DAFTAR PUSTAKA

Abdiyantoro, R., Sutarto, S., Sari, D. P., & Nasution, A. R. (2024). Sistem Kerja Otak pada Neurosains dalam Upaya Meningkatkan Pembelajaran PAI di Era Society 5.0. *Indonesian Journal of Innovation Multidisipliner Research*, *2*(2), 1–10. https://doi.org/10.31004/ijim.v2i2.75

Adela, Z. A., 'Izzah, Y. N., Nuriyah, Z., Akil, A., & Azis, A. (2025). Menakar Keefektifan Tes: Prinsip-Prinsip Kunci dalam Pengembangan Instrumen Evaluasi Pembelajaran. *Hidayah : Cendekia Pendidikan Islam Dan Hukum Syariah*, *2*(2), 114–125. https://doi.org/10.61132/HIDAYAH.V2I2.932

Adeoye, M. A., Wirawan, K. A. S. I., Pradnyani, M. S. S., & Septiarini, N. I. (2024). Revolutionizing Education: Unleashing the Power of the ADDIE Model for Effective Teaching and Learning. *JPI (Jurnal Pendidikan Indonesia)*, *13*(1), 202–209. https://doi.org/10.23887/jpiundiksha.v13i1.68624

Adiansha, A. A., Asriyadin, Fauzi, A., & Diana, N. (2025). *Model Brain-Based Deep Learning: Integrasi Neurosains dan Teknologi dalam Pendidikan Penulis* (Syarifudin, Ed.). Yayasan Pendidikan Bima Berilmu.

Adiansha, A. A., Sani, K., Sudarwo, R., Nasution, N., & Mulyadi, M. (2021). Brain-based learning: How does mathematics creativity develop in elementary school students? *Premiere Educandum : Jurnal Pendidikan Dasar Dan Pembelajaran*, *11*(2). https://doi.org/10.25273/pe.v11i2.8950

Adiastuty, N., Muparihah, L., & Riyadi, M. (2025). The Effectiveness and Validity of Differentiated Mathematical Learning Media Based on the Smart App Creator Application in Developing Students' Thinking Creativity. *AlphaMath : Journal of Mathematics Education*, *11*(2), [223-238]. https://doi.org/10.30595/alphamath.v11i2.28741

Adiastuty, N., Waluya, S. B., Junaedi, I., Masrukan, M., & Putri, C. M. (2022). Pengaruh Gaya Kognitif dan Gender Terhadap Kemampuan Berpikir Kreatif Matematis Siswa. *Prosiding Seminar Nasional Pascasarjana*, *5*. http://pps.unnes.ac.id/pps2/prodi/prosiding-pascasarjana-unnes

Afandi, M., Kusumadewi, R. F., & Lestari, R. D. (2021). Developing Digital - Based Comic Media In Teaching Mathematics For Elementary School Students. *JMIE (Journal of Madrasah Ibtidaiyah Education)*, *5*(2), 184. https://doi.org/10.32934/jmie.v5i2.339

Ainia, V. M., Mulyani, Zuhdi, U., Alfi, H., & Setiawan, R. (2025). Pengaruh Strategi Pembelajaran Berbasis Neurosains Sintaks Hypnohappy Terhadap Hasil Belajar Matematika Siswa Kelas Vi Sekolah Dasar. *Jurnal Penelitian Pendidikan Guru Sekolah Datar*, *13*, 107–121.

Akcay, B., Adiguzel, S., Tiryaki, A., & Yavuz, R. (2023). The Effect of Brain-Based Learning on Students' Metacognitive Awareness. *International Journal on Social and Education Sciences*, *5*(3), 676–699. https://doi.org/10.46328/ijonses.608

Ali, A., Maniboey, L. C., Megawati, R., Djarwo, C. F., & Listiani, H. (2024). *Media Pembelajaran Interaktif : Teori Komprehensif dan Pengembangan Media* (Sepriano, Ed.; Pertama). PT. Sonpedia Publishing Indonesia.

Amjad, A. I., Habib, M., & Saeed, M. (2022). Effect Of Brain-Based Learning On Students' Mathematics Performance At Elementary Level. *Pakistan Journal of Social Research*, *04*(03), 38–51. https://doi.org/10.52567/pjsr.v4i03.684

Amjad, A. I., Habib, M., Tabassum, U., Alvi, G. F., & Taseer, N. A. (2023). The Impact of Brain-Based Learning on Students Intrinsic Motivation to Learn and Perform in Mathematics: A Neuroscientific Study in School Psychology. *Lnternational Electronic Journal of Elementary Education*. https://doi.org/10.26822/iejee.2023.318

Andrade, E. A. de O., Silva, I. P. da, Andrade, M. A. de O., & Andrade, F. de A. de O. (2025). Neuroscience And Mathematical Education. *Journal of Interdisciplinary Debates*, *6*(01), 10–26. https://doi.org/10.51249/jid.v6i01.2424

Antonopoulou, H., Halkiopoulos, C., & Gkintoni, E. (2023). Educational Neuroscience and its Contribution to Math Learning. *Technium Education and Humanities*, *4*, 86–95. https://doi.org/10.47577/teh.v4i.8237

Aslan, S., Agrawal, A., Alyuz, N., Chierichetti, R., Durham, L. M.,

Manuvinakurike, R., Okur, E., Sahay, S., Sharma, S., Sherry, J., Raffa, G., & Nachman, L. (2022). Exploring Kid Space in the wild: a preliminary study of multimodal and immersive collaborative play-based learning experiences. *Educational Technology Research and Development*, *70*(1), 205–230. https://doi.org/10.1007/s11423-021-10072-x

Asril, R., & Fatmawati, A. (2021). Miskonsepsi Siswa SMP Dalam Memahami Konsep Bangun Datar. *MEGA: Jurnal Pendidikan Matematika*, *2*(2), 53–61. https://doi.org/10.59098/mega.v2i2.496

