

STAFF HANDBOOK



Name	Dr. Achmad Lutfi, M.Pd.		
Position	Lecturer in Chemistry Education		
Academic Career	Degree	University	Year
	Bachelor Degree (Chemistry Education)	IKIP Surabaya - Indonesia	1978-1984
	Master Degree (Chemistry Education)	IKIP Malang - Indonesia	1978-1984
	Doctoral Degree (Science Education)	Universitas Negeri Surabaya - Indonesia	1978-1984
Employment	Position	Employer	
	Associate Professor	Universitas Negeri Surabaya	
Research and Development Project Over the Last 5 Years	Title	Funder	Year
	Implementasi Model Sorogan-Bandongan dalam Bidang Kimia Sebagai Upaya Meningkatkan Penguasaan Konsep dan Sikap Mahasiswa di Abad 21	PNBP	2021
	Pengembangan Media Bedak (Pembelajaran Daring Kimia) Sebagai Solusi PJJ Pada Era Inkubasi Pandemi Covid-19	PNBP	2020
	Efektivitas Multimedia Interaktif (MMI) dan Kit dengan Strategi Writing-to-Learn (WTL) dalam Pembelajaran IPA untuk Siswa Tunarungu (Lanjutan)	Direktorat Riset Dan Pengabdian Masyarakat (DRPM)	2019
	Merancang Media Pembelajaran Kimia untuk Melatih Ecopreneurship pada Perkuliahan Pembelajaran Kimia SMK	PNBP	2019
	Efektivitas Multimedia Interaktif (MMI) dan Kit dengan Strategi Writing-to-Learn (WTL) dalam Pembelajaran IPA untuk Siswa Tunarungu	Direktorat Riset Dan Pengabdian Masyarakat (DRPM)	2018
	Melatih Ecopreneurship Melalui Merancang Permainan sebagai Media Pembelajaran Kimia pada Perkuliahan Media Permainan Kimia	PNBP	2018
	Peningkatan keterampilan Proses	PNBP	2017

	Sains Siswa dengan menggunakan laboratorium virtual pada pembelajaran		
	Pengembangan Lembar Kerja Siswa Berbasis Assesment as Learning pada Matakuliah Kimia Anorganik II	PNBP	2017
	Pengembangan KIT Analisis Semimikro Kation dan Anion untuk Menunjang Perkuliahan Kimia Analisis Kualitatif	PNBP	2016
Community Service Over The Last 5 Years	Title	Funder	Year
	Pelatihan dan Workshop Pembuatan E-modul Interaktif sebagai Inovasi Bahan Ajar di Era Society 5.0	PNBP	2021
	Pelatihan Media Virtual Untuk Pembelajaran Daring Sebagai Akibat Wabah Covid-19 Pada Guru Kimia Di Surabaya Raya	PNBP	2020
	Menjaga Imunitas Tubuh Warga Unesa dalam Mencegah Covid-19 dengan Memberikan Tontonan Video Lucu	PNBP	2020
	Pemantapan Penggunaan Laboratorium Virtual sebagai Media Pembelajaran Kimia SMA di Kabupaten Suemnep	PNBP	2019
	Pelatihan Penggunaan Laboratorium Virtual Sebagai Media Pembelajaran Bagi Guru Kimia SMA Di Kabupaten Kediri	PNBP	2018
	Pelatihan Penggunaan Virtual Lab Kimia untuk Menunjang Pembelajaran Kimia di Kota Blitar	PNBP	2017
	Pelatihan Penggunaan Laboratorium Virtula sebagai Media Pembelajarab Kimia bagi Guru di MGMP Kimia Kabupaten Banyuwangi	PNBP	2016
	Industry Collaborations Over the Last 5 Years	Title	Partner
Patents and Property Right	Title	Patent ID	Year
	Kepustakaan Kimia	000147661	2019
	Ringkasan Disertasi: Dokumen Mutu Untuk Pengembangan Permainan Bersarana Komputer sebagai Media Pembelajaran IPA	000147660	2019
	Program Komputer: Multimedia Interaktif Kimia Dalam Kehidupan Sehari-hari Untuk SMPLB Tunarungu	000141756	2019

