



Dr. Achmad Lutfi, M.Pd.

Position	Anorganic Chemistry Lecturer			
	Lecturer on Chemical Education			
Academic Career	Degree	University	Year	
	Bachelor Degree at Department of Chemistry Education	IKIP Surabaya - Indonesia	1978-1984	
	Master Degree (Chemical Education)	IKIP Malang	1985-1989	
	Doctoral Degree (Science Education concentration chemistry)	Universitas Negeri Surabaya	2009-2017	
Employment	Position	Employer	Period	
	Lecturer on Anorganic Chemistry and Chmical Education	Universitas Negeri Surabaya – Indonesia		
Research and Development Projects Over The Last 5 Years	Title	Year	Partner/Funder	Amount of Financing
	Efekfivitas Multimedia Interaktif (MMI) dan Kit dengan Strategi Writing-to-Learn (WTL) dalam Pembelajaran IPA untuk Siswa Tunarungu (Lanjutan)	2019	Direktorat Riset Dan Pengabdian Masyarakat (DRPM)	231 juta
	Efekfivitas Multimedia Interaktif	2018	Direktorat Riset	140 Juta

	(MML) dan Kit dengan Strategi Writing-to-Learn (WTL) dalam Pembelajaran IPA untuk Siswa Tunarungu		Dan Pengabdian Masyarakat (DRPM)	
	Melatih Ecopreneurship Melalui Merancang Permainan sebagai Media Pembelajaran Kimia pada Perkuliahan Media Permainan Kimia	2018	BNBP (Ketua)	10 juta
	Peningkatan keterampilan Proses Sains Siswa dengan menggunakan laboratorium virtual pada pembelajaran asam basa garam	2017	BNBP 2017 (Ketua)	10 juta
	Pengembangan Lembar Kerja Siswa Berbasis Assesment as Learning pada Matakuliah Kimia Anorganik III	2017	BNBP 2017 (Anggota)	10 juta
	Pengembangan KIT Analisis Semimikro Kation dan Anion untuk Menunjang Perkuliahan Kimia Analisis Kualitatif	2016	BNBP 2016 (Anggota)	10 juta
	Implementasi Perkuliahan Blended Learning pada Mata Kuliah Pembelajaran Inovatif di Jurusan Kimia FMIPA Unesa	2016	BNBP 2016 (Anggota)	10 juta
	Industry Collaborations Over The Last 5 Years			

Patents and Proprietary Rights	Title	Patent ID	Year
	Kmia Anorganik Unsur-Unsur Golongan Utama	082917	2016
	Kimia Dasar	083838	2014
	Kepustakaan Kimia	000147661	2019
	Ringkasan Disertasi: Dokumen Mutu Untuk Pengembangan Permainan Bersarana Komputer sebagai Mdeia Pembelajaran IPA	000147660	2019
	Program Komputer: Multimedia Interaktif Kimia Dalam Kehidupan Sehari-hari Untuk SMPLB Tunarungu	000141756	2019
Important Publication Over The Last 5 Years	<ol style="list-style-type: none"> 1. Nanik Mardiana, Achmad Lutfi, Dian Novita. 2019. Chibo Adventure Game As A Learning Media On Chemical Bond Matter For Senior High School. Prosiding Seminar SNK-2019 yang dipublikasikan oleh Atlantis Press (Terindeks Thomson Reuters), https://www.atlantis-press.com/proceedings/snk-19/125929232 2. Muslela Qona'atun, Achmad, Achmad Lutfi, Rusly Hidayah. 2019. Chemmo Configuration Game As Learning Media On Periodic System Of Element Matter. Prosiding Seminar SNK-2019 yang dipublikasikan oleh Atlantis Press (Terindeks Thomson Reuters), https://www.atlantis-press.com/proceedings/snk-19/125929231 3. Achmad Lutfi . 2019. Application Of Chemmo Configuration Game As A Learning Media Of Periodic Table. Prosiding Seminar SNK-2019 yang dipublikasikan oleh Atlantis Press (Terindeks Thomson Reuters), https://www.atlantis-press.com/proceedings/snk-19/125929218 4. Achmad Lutfi. 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., http://journal2.um.ac.id/index.php/j-pek/article/view/7564/0 5. Achmad Lutfi. 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 		

6. Achmad Lutfi & **Anggraini Nugroho P.** 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.
7. Achmad Lutfi, Suyono, Erman, Rusly H. 2019. Edutainment with computer game as A Chemistry Learning Media. Jurnal Penelitian Pendidikan Sains Vol 8, No. 2, Mei 2019. Unesa. <http://journal.unesa.ac.id/index.php/jpp/index>.
8. Sukarmin, S Poedjiastoeti, D Novita, A Lutfi. 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. Unesa. <http://journal.unesa.ac.id/index.php/jpp/index>.
9. A Lutfi, R Hidayah, D Novita. 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
10. A Rahmawati and A Lutfi .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
11. Sukarmin, S Poedjiastoeti, D Novita, A Lutfi . 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
12. Aprianto and A Lutfi. 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
13. W D Fitria and A Lutfi. 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
14. A Lutfi and R Hidayah.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
15. A Lutfi and R Hidayah.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.
16. A Lutfi. 2017. The Quality Of Natural Science Instruction Using Games As Computer-Based Instructional Media, MISEIC

17. E Fauzia and A Lutfi. 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
18. N F Hilmiyah and A Lutfi. 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
19. R Hidayah, AL Sukarmin, A Lutfi. 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.
20. Nur Dyana Kholidah and A Lutfi. 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.
21. D ANGGRAENI and A Lutfi. 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
22. A Masruroh and A Lutfi. Kelayakan Permainan Adventure Card Sebagai Media Pembelajaran Pada Materi Sistem Ekskresi Manusia. Pendidikan Sains, Vol 4, No 02
23. A Zulianto and A Lutfi. 2016. Kelayakan Permainan Adventure Card Sebagai Media Pembelajaran Pada Materi Sistem Ekskresi Manusia. Pendidikan Sains, Vol 4, No 02
24. T Adani and A Lutfi. 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
25. S Dewi Anngraini and A Lutfi. 2015. Pengembangan Game Petualangan Sains Sebagai Media Pembelajaran Pada Materi Perpindahan Kalor. Pendidikan Sains, Vol 3, No 03
26. Anisah B M and A Lutfi. 2015. Development Of The Charades Game As A Learning Media In Hydrocarbon Topic. UNESA Journal of Chemical Education, Vol 4, No 2
27. S Salima and A Lutfi. 2015. Development role Playing game Of collision theory for learning Media in subtopic factors affecting The reaction rate for XI Grade Senior High School. UNESA Journal of Chemical Education, Vol 4, No 2

28. R A Prafianti and A Lutfi. 2015. Using Of Virtual Laboratory for Learning Activity In Acid, Base, And Salt Topic In SMA Negeri 1 Manyar Gresik. UNESA Journal of chemical education, Vol 4, No 1.
29. E A Rustia and A Lutfi. 2015. Pengembangan Permainan Gaprek Kempung Sebagai Media Pembelajaran Materi Pemanasan Global Siswa SMP Kelas VII. Jurnal Online Program Studi S-1 Pendidikan Sains - *PENSA* - Fakultas MIPA UNESA, Vol 3 No. 2.

Activities in Special Institution	Organization Role	Position	Period
	Forum Ketua Jurusan Kimia Se-Indonesia	Anggota	2007 - 2012
	Himpunan Kimia Indonesia (HKI) Jawa Timur	Wakil Ketua	2008 - 2012
	Himpunan Kimia Indonesia (HKI)	Anggota	2008 - sekarang