Astri, N. K. D., Wiarta, I. W., & Wulandari, I. G. A. A. (2022). Pengembangan Multimedia Interaktif Berbasis Pendekatan Kontekstual Pada Mata Pelajaran Matematika Pokok Bahasan Bangun Datar Universitas Pahlawan Tuanku Tambusai. *Jurnal Pendidikan dan Konseling*, *4*, 575–585. https://doi.org/10.31004/jpdk.v4i3.4371

Aulya, M. R., Nizaruddin, N., & Utami, R. E. (2023). Analisis Kemampuan Berpikir Kreatif dan Koneksi Matematis Siswa pada Materi Segiempat dan Segitiga Ditinjau dari Self-Concept Matematis Siswa. *Jurnal Kualita Pendidikan*, *4*(1), 28–46. https://doi.org/10.51651/jkp.v4i1.343

Bahri, S., & Hendarman, A. F. (2024). Improving Work Rehabilitation Program at PT. KALPRI. *International Journal of Current Science Research and Review*, *07*(08). https://doi.org/10.47191/ijcsrr/V7-i8-84

Balasa, M. M. (2025). Developing Students' Creativity and Promoting Achievement by Using Peer-Tutoring as a Strategy for Teaching School Geometry in Taraba State, Nigeria. *Journal of Education Research and Library Practice*. https://doi.org/10.70382/ajerlp.v7i8.041

Bestil, R., & Punla, R. (2025). Bringing Math to Life: Enhancing Problem Solving Skills in Probability of Random Variables through Digitized Comics. *Psychology and Education: A Multidisciplinary Journal*, *41*(10), 1207–1228. https://doi.org/10.70838/pemj.411010

Cahyono, B., Setyawati, R. D., & Rohman, M. A. (2025). Development of E-Comic Mathematics with Nuance of Religious Values and Critical Thinking of Geometry Material in Junior High School. *International Journal of Social*

Learning (IJSL), *5*(3), 522–540. https://doi.org/10.47134/ijsl.v5i3.418

Dela Cruz, L. M. (2025). The Effects of Brain-Based Learning Practices on the Science Achievements of Learners in Select Thai Secondary Schools: Input to Instructional Strategies. *Psychology and Education: A Multidisciplinary Journal*, *42*(1), 158–169. https://doi.org/10.70838/pemj.420110

Devinta, S., Wiyono, N., Munawaroh, S., & Hastami, Y. (2024). Analysis Of E-Learning In Undergraduate Medical Education During Pandemic: Future Perspectives For Post-Covid Era. *Jurnal Pendidikan Kedokteran Indonesia: The Indonesian Journal of Medical Education*, *13*(2), 187. https://doi.org/10.22146/jpki.88670

Dewi, R. A., & Sulistiowati, D. L. (2025). Pengembangan Media Pembelajaran Komik Matematika Berbasis Cerita Petualangan untuk Memfasilitasi Kemampuan Representasi Matematis Siswa. *Jurnal Ilmiah Matematika (JIMAT)*, *6*(1), 220–233. https://doi.org/10.63976/jimat.v6i1.871

Dirmansyah, M. E., & Rosita, N. T. (2024). Analisis Representasi Matematis Siswa Dalam Menyelesaikan Soal Matematika Di SMP Negeri 3 Kadipaten. *Jurnal THEOREMS (The Original Research of Mathematics)*, *8*(2), 241–252. https://doi.org/10.31949/th.v8i2.7401

Dorsah, P. (2026). The Use of Cronbach's Alpha Reliability in Educational Research: A Systematic Review. *European Journal of Contemporary Education and E-Learning*, *4*(2), 39–50. https://doi.org/10.59324/ejceel.2026.4(2).04

Elgavi, O., & Hamo, P. (2025). Math on the Brain: Seven Principles from Neuroscience for Early Childhood Educators. *Early Childhood Education Journal*, *53*(8), 2837–2848. https://doi.org/10.1007/s10643-024-01656-2

Erickson, J. (2023). *One-dimensional computational topology: Lecture notes*. https://jeffe.cs.illinois.edu/teaching/comptop/2023/notes/01-simple-polygons.pdf

Euclid. (1926). *TheThirteen Books Of Euclids Elements* (T. L. Heath, Tran.; 2nd ed., Vols. 1–3). Cambridge University Press.

Fahreza, V., Sumilat, J. M., Anggraheni, D., Wayansari, C., & Leonard, L. (2022).

The Development of E-Comic Learning Media for Elementary School Mathematics Learning. *Formatif: Jurnal Ilmiah Pendidikan MIPA*, *12*(2). https://doi.org/10.30998/formatif.v12i2.14238

Famulaqih, S., & Lukman, A. (2024). Pengembangan Bahan Ajar Modul Pembelajaran. *Karakter : Jurnal Riset Ilmu Pendidikan Islam*, *1*(2), 01–12. https://doi.org/10.61132/karakter.v1i2.156

Farida, I. (2021). Pengaruh Pendekatan Pembelajaran Brain Based Learning (BBL) Terhadap Kemampuan Berpikir Kreatif Matematiks Terhadap Siswa. *TEACHING : Jurnal Inovasi Keguruan Dan Ilmu Pendidikan*, *1*(4), 245–251. https://doi.org/10.51878/teaching.v1i4.751

Fatmawati, V., Adiastuty, N., & Nurhayati, N. (2023). development of e-modules based on brain balance to improve students' mathematical creative thinking skills on geometric sequences and series material. *Journal of Math Tadris*, *3*(2), 32–47. https://doi.org/10.55099/jmt.v3i2.87