	Kimia Anorganik Unsur-Unsur Golongan Utama	082917	2016
	Kimia Dasar	083838	2014
<p style="text-align: center;">Important Publications Over the Last 5 Years</p>	<ol style="list-style-type: none"> 1. Lutfi, A., and Hidayah, R. (2021). Gamification for science learning media: Teacher challengers and student expectation. <i>International Journal of Interactive Mobile Technologies (ijIM) Vol. 15, No. 1, pp. 142 – 154,, ISSN: 1865-7923. (Indexed in Scopus)</i> 2. Lutfi, A. and Hidayah, R. (2021). Gamification for Learning Media: Learning Chemistry with Games Based on Smartphone. <i>Journal of Physics: Conference Series 1899 012167, IOP Publishing. (Indexed in Scopus)</i> 3. Hidayah, R., Lutfi, A., and Novita, D. (2021). Designing Chemistry Learning Media to Train Ecopreneurship. <i>Journal La Edusci Vol. 2, No. 1, pp. 14 – 19, p-ISSN : 2721-0979 e-ISSN : 2721-1258.</i> 4. Utami, W.M. and Lutfi, A. (2021). Pengembangan Kit Praktikum Media Pembelajaran Materi Campuran Dan Larutan Peserta Didik Tunanetra SMPLB. <i>Jurnal Pendidikan Kimia Indonesia 5 (1).</i> 5. Zahro, N. and Lutfi, A. (2021). Students'well-Being and Game Implementation In Learning Chemistry In Merdeka Belajar Era. <i>Jurnal Pendidikan Kimia Indonesia 5 (1).</i> 6. Dewi, I.K., and Lutfi, A. (2021). Permainan Chem-Rox Sebagai Media Pembelajaran Konsep Reaksi Reduksi Dan Oksidasi Untuk Meningkatkan Motivasi Belajar Peserta Didik. <i>Journal Chemistry Education Practice (CEP) Vol. 4, No. 1, pp. 59-65, p-ISSN: 2654-8119 e-ISSN : 2656-3940.</i> 7. Sholihah, M., and Lutfi, A. (2021). Aplikasi Permainan The Legend Of Thermo Sebagai Media Pembelajaran Materi Termokimia Selama Pandemi Covid 19. <i>QUANTUM: Jurnal Inovasi Pendidikan Sains Vol. 12, No. 1, pp. 12-21, p-ISSN: 2086-7328, e-ISSN : 2550-0716.</i> 8. Putra, A.D., and Lutfi, A. (2021). Modul Berbasis Chemo-Entrepreneurship Pada Materi Kimia Dalam Kehidupan Sehari-Hari Untuk Anak Jalanan. <i>Jurnal Chemistry Education Practice (CEP) Vol. 4, No. 1, pp. 1- 9, p-ISSN: 2654-8119 e-ISSN: 2656-3940.</i> 9. Rizqullah, A.F., and Lutfi, A. (2021). Interactive Chemistry Teaching Material Based on Augmented Reality Technology In Covalent Bonding Submaterial. <i>Journal Chemistry Education Practice (CEP) Vol. 4, No. 1, pp. 49 – 58, p-ISSN : 2654-8119 e-ISSN : 2656-3940.</i> 10. Wijayanti, M.T., and Lutfi, A. (2021). Pengembangan Permainan Element Go Sebagai Media Pembelajaran Pada Materi Konfigurasi Elektron Yang Mempengaruhi Retensi Peserta Didik. <i>PENDIPA: Jurnal Pendidikan Sains - Universitas Bengkulu, Vol. 5, No. 3, pp. 269 – 276, p-ISSN : 2086-9363 e-ISSN : 2622-9307.</i> 11. Ilma, K., and Lutfi, A. (2020). Penerapan PHET sebagai Media Pembelajaran Struktur Atom dan Sistem Periodik di SMK Nahdlatul Ulama Sugio Lamongan. <i>Unesa Journal Of Chemical Education 9 (3), 309-316</i> 12. Huddin, M.W.H., and Lutfi, A. (2020) Permainan Hydrocarbon Adventures sebagai Media Pembelajaran Senyawa Hidrokarbon. <i>Unesa Journal Of Chemical Education 9 (1)</i> 13. Sukarmin, S., Novita, D., Lutfi, A., and Susanti, L.B. (2020). Implementation Of Interactive Multimedia And Kit With Writing-To-Learn Strategy On The Chemistry In Daily Life Topic For Junior High School With Disabilities. <i>Proceedings of the Mathematics, Informatics,</i> 		

