media Pembelajaran Materi Termokimia Selama Pandemi Covid 19	https://ppjp.ulm.ac.id/journal/index.php/quantum/article/view/9523/pdf
Prof. Dr. Achmad Lutfi Pengembangan Permainan Element Go Sebagai Media Pembelajaran Pada Materi Konfigurasi Elektron Yang Mempengaruhi Retensi Peserta Didik	https://ejournal.unib.ac.id/index.php/pendipa/article/view/14442
Prof. Dr. Achmad Lutfi Modul Berbasis Chemo-Entrepreneurship Pada Materi Kimia Dalam Kehidupan Sehari-Hari Untuk Anak Jalanan	https://jurnalfkip.unram.ac.id/index.php/CEP/issue/view/121
Dr. Sukarmin, M.Pd. Chemical bonding successful learning using the “Chebo collect game”: A case study	https://www.jotse.org/index.php/jotse/article/view/1265
Dr. Sukarmin, M.Pd.	
Kusumawati Dwiningsih, S.Pd., M.Pd. Chemical bonding successful learning using the “Chebo collect game”: A case study	https://www.jotse.org/index.php/jotse/article/view/1265
Kusumawati Dwiningsih, S.Pd., M.Pd. Pembelajaran Kimia Berbasis Kooperatif <i>Think Pair Share</i> (TPS) dengan Berbantuan Virtual Laboratorium Untuk Meningkatkan Hasil Belajar Siswa	https://journal.unnes.ac.id/nju/index.php/JIPK/article/view/21595
Kusumawati Dwiningsih, S.Pd., M.Pd. Development of Interactive E-Module on The Periodic System Materials as an Online Learning Media	https://jppipa.unram.ac.id/index.php/jppipa/article/view/582/pdf
Kusumawati Dwiningsih, S.Pd., M.Pd.	https://journal.uinsgd.ac.id/index.php/tadris-kimiya/article/view/9704/pdf

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Efektivitas Multimedia Interaktif Permodelan 3D Ikatan Logam Dalam Upaya Mengoptimalkan Kemampuan Visual Spasial	
Kusumawati Dwiningsih, S.Pd., M.Pd. Validitas Lkpd Berbasis Blended Learning Berbantuan Multimedia Interaktif Untuk Melatihkan Visual Spasial Materi Ikatan Kovalen	https://ejournal.unesa.ac.id/index.php/journal-of-chemical-education/article/view/37694/33457
Kusumawati Dwiningsih, S.Pd., M.Pd. Efektivitas LKPD Berbasis Blended Learning Berbantuan Multimedia Interaktif untuk Melatih Visual Spasial Peserta Didik	http://journal.ikipgriptk.ac.id/index.p
Kusumawati Dwiningsih, S.Pd., M.Pd. Pengembangan E-Module Interaktif Sebagai Sumber Belajar Pada Materi Sistem Periodik Unsur	https://ejournal.unesa.ac.id/index.php/journal-of-chemical-education/article/view/37650/33498
Kusumawati Dwiningsih, S.Pd., M.Pd Development of Interactive E-Module on The Periodic System Materials as an Online Learning Media	http://jppipa.unram.ac.id/index.php/jppipa/article/view/582
Kusumawati Dwiningsih, S.Pd., M.Pd The Validity of Molecular Geometry Based Virtual Reality to Improve Student Visual-Spatial Intelligence in New Normal Era	https://jes.ejournal.unri.ac.id/index.php/JES/article/view/8157
Kusumawati Dwiningsih, S.Pd., M.Pd Analisis Hasil Belajar Peserta Didik Melalui Media Visualisasi Geometri Molekul Berbasis Mobile Virtual Reality (MVR)	https://ejournal.unib.ac.id/index.php/pendipa/article/view/16279
Kusumawati Dwiningsih, S.Pd., M.Pd Efektivitas Pembelajaran Geometri Molekul Menggunakan <i>Mobile Virtual Reality</i> (MVR) Untuk Meningkatkan Kemampuan Visuospasial	https://doi.org/10.31800/jtp.kw.v9n2.p220--236

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Kusumawati Dwiningsih, S.Pd., M.Pd Development of a Moodle-Based WordPress-Based Chemistry Learning Website to Improve Students' Learning Outcomes on The Elements Periodic System Material	http://jurnal.fkip.unila.ac.id/index.php/JPK/article/view/23116
Rusly Hidayah, S.Si., M.Pd Validity of Kimi Kimo Adventure Game Based on Android as Learning Media in Chemical Bonds	https://www.atlantis-press.com/proceedings/ijcse-21/125966516
Rusly Hidayah, S.Si., M.Pd The Development of CIHOE Game As A Learning Media In The Elemental Chemistry Material	https://journal.unnes.ac.id/nju/index.php/ijal/article/view/29651
Rusly Hidayah, S.Si., M.Pd Collaborative Problem Based Learning Model for Creative Thinking Ability	http://www.amrsjournals.com/index.php/jamres/article/view/156
Rusly Hidayah, S.Si., M.Pd The Validity of Blended Learning Oriented Student Worksheets to Improve Science Process Skills in Electrolyte and Non-Electrolyte Solution Materials	https://jurnal.fkip.unram.ac.id/index.php/CEP/article/view/2394
Rusly Hidayah, S.Si., M.Pd Eligibility of Student Worksheet (LKPD) Based on 5e Learning Cycle With Science Process Skills (SPS) on Acid-Base Material	https://jurnal.fkip.unram.ac.id/index.php/CEP/article/view/2393
Rusly Hidayah, S.Si., M.Pd Implementation of Techno-Ecopreneurship Worksheet to Train Scientific Literacy Ability among Students in Thermochemistry Topic	https://e-aje.net/images/dosyalar/aje_2021_1_2.pdf
Rusly Hidayah, S.Si., M.Pd	https://jurnal.untirta.ac.id/index.php/EduChemika/article/view/7929

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Practicality of an Android Based Chemistry Adventure Game as a Chemical Bond Learning Media	