Fernández-Gómez, E., Martín-Salvador, A., Luque-Vara, T., Sánchez-Ojeda, M. A., Navarro-Prado, S., & Enrique-Mirón, C. (2020). Content Validation through Expert Judgement of an Instrument on the Nutritional Knowledge, Beliefs, and Habits of Pregnant Women. *Nutrients*, *12*(4), 1136. https://doi.org/10.3390/nu12041136

Fitri, L., Wulandari, W., & Mujtahid, Z. (2025). Analisis Kemampuan Berpikir Kreatif Matematis Berdasarkan Kecerdasan Emosional Siswa Man 3 Aceh Utara. *Jurnal Pendidikan Matematika Malikussaleh*, *5*(1), 124–136. https://doi.org/10.29103/jpmm.v5i1.19679

Ginting, D., & Tungka, N. F. (2025). Brain-Based Learning In English Language Teaching: Principles, Implementation, And Challenges. *Journal of English Educational Study (JEES)*, *8*(2), 166–175. https://doi.org/10.31932/jees.v8i2.4649

Giovannini, E. N. (2021). David Hilbert and the foundations of the theory of plane area. *Archive for History of Exact Sciences*, *75*(6), 649–698. https://doi.org/10.1007/s00407-021-00278-z

Gkintoni, E., Dimakos, I., Halkiopoulos, C., & Antonopoulou, H. (2023).

Contributions of Neuroscience to Educational Praxis: A Systematic Review. In *Emerging Science Journal* (Vol. 7, Number Special Issue 2, pp. 146–158). Ital Publication. https://doi.org/10.28991/ESJ-2023-SIED2-012

Goldberg, H. (2022). Growing Brains, Nurturing Minds—Neuroscience as an Educational Tool to Support Students' Development as Life-Long Learners. *Brain Sciences*, *12*(12), 1622. https://doi.org/10.3390/brainsci12121622

Gusteti, M. U. (2024). *Era Digital dalam Kelas Matematika: Menggabungkan Teknologi dengan Alat Peraga Tradisional* (Nurhaeni, Ed.; pertama). CV. Mega Press Nusantara.

Habeeb, K. M. (2025). Integrating Digital Tools with Origami Activities to Enhance Geometric Concepts and Creative Thinking in Kindergarten Education. *Education Sciences*, *15*(7), 924. https://doi.org/10.3390/educsci15070924

Hadi, W., Yuksafa, R., Yarmi, G., Safitri, D., Lestari, I., Suntari, Y., Umasih, Marini, A., Sudrajat, A., & Iskandar, R. (2022). Enhancement of Students' Learning Outcomes through Interactive Multimedia. *International Journal of Interactive Mobile Technologies (IJIM)*, *16*(07), 82–98. https://doi.org/10.3991/ijim.v16i07.25825

Halisa, N. (2024). Perangkat Pembelajaran Kurikulum Merdeka. *GENIUS: Jurnal Inovasi Pendidikan Dan Pembelajaran*, *2*(1), 28–32. https://doi.org/10.58227/gjipp.v2i1.140

Handayani, U., & Hasanah, R. (2024). Kategori Kemampuan Berpikir Kreatif Siswa dalam Menyelesaikan Soal Bunga Tunggal dan Majemuk. *Circle: Jurnal Pendidikan Matematika*, *4*(1), 25–41. https://doi.org/10.28918/circle.v4i1.6866

Haspen, C. D., & Syafriani, S. (2022). Praktikalitas dan Efektifitas Emodul Fisika Berbasis inkuiri Terbimbing Terintegrasi Etnosains Untuk Meningkatkan Kemampuan Berpikir Kreatif Peserta Didik. *Jurnal Penelitian Pembelajaran Fisika*, *8*(1), 10. https://doi.org/10.24036/jppf.v8i1.115684

Hutson, P., & Hutson, J. (2024). Neuroplasticity and Creativity: Transformative Potential of Fibre Arts for Growth and Well-Being. *Digital*

Commons@Lindenwood University, *1*(1). https://mentalhealth.stripejournals.com/

Ibrahim, Khalil, I. A., & Prahmana, R. C. I. (2023). Mathematics learning orientation: Mathematical creative thinking ability or creative disposition? *Journal on Mathematics Education*, *15*(1), 253–276. https://doi.org/10.22342/jme.v15i1.pp253-276

Ikhsanudin, Subali, B., Retnawati, H., & Istiyono, E. (2024). Estimation of Cronbach reliability based on sample size, gender, and the grades. *International Journal of Evaluation and Research in Education (IJERE)*, *13*(2), 759. https://doi.org/10.11591/ijere.v13i2.24895

Imanulhaq, R., & Ichsan, I. (2022). Analisis Teori Perkembangan Kognitif Piaget Pada Tahap Anak Usia Operasional Konkret 7-12 Tahun Sebagai Dasar Kebutuhan Media Pembelajaran. *Waniambey: Journal of Islamic Education*, *3*(2), 126–134. https://doi.org/10.53837/waniambey.v3i2.174

Immordino-Yang, M. H., Darling-Hammond, L., & Kundrak, C. (2025). Social-Affective Neuroscience and Learning. In *Handbook of Research on Learning and Instruction* (pp. 247–276). Routledge. https://doi.org/10.4324/9781003484776-14

Irmayanti, M., Chou, L.-F., & Anuar, N. N. binti Z. (2025). Storytelling and math anxiety: a review of storytelling methods in mathematics learning in Asian countries. *European Journal of Psychology of Education*, *40*(1), 24. https://doi.org/10.1007/s10212-024-00927-1

Istikomah, E., Suripah, S., Abdurrahman, A., & Putri, C. H. D. (2024). Students' Geometric Creative Thinking Skills: An Analytical Study. *Kreano, Jurnal Matematika Kreatif-Inovatif*, *15*(2), 566–577. https://doi.org/10.15294/t1es3n83

