

DAFTAR PUSTAKA

- Abdul Hanid, M. F., Mohamad Said, M. N. H., Yahaya, N., & Abdullah, Z. (2022). Effects of augmented reality application integration with computational thinking in geometry topics. *Education and Information Technologies*, 27(7), 9485–9521. <https://doi.org/10.1007/s10639-022-10994-w>
- Akmalia, R., & Ulfah, S. (2021). Kecemasan dan Motivasi Belajar Siswa SMP Terhadap Matematika Berdasarkan Gender di Masa Pandemi COVID-19. *Jurnal Cendekia: Jurnal Pendidikan Matematika*, 5(3), 2285–2293. <https://doi.org/10.31004/cendekia.v5i3.846>
- Ardiningtyas, M., & Azis, Z. (2024). The Development of Augmented Reality-based Geometry Module (AR-Geo) to Improve Spatial Ability in Learning 3D Geometry Material in SMA Negeri 3 Medan. 5(2), 142–150. <https://doi.org/10.30596/ijems.v5i2.19599>
- Arifudin, D., Musyafa, A. M., & Halwa, A. (2021). Gamifikasi Sebagai Simulasi Kuliah Online Untuk Meningkatkan Motivasi Belajar di Era Pandemi. *CogITO Smart Journal*, 7(2), 360–372. <https://doi.org/10.31154/cogito.v7i2.334.360-372>
- Arikunto, S. (2019). Dasar-Dasar Evaluasi Pendidikan (3rd ed.). Bumi Aksara.
- Arsyantika, N., Hermanto, & Hajeniati, N. (2022). Pengaruh motivasi belajar terhadap hasil belajar matematika siswa kelas X SMA Negeri 1 Meluhu. *Jurnal Pendidikan Indonesia*, 4(1), 27–35. <https://doi.org/10.61291/jpi.v2i1.39>
- Bakti, S. W., Ridwan, M., & Nooriansyah, S. (2024). Pengembangan Aplikasi Augmented Reality Berbasis Gamifikasi untuk Pembelajaran Perkembangbiakan Tumbuhan bagi Siswa Sekolah Dasar. *Jutisi: Jurnal Ilmiah Teknik Informatika Dan Sistem Informasi*, 13(2), 1171. <https://doi.org/10.35889/jutisi.v13i2.2087>
- Boopathiraj, C., & Chellamani, K. (2013). Analysis of Test Items on Difficulty Level And Discrimination Index in The Test For Research In Education. *International Journal Of Social Sciences & Interdisciplinary Research*.

- Cetintav, G., & Yilmaz, R. (2023). The Effect of Augmented Reality Technology on Middle School Students' Mathematic Academic Achievement, Self-Regulated Learning Skills, and Motivation. *Journal of Educational Computing Research*, 61(7), 1483–1504. <https://doi.org/10.1177/07356331231176022>
- Ding, J., Hong, Z., & Yu, M. (2024). The Application and Effects of Augmented Reality in Geometry Learning. *Lecture Notes in Education Psychology and Public Media*, 74(1), 34–42. <https://doi.org/10.54254/2753-7048/74/2024BO0007>
- Elsayed, S. A., & Al-Najrani, H. I. (2021). Effectiveness of the Augmented Reality on Improving the Visual Thinking in Mathematics and Academic Motivation for Middle School Students. *Eurasia Journal of Mathematics, Science and Technology Education*, 17(8), em1991. <https://doi.org/10.29333/ejmste/11069>
- Fahri, F., Lubis, M. J., & Darwin. (2022). *Gaya Kepemimpinan Demokratis Guru pada Motivasi Belajar Siswa*. 6(3), 3364–3372. <https://jbasic.org/index.php/basicedu>
- Festiawan, R., Sumanto, E., Vicente, J., Jimenez, G., Arisman, Rahman, T., Putro, D. E., Prabowo, E., Hasibuan, M. H., & Priyanto, C. W. (2025). The effect of Augmented Reality (AR) to enhance learning motivation, cognitive intelligence, and self-efficacy in Physical Education. 2025, 375–385. <https://doi.org/https://doi.org/10.47197/retos.v70.114254>
- Fitri, A. N., Binfas, M. A. M., Jais, H. M., & Rahim, F. (2024). Penerapan Augmented Reality terhadap Motivasi Intrinsik Siswa Mata Pelajaran Matematika. *EDUKATIF: Jurnal Ilmu Pendidikan*, 6(2), 1234–1244. <https://doi.org/10.31004/edukatif.v6i2.6480>
- Godoy, C. H. (2021). Augmented Reality and Gamification: A Framework for Developing Supplementary Learning Tool. <https://doi.org/10.25147/ijcsr.2017.001.1.63>
- Hesti, P., Astuti, M., Bayu, G. W., Nym, N., & Aspini, A. (2021). Penerapan Model Pembelajaran Problem Based Learning untuk Meningkatkan Hasil Belajar Matematika Siswa. 26(2), 243–250.

<https://ejournal.undiksha.ac.id/index.php/MI%0APenerapan>

Hikmah, N. S. N., Aditya, A. H. Z., & Sugilar, H. (2026). Analisis Kemampuan Representasi Matematis Siswa dalam Menyelesaikan Masalah Matematika di Sekolah Menengah Pertama : *Systematic Literature Review*. 3(1), 37–53. <https://doi.org/https://doi.org/10.15575/jash.v3i1.3142>

Hisyam, F. N., Sukoriyanto, & Sulandra, I. M. (2023). Penalaran Spasial Siswa SMP Pada Materi Geometri Bangun Ruang Berdasarkan Tipe Kepribadian Ekstrovert dan Introvert. 07(November), 2990–3005. <https://pdfs.