- Science, and Education International Conference (MISEIC 2019).*
14. **Lutfi, A.** and Sukarmin. (2019). Effectivity Of Virtual Laboratory Training As A Learning Media For Chemistry Teachers. *Jurnal Edusains Vol 11, No. 02, Tahun (2019), pp. 303-309, EDUSAINS, p- ISSN 1979-7281 e-ISSN 2443 -1281.*
 15. Mardiana, N., **Lutfi, A.**, and Novita, D. (2019). Chibo Adventure Game As A Learning Media On Chemical Bond Matter For Senior High School. *Prosiding Seminar SNK-2019 published by Atlantis Press (Indexed in Thomson Reuters)*, <https://www.atlantis-press.com/proceedings/snk-19/125929232>
 16. Qona'atun, M., **Lutfi, A.**, Hidayah, R. (2019). Chemmo Configuration Game As Learning Media On Periodic System Of Element Matter. *Prosiding Seminar SNK-2019 published by Atlantis Press (Indexed in Thomson Reuters)*, <https://www.atlantis-press.com/proceedings/snk-19/125929231>
 17. **Lutfi, A.**, Hidayah, R., Qona'atun, M. (2019). Application Of Chemmo Configuration Game As A Learning Media Of Periodic Table. *Prosiding Seminar SNK-2019 published by Atlantis Press (Indexed in Thomson Reuters)* <https://www.atlantis-press.com/proceedings/snk-19/125929218>
 18. **Lutfi, A.** (2019). Minat belajar dan keberhasilan belajar partikel penyusun atom dengan media pembelajaran permainan Chem Man. *Jurnal Pembelajaran Kimia Vol. 4, No. 1, Juni 2019, pp. 39-50*, <http://journal2.um.ac.id/index.php/j-pek/article/view/7564/0>
 19. **Lutfi, A.** (2019). Use of Computerized Games on Chemistry Learning. *Proceedings of the Mathematics, Informatics, Science, and Education International Conference (MISEIC 2019)*, <https://www.atlantis-press.com/proceedings/miseic-19/125928585>
 20. **Lutfi, A.** & Purwandani, A.N. (2019). Minat belajar dan keberhasilan belajar partikel penyusun atom dengan media pembelajaran permainan Chem Man. *Jurnal Pembelajaran Kimia Vol. 4, No. 1, Juni 2019, hal 39-50.* OJS Universitas Negeri Malang.
 21. **Lutfi, A.**, Suyono, Erman, Hidayah, R. (2019). Edutainment with computer game as A Chemistry Learning Media. *Jurnal Penelitian Pendidikan Sains Vol 8, No. 2, Mei 2019.* <http://journal.unesa.ac.id/index.php/jpp/index>
 22. Sukarmin, Poedjiastoeti, S., Novita, D., and **Lutfi, A.** (2019) Development Of Chemical On Household Interactive Multimedia And Kit For Hearing Impairment Students Of Junior High School For Disabilities. *Jurnal Penelitian Pendidikan Sains Vol 8, No. 2, Mei 2019.* <http://journal.unesa.ac.id/index.php/jpp/index>.
 23. **Lutfi, A.**, Hidayah, R., Novita, D. (2018). Build Ecopreneurship College Student Through Design Game As Learning Media of Chemistry On Media Lecture Game of Chemistry. *Advances in Engineering Research, volume 171. Atlantis Press., p 234-238*
 24. Rahmawati, S., and **Lutfi, A.** (2018). The Development of Super Chem Game Oriented Android as Instructional Media Electrolyte and Non Electrolyte. *Journal of Chemistry Education Research, Vol. 2, No. 1*
 25. Sukarmin, Poedjiastoeti, S., Novita, D., and **Lutfi, A.** (2018). Effectivity of Interactive Multimedia and Student Activity Sheets with Writing-To-Learn (WTL) Strategy in Science Learning for Hearing Impairment Students. *Advances in Engineering Research, volume 171. Atlantis Press, p 211-217*