Janah, H., & Sunanto, L. (2025). *Sinergi : Jurnal Ilmiah Multidisiplin Pengembangan E-Modul Terhadap Kemampuan Membaca Dan Keterampilan Kolaborasi*. *1*(2), 2025. https://publikasi.ahlalkamal.com/index.php/sinergi

Jeong, K.-O. (2022). Facilitating Sustainable Self-Directed Learning Experience

with the Use of Mobile-Assisted Language Learning. *Sustainability*, *14*(5), 2894. https://doi.org/10.3390/su14052894

Junaedi, Y., Wahyudin, & Juandi, D. (2021). Mathematical creative thinking ability of junior high school students' on polyhedron. *Journal of Physics: Conference Series*, *1806*(1), 012069. https://doi.org/10.1088/1742-6596/1806/1/012069

Jusniani, N., & Monariska, E. (2025). Pengembangan Media Ajar Matematika Kartun Menggunakan Storyboard Berbasis Kontekstual untuk Siswa Sekolah Dasar. *Cokroaminoto Journal of Primary Education*, *8*(2), 525–540. https://doi.org/10.30605/cjpe.8.2.2025.5802

Kadir, I. A., Machmud, T., Usman, K., & Katili, N. (2022). Analisis Kemampuan Berpikir Kreatif Matematis Siswa Pada Materi Segitiga. *Jambura Journal of Mathematics Education*, *3*(2), 128–138. https://doi.org/10.34312/jmathedu.v3i2.16388

Kamalia, N. A., & Ruli, R. M. (2022). Analisis Kemampuan Berpikir Kreatif Matematis Siswa SMP Pada Materi Bangun Datar. *Jurnal Edukasi Dan Sains Matematika (JES-MAT)*, *8*(2), 117–132. https://doi.org/10.25134/jes-mat.v8i2.5609

Kamalodeen, V. J., Ramsawak-Jodha, N., Figaro-Henry, S., Jaggernauth, S. J., & Dedovets, Z. (2021). Designing gamification for geometry in elementary schools: insights from the designers. *Smart Learning Environments*, *8*(1), 36. https://doi.org/10.1186/s40561-021-00181-8

Kementerian Pendidikan Kebudayaan Riset dan Teknologi. (2021). *Panduan Pembelajaran dan Asesmen Jenjang Pendidikan Dasar dan Menengah*.

Ketaren, M. A., Girsang, K., Manurung, M., & Ginting, E. R. B. (2024). Uji Validitas Dan Uji Daya Beda Soal Buatan Pilihan Ganda Dengan Tes Sumatif Siswa Kelas IV UPT SD Negeri 065013 Medan. *Jurnal Pengabdian Masyarakat Bangsa*, *1*(11), 3278–3283. https://doi.org/10.59837/jpmba.v1i11.706

Khan, H., Gul, R., & Zeb, M. (2023). The Effect of Students' Cognitive and Emotional Engagement on Students' Academic Success and Academic

Productivity. *Journal of Social Sciences Review*, *3*(1), 322–334. https://doi.org/10.54183/jssr.v3i1.141

Khasanah, S. U., & Widiyastuti, E. (2022). Description of Mathematical Creative Thinking Ability of High School Students viewed from Metacognition Skills. *Jurnal Pendidikan MIPA*, *23*(3), 1093–1108. https://doi.org/10.23960/jpmipa/v23i3.pp1093-1108

Khoiriyah, I. S. A., & Purwanti, K. Y. (2021). The Creative Thinking Ability In Elementary School Mathematics Problem Solving. *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, *10*(1), 229. https://doi.org/10.24127/ajpm.v10i1.3251

Kosasih, E. (2021). *Pengembangan Bahan Ajar* (B. S. Fatmawati, Ed.). Bumi Aksara.

Kurniawati, D., Suprapti, A., & Nugroho, S. (2021). Pengembangan komik digital untuk meningkatkan pemahaman konsep matematika. *Jurnal Pendidikan Matematika*, *15*(2), 112–123.

Lagoudakis, N., Vlachos, F., Christidou, V., & Vavougios, D. (2022). The effectiveness of a teaching approach using brain-based learning elements on students' performance in a Biology course. *Cogent Education*, *9*(1). https://doi.org/10.1080/2331186X.2022.2158672

Lagoudakis, N., Vlachos, F., Christidou, V., Vavougios, D., & Batsila, M. (2024). The Use of Brain Based Learning Elements in a Teaching Approach for Scientific Understanding of Biology Concepts. *American Journal of Educational Research*, *12*(7), 247–253. https://doi.org/10.12691/education-12-7-5

Laksmi, N. K. V. N., Agung, A. A. G., & Agetania, N. L. P. (2025). Virtual Field Trip Learning Video Based on Subak Local Wisdom for Fourth-Grade Elementary School Students. *Jurnal Edutech Undiksha*, *13*(1), 100–109. https://doi.org/10.23887/jeu.v13i1.91827

Latifah, S., & Sunanto, L. (2025). Pengembangan Media Komik Digital Untuk Meningkatkan Minat Baca Dan Hasil Belajar Siswa. *Jurnal Ilmiah Multidisiplin*, *1*(2), 2025. https://publikasi.ahlalkamal.com/index.php/sinergi

Lie, C., Gonzales, S., & Martinez, I. (2025). Experience-Based Learning Model to Increase Student Creativity. *Al-Hijr: Journal of Adulearn World*, *3*(4), 494–504. https://doi.org/10.55849/alhijr.v3i4.854

Liew, T. W., Pang, W. M., Leow, M. C., & Tan, S.-M. (2022). Anthropomorphizing malware, bots, and servers with human-like images and dialogues: the emotional design effects in a multimedia learning environment. *Smart Learning Environments*, *9*(1), 5. https://doi.org/10.1186/s40561-022-00187-w

Lu, X. (2024). Exploring innovative approaches to integrate child development theory in primary classrooms. *Communications in Humanities Research*, *63*, 175–180.

