

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/i-jim/article/view/15175/8537
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 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