26. Aprianto and **Lutfi, A.** (2018). Development Of The Adventure Of Element Based On Role Playing Game As A Learning Media On Element Chemistry Matter. *Advances in Engineering Research, volume 171. Atlantis Press*, p 172-176
27. Fitria, W.D., and **Lutfi, A.** (2018). Development of Wind's Maze Chemistry Game Based On Android As A Learning Media On Hydrocarbon Matter For Eleventh Grade Senior High School. *Advances in Engineering Research, volume 171. Atlantis Press*, p 223- 228
28. **Lutfi, A.**, and Hidayah, R. (2017). Activating Student to Learn Chemistry using Chemmy Card 6- 1 Game as an Instructional Medium in IUPAC Nomenclature of Inorganic Compounds. *Journal of Physics: Conference Series IOP 953*
29. **Lutfi, A.**, and Hidayah, R. (2017). Training Science Process Skills Using Virtual Laboratory On Learning Acid, Base, And Salt. *Journal of Chemistry Education Research, Vol. 1, No. 1, p 49 – 54.*
30. **Lutfi, A.** (2017). The Quality Of Natural Science Instruction Using Games As Computer-Based Instructional Media, *MISEIC*
31. Fauzia, E., and **Lutfi, A.** (2017). The Development Of Sabc (Solve Acid Base Case) Game Oriented Android As Intructional Media Acid Base For Eleventh Grade Senior High School. *UNESA Journal of Chemical Education, Vol 6, No 2*
32. Hilmiyah, N.F., and **Lutfi, A.** (2017). Pengembangan Permainan Chebo Collect Sebagai Media Pembelajaran Pada Materi Pokok Ikatan Kimia Untuk Kelas X Sma (Development Of Chebo Collect Game As A Learning Media On Chemical Bonding For 10th Grade Of High School). *UNESA Journal of Chemical Education, Vol 6, No 2*
33. Hidayah, R., Sukarmin, **Lutfi, A.** (2017). Pelatihan Penggunaan Laboratorium Virtual Sebagai Media Pembelajaran Kimia Bagi Guru di MGMP Kimia Kabupaten Banyuwangi. *Jurnal Abdi: Media Pengabdian Kepada Masyarakat 2 (2), 87-90.*
34. Kholidah, N.D., and **Lutfi, A.** (2016). Pengembangan Permainan Chemmy Card 6-1 Berbantuan Internet Sebagai Media Pembelajaran (Development Of Chemmy Card 6-1 Game Assisted-Internet As An Instructional Media). *UNESA Journal of Chemical Education, Vol 5, No 1.*
35. Anggraeni, D., and **Lutfi, A.** (2016). Pengembangan Permainan The Tomb Labs Raider Sebagai Media Pembelajaran Pada Materi Larutan Elektrolit Dan Non Elektrolit (Development Of The Tomb Labs Raider Game As Instructional Media On Electrolyte And Non Electrolyte Solution Matter). *UNESA Journal of Chemical Education, Vol 5, No 2*
36. Masruroh, A. and **Lutfi, A.** Kelayakan Permainan Adventure Card Sebagai Media Pembelajaran Pada Materi Sistem Ekskresi Manusia. *Pendidikan Sains, Vol 4, No 02*
37. Zulianto, A., and **Lutfi, A.** (2016). Kelayakan Permainan Adventure Card Sebagai Media Pembelajaran Pada Materi Sistem Ekskresi Manusia. *Pendidikan Sains, Vol 4, No 02*
38. Adani, T., and **Lutfi, A.** (2016). Pengembangan Media Permainan Chem-Run Pada Materi Pokok Struktur Atom Untuk Sma Kelas X (Development Of Chem-Run Game Media On Atomic Structure For 10thgrade Of High School). *UNESA Journal of Chemical Education, Vol 5, No 3*

Activities in	Organization	Position	Period
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Specialist Bodies Over the Last 5 Years	Himpunan Kimia Indonesia (HKI)	Member	2008 - Now
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