Lubis, L. N., & Kadir, D. (2024). Pengembangan Komik Digital Berbasis Kearifan Lokal Pada Materi Bangun Datar Kelas III SD. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, *09*, 10–21.

Lubis, W. H., Napitupulu, E. E., Muhammad, K., & Fauzi, A. (2025). *Developing problem-based learning comic to enhance mathematical literacy skills for elementary students*. *22*(1), 1487–1502. https://doi.org/10.64014/jik.v22i3.143

Miao, J., & Ma, L. (2022). Students' online interaction, self-regulation, and learning engagement in higher education: The importance of social presence to online learning. *Frontiers in Psychology*, *13*. https://doi.org/10.3389/fpsyg.2022.815220

Mikamahuly, A., Fadieny, N., & Safriana, S. (2023). Analisis Pengembangan Media Komik Pembelajaran untuk Meningkatkan Minat Belajar Peserta Didik. *Jurnal Pendidikan Dan Ilmu Fisika*, *3*(2), 256–263. https://doi.org/10.52434/jpif.v3i2.2818

Mo, F. (2025). Bridging Psychology and Pedagogy: A Review of Cognitive Development Interventions in Early Education. *Frontiers in Humanities and Social Sciences*, *5*(6), 124–134. https://doi.org/10.54691/86zmrt67

Mosia, M., & Egara, F. O. (2025). Enhancing achievement and retention in circle geometry through digital storytelling for senior secondary learners. *Education*

and Information Technologies, *30*(17), 25081–25111. https://doi.org/10.1007/s10639-025-13702-6

Muhadi, A., Wahyudin, W., & Arisetyawan, A. (2025). Realistic Mathematical Approach to Improve Elementary Students' Understanding of Fraction Concepts, Mathematical Thinking, and Collaboration. *Journal of Innovation and Research in Primary Education*, *4*(3), 1763–1775. https://doi.org/10.56916/jirpe.v4i3.1664

Muir, T., Wang, I., Trimble, A., Mainsbridge, C., & Douglas, T. (2022). Using Interactive Online Pedagogical Approaches to Promote Student Engagement. *Education Sciences*, *12*(6), 415. https://doi.org/10.3390/educsci12060415

MY, N. (2024). Junior Leadership Program: Empowering Elementary Students to Develop 4C Skills (Critical Thinking, Creativity, Communication, Collaboration). *Advances in Community Services Research*, *2*(2), 74–86. https://doi.org/10.60079/acsr.v2i2.333

Nasrulloh, I., Ibrahim, N., & Solihatin, E. (2024). Improving Mathematical Problem-Solving Skills through the Development of Interactive Digital Modules. *Mosharafa: Jurnal Pendidikan Matematika*, *13*(1), 17–28. https://doi.org/10.31980/mosharafa.v13i1.1972

Ncube, M., & Luneta, K. (2025). Concept-based instruction: Improving learner performance in mathematics through conceptual understanding. *Pythagoras*, *46*(1). https://doi.org/10.4102/pythagoras.v46i1.815

Nguyen, V. P. (2024). Geometry and Trigonometry. In *Mathematics for Engineers and Scientists* (pp. 259–385). Springer Nature Singapore. https://doi.org/10.1007/978-981-97-4631-6_3

Nita, F. R., Astiandani, F. R., Wicaksono, A. L., & Janah, K. E. N. (2022). Using ADDIE model to develop learning materials of the test of English proficiency in Edmodo. *EnJourMe (English Journal of Merdeka) : Culture, Language, and Teaching of English*, *7*(1), 62–77. https://doi.org/10.26905/enjourme.v7i1.7036

Novita, A., Huda, N., & Junita, R. (2025). Pengembangan E-Komik Matematika Berbasis STEM untuk Meningkatkan Kemampuan Berpikir Kreatif

Matematis Siswa Pada Materi Bangun Ruang Sisi Datar Kelas VIII SMP. *Jurnal PEKA (Pendidikan Matematika)*, *8*(2), 58–69. https://doi.org/10.37150/jp.v8i2.3174

Nugraha, T., & Samsudin, A. (2024). Enhancing Mathematical Disposition in Geometry Instruction : The Role of E-Comics in Realistic Mathematics Education. *PAEDAGOGIA*, *27*(1), 129. https://doi.org/10.20961/paedagogia.v27i1.83787

Nurasiah, I., Rachmawati, N., Supena, A., & Yufiarti, Y. (2022). Literatur Riview: Model Pembelajaran Brain Based Learning di Sekolah Dasar. *Jurnal Basicedu*, *6*(3), 3991–4003. https://doi.org/10.31004/basicedu.v6i3.2768

OECD. (2024). PISA 2022 Results (Volume III): Creative Minds, Creative Schools. *PISA, PISA*. https://doi.org/10.1787/765EE8C2-EN

Oktavianto, D. A., Mashfufah, A., Anggraini, A. E., Dewi, R. S. I., & Ekawati, R. (2025). Analysis of Neuroscience-Based Learning on Critical Thinking Skills of Elementary School Students. *Prisma Sains : Jurnal Pengkajian Ilmu Dan Pembelajaran Matematika Dan IPA IKIP Mataram*, *13*(4), 962–973. https://doi.org/10.33394/j-ps.v13i4.16024

Pebriani, D. A. (2024). *Pengembangan E-Modul Berbasis Etnomatematika Rumah Adat Jawa Timur Pada Materi Bangun Datarsiswa Kelas IV SDN Gandu*. Universitas Nusantara PGRI Kediri.

Peng, Q., Ma, Y., Zhang, L., & Zhou, R. (2025). The impact of brain science literacy on creative thinking: a meta-analytic study. *Frontiers in Education*, *10*. https://doi.org/10.3389/feduc.2025.1637506

Permana, F. B., & Sulastri, A. (2024). Pendekatan Brain-Based Learning sebagai Model Pembelajaran di Sekolah Dasar. *Jurnal Basicedu*, *8*(4), 3322–3330. https://doi.org/10.31004/basicedu.v8i4.8544

Pradeep, K., Sulur Anbalagan, R., Thangavelu, A. P., Aswathy, S., Jisha, V. G., & Vaisakhi, V. S. (2024). Neuroeducation: understanding neural dynamics in learning and teaching. *Frontiers in Education*, *9*. https://doi.org/10.3389/feduc.2024.1437418

Prameilani, Y., Prihatnani, E., & Setyadi, D. (2025). Pengembangan Media Puzzle

Bangun Datar sebagai Alternatif Pembelajaran Geometri di Sekolah Dasar. *Math Didactic: Jurnal Pendidikan Matematika*, *11*(2), 105–116. https://doi.org/10.33654/math.v11i2.160

Pratiwi, L. D. A., & Widiarti, N. (2025). Elementary Students' Perceptions of Creative Learning Through Food Chain Diorama Projects. *Journal of Innovation and Research in Primary Education*, *4*(3), 883–895. https://doi.org/10.56916/jirpe.v4i3.1637

Procopio, M., Fernández-Cézar, R., Fernandes-Procopio, L., & Yánez-Araque, B. (2024). Neuroscience-Based Information and Communication Technologies Development in Elementary School Mathematics through Games: A Case Study Evaluation. *Education Sciences*, *14*(3), 213. https://doi.org/10.3390/educsci14030213

Purwulan, H. (2024). Kajian Perkembangan Kognitif Dan Psikologi Anak Pada Tingkat Sekolah Dasar Kelas Rendah. *Juenal Jendela Pendidikan*, *4*, 375–382.

Putri, A. D., & Fitriyani, H. (2024). Analisis Kesulitan Belajar Matematika Materi Geometri Pada Siswa Kelas 4 Sekolah Dasar. *Jurnal Pendidikan Matematika*, *2*(1). https://doi.org/10.47134/ppm.v2i1.1112

Rahayu, A. (2025). Metode Penelitian dan Pengembangan (R&D) : Pengertian, Jenis dan Tahapan. *DIAJAR: Jurnal Pendidikan Dan Pembelajaran*, *4*(3), 459–470. https://doi.org/10.54259/diajar.v4i3.5092

Rahmani, Z., & Hikmawan, R. (2025). Pengembangan E-Modul Interaktif Pada Mata Pelajaran Matematika untuk Meningkatkan Kemampuan Berpikir Kritis Siswa Sekolah Dasar. *Didaktika: Jurnal Kependidikan*, *14*, 743–756. https://jurnaldidaktika.org743

Rahmawati, Y., Madlazim, M., & Sudibyo, E. (2024). The Role of Brain-Based Learning in Training Students' Critical Thinking Skills. *IJORER : International Journal of Recent Educational Research*, *5*(2), 443–455. https://doi.org/10.46245/ijorer.v5i2.578

Ramal, R. F., Meiliasari, M., & EL Hakim, L. (2023). Systematic Literature Review: Kemampuan Berpikir Kreatif Matematis. *Griya Journal of*

Mathematics Education and Application, *3*(1), 36–42. https://doi.org/10.29303/griya.v3i1.266

Ranuharja, F., Ganefri, Fajri, B. R., Prasetya, F., & Samala, A. D. (2021). Development of Interactive Learning Media Edugame Using ADDIE Model. *Jurnal Teknologi Informasi Dan Pendidikan*, *14*(1). https://doi.org/10.24036/tip.v14i1

Raoda. (2025). *Pengembangan Media Pembelajaran Berbasis E-Comic Menggunakan StoryboardThat Untuk Meningkatkan Minat Belajar Matematika Siswa Kelas VII SMP Negeri 4 Palopo*. Institut Agama Islam Negeri Palopo.

Rasmet, R. R., Shaafi, N. F., Sharif, S., Md. Nasir, S., Mat Salleh, M. F., & Ellianawati, E. (2025). The Impacts of Comic-Based Learning on Student Engagement in Primary Education: A Systematic Literature Review. *Citra Journal of Innovative Education Practices*, *1*(1), 26–39. https://doi.org/10.37934/cjiep.1.1.2639

Rey, W. P., Villaluz, A. C., & Rey, K. W. J. D. (2024). Designing and Evaluating E-Learning Modules for Operating System Concepts (ELMOS):An Application of the ADDIE Model with Focus on Content Validity, Acceptability, and Comparative Assessment. *Proceedings of the 2024 15th International Conference on E-Education, E-Business, E-Management and E-Learning*, 236–244. https://doi.org/10.1145/3670013.3670016

Rostikawati, Y., Suhara, A. M., & Ismayani, M. (2023). Strategi Pembelajaran Berbasis Neurosains Berbantuan Aplikasi Wordwall Dalam Menganalisis Dan Merancang Soal Hots. *Semantik*, *12*(1), 114–124. https://doi.org/10.22460/semantik.v12i1.p114-124

Ruqoyyah, S., Wulandari, M. A., Aprianti, E., & Rahmasari, G. A. (2025). Komik Digital Berbasis Kontekstual: Inovasi Pembelajaran Perkalian Untuk Meningkatkan Kemampuan Pemahaman Konsep Siswa Sekolah Dasar. *Didaktik : Jurnal Ilmiah PGSD STKIP Subang*, *11*(02), 335–346. https://doi.org/10.36989/DIDAKTIK.V11I02.6456

Safitri, M., & Aziz, M. R. (2022). ADDIE, Sebuah Model Untuk Pengembangan

Multimedia Learning. In *Jurnal Pendidikan Dasar* (Vol. 3, Number 2). http://jurnal.umpwr.ac.id/index.php/jpd

Sahiti, Q., & Stamp, J. A. (2022). The Use of Visuals in Undergraduate Neuroscience Education: Recommendations for Educators. *Teaching of Psychology*, *49*(3), 276–283. https://doi.org/10.1177/00986283211000326

Saidul, M. D., & Widyasari, N. (2025). Efficiency Of Scaffolding Method In The Learning Process Of Mathematics Comparative Material In Grade V Elementary School Students. *Jurnal Pendidikan Matematika (JUPITEK)*, *7*(2), 111–122. https://doi.org/10.30598/jupitekvol7iss2pp111-122

Saloni, & Kulshrestha, A. K. (2024). Effect Of Brain Based Learning Strategies On Creative Thinking Of Middle Level Students. *ShodhKosh: Journal of Visual and Performing Arts*, *5*(5). https://doi.org/10.29121/shodhkosh.v5.i5.2024.2041

Setiyani, S., Waluya, S. B., Sukestiyarno, Y. L., Cahyono, A. N., & Dwi Santi, D. P. (2024). Assessing numeracy skills on flat shapes and scaffolding forms in junior high school. *International Journal of Evaluation and Research in Education (IJERE)*, *13*(1), 422. https://doi.org/10.11591/ijere.v13i1.25186

Setyaedhi, H. S. (2024). Comparative Test of Cronbach's Alpha Reliability Coefficient, Kr-20, Kr-21, And Split-Half Method. *Journal of Education Research and Evaluation*, *8*(1), 47–57. https://doi.org/10.23887/jere.v8i1.68164

Siregar, T., & Rhamayanti, Y. (2025). Implementasi Pengembangan Model ADDIE pada Dunia Pendidikan. *Jurnal Hasil Penelitian Dan Pengembangan (JHPP)*, *3*, 85–100. https://jurnalcendekia.id/index.php/jhpp

Siswanto, R. D., Kusumah, Y. S., Dasari, D., & Juandi, D. (2025). Developing A Creative Thinking Comic For Learning Geometry. *Kalamatika: Jurnal Pendidikan Matematika*, *10*(1), 1–14. https://doi.org/10.22236/KALAMATIKA.vol10no1.2025pp1-14

Situmorang, R. U., Rufiana, I. S., Rahayuningsih, S., Dewi, R. S. I., & Arifin, S. (2025). Kemampuan siswa SD dalam berpikir kreatif matematis untuk menyelesaikan soal open-ended. *JPMI (Jurnal Pembelajaran Matematika*

Inovatif), *8*(4), 435–446. https://doi.org/10.22460/jpmi.v8i4.27168

Song, H., & Cai, L. (2024). Interactive learning environment as a source of critical thinking skills for college students. *BMC Medical Education*, *24*(1), 270. https://doi.org/10.1186/s12909-024-05247-y

Specht, E. J., Jones, H. T., Calkins, K. G., & Rhoads, D. H. (2015). *Euclidean Geometry and its Subgeometries*. Springer International Publishing. https://doi.org/10.1007/978-3-319-23775-6

Sternberg, R. J., & Karami, S. (2022). An 8P Theoretical Framework for Understanding Creativity and Theories of Creativity. *The Journal of Creative Behavior*, *56*(1), 55–78. https://doi.org/10.1002/jocb.516

StoryboardThat. (2024). *All About the Storyboard Creator*. StoryboardThat. https://www.storyboardthat.com/storyboard-creator-for-education

Suantini, I. G. A. K. A., Antara, P. A., & Trisna, G. A. P. S. (2023). Illustrated Electronic Module to Improve Elementary School Students' Creative Thinking Skills. *Thinking Skills and Creativity Journal*, *5*(2), 62–71. https://doi.org/10.23887/tscj.v5i2.57064

Sumiati, T., & Gumiandari, S. (2022). Pendekatan Neurosains Dalam Strategi Pembelajaran Untuk Siswa Slow Learner. *Risâlah, Jurnal Pendidikan Dan Studi Islam*, *8*(3), 1050–1069. https://doi.org/10.31943/jurnalrisalah.v8i3.326

Supriani, Y., Giyanti, G., & Syafana, Z. (2023). Pengembangan Interactive Digital Comic Menggunakan Aplikasi Canva untuk Meningkatkan Kemampuan Berpikir Kreatif Siswa. *JKPM (Jurnal Kajian Pendidikan Matematika)*, *8*(1), 167. https://doi.org/10.30998/jkpm.v8i1.14779

Susanti, S., & Saputro, T. V. D. (2025). Pengembangan E-Modul Berbasis Kearifan Lokal pada Materi Bangun Datar Siswa SD. *JURNAL JENDELA PENDIDIKAN*, *5*(02), 301–311. https://doi.org/10.57008/jjp.v5i02.1328

Susilawati, S., Prabowo, A., Zaenuri, Z., & Waluya, B. (2024). Developing creative thinking abilities in mathematics education: A systematic literature review. *Contemporary Educational Researches Journal*, *14*(1), 1–16. https://doi.org/10.18844/cerj.v14i1.9256

Syafri, H. (2023). Elementary school students' mathematical creative thinking

ability. *Indonesian Journal of Primary Education*, *7*(1), 39–44. https://doi.org/10.17509/ijpe.v7i1.57727

Szabo, D. (2022). Adapting the ADDIE Instructional Design Model in Online Education. *Studia Universitatis Babeş-Bolyai Psychologia-Paedagogia*. https://doi.org/10.24193/subbpsyped.2022.1.08

Tan, J., Mao, J., Jiang, Y., & Gao, M. (2021). The Influence of Academic Emotions on Learning Effects: A Systematic Review. *International Journal of Environmental Research and Public Health*, *18*(18), 9678. https://doi.org/10.3390/ijerph18189678

Thornhill-Miller, B., Camarda, A., Mercier, M., Burkhardt, J.-M., Morisseau, T., Bourgeois-Bougrine, S., Vinchon, F., El Hayek, S., Augereau-Landais, M., Mourey, F., Feybesse, C., Sundquist, D., & Lubart, T. (2023). Creativity, Critical Thinking, Communication, and Collaboration: Assessment, Certification, and Promotion of 21st Century Skills for the Future of Work and Education. *Journal of Intelligence*, *11*(3), 54. https://doi.org/10.3390/jintelligence11030054

Unaenah, E., Syafinka, A., Anisa, D., & Weningtyas, Z. (2023). Identifikasi Kesalahan Siswa dalam Menjawab Pertanyaan dalam Memahami Konsep Matematika Sekolah Dasar Mengenai Bangun Datar. *YASIN*, *3*(6), 1167–1177. https://doi.org/10.58578/yasin.v3i6.1594

Utari, D., & Muadin, A. (2023). Peranan Pembelajaran Abad-21 Di Sekolah Dasar Dalam Mencapai Target Dan Tujuan Kurikulum Merdeka. *JURNAL PENDIDIKAN ISLAM AL-ILMI*, *6*(1), 116. https://doi.org/10.32529/al-ilmi.v6i1.2493

Ventre, A. G. S. (2023). Euclidean Geometry. In *Calculus and Linear Algebra* (pp. 49–71). Springer International Publishing. https://doi.org/10.1007/978-3-031-20549-1_4

Wahyuliningtyas, R. S., Sedya, Y., & Sujono, I. (2025). Implementation of the Brain-Based Learning Model in Developing the Creative Thinking Skills of Elementary School Students. *Jurnal Inovasi Pendidikan Dan Sains*, *6*(3), 537–543. https://doi.org/10.51673/jips.v6i3.2640

Weldami, T. P., & Yogica, R. (2023). Model ADDIE Branch Dalam Pengembangan E-Learning Biologi. *Journal on Education*, *06*(01), 7543–7551. https://doi.org/https://doi.org/10.31004/joe.v6i1.4063

Yayuk, E., Purwanto, P., As'ari, A. R., & Subanji, S. (2020). Primary School Students' Creative Thinking Skills in Mathematics Problem Solving. *European Journal of Educational Research*, *volume-9-2020*(volume-9-issue-3-july-2020), 1281–1295. https://doi.org/10.12973/eu-jer.9.3.1281

Yulaichah, S., Mariana, N., & Wiryanto, W. (2024). The Use of E-Comics Based on A Realistic Mathematical Approach to Improve Critical and Creative Thinking Skills of Elementary School Students. *IJORER : International Journal of Recent Educational Research*, *5*(1), 90–105. https://doi.org/10.46245/ijorer.v5i1.497

Yulia, R. F., Juanda, A., & Mulyani, A. (2021). Penggunaan Media Video Pembelajaran Berbasis Kontekstual Pada Materi Fungi Untuk Meningkatkan Hasil Belajar Kelas X Di SMA NU Juntinyuat. *Jurnal Pendidikan Fisika Dan Sains (JPFS)*, *4*(1), 39–47. https://doi.org/10.52188/jpfs.v4i1.145

Yuliana, L. (2024). Efektivitas Pembelajaran Inkuiri Terhadap Hasil Belajar [Universitas Muhammadiyah Malang]. In *UMM*. https://eprints.umm.ac.id/id/eprint/13170

Yulianti, M. R., Usman, H., & Yunus, M. (2025). Needs Analysis for Educational Comic Media as a Learning Tool in Elementary Schools. *EDUCARE: Journal of Primary Education*, *6*(1), 97–110. https://doi.org/10.35719/educare.v6i1.367

Yulita, & Ain, S. Q. (2021). Analysis of Students' Learning Difficulties in Learning Mathematics at Elementary Schools. *AL-ISHLAH: Jurnal Pendidikan*, *13*(2), 892–899. https://doi.org/10.35445/alishlah.v13i2.745

Zagkotas, V. (2025). Comics as Pedagogical Tools for Developing Emotional Intelligence in Primary Education: Theory, Practices, and Classroom Applications. *Journal of Integrated Social Sciences and Humanities*, 1–10. https://doi.org/10.62836/jissh.v2i1.398

Zainuddin, Z. (2024). Integrating ease of use and affordable gamification-based

instruction into a remote learning environment. *Asia Pacific Education Review*, *25*(5), 1261–1272. https://doi.org/10.1007/s12564-023-09832-6

Zainuddin, Z. (2025). *Pengembangan perangkat pembelajaran modul ajar dan lembar kerja peserta didik untuk meningkatkan kemampuan bepikir kritis siswa melalui pembelajaran berbasis masalah materi eksponen Kelas X MAS Baburrohman tahun 2023/2024*.

Zhou, D., Li, T., Barakova, E., Chen, C., & Zhang, J. (2025). Enhancing positive emotions and creativity in visual storytelling: the effect of multimedia transformation of drawings. *Education and Information Technologies*, *30*(14), 20417–20443. https://doi.org/10.1007/s10639-025-13534-4

Zulfa, I. F. A., & Mardati, A. (2025). Pengembangan Media Komik Digital Matematika Berbasis Kontekstual Materi Bangun Datar Untuk Kelas IV. *Jurnal Didaktika Pendidikan Dasar*, *9*, 1143–1164. https://doi.org/10.26811/didaktika.v9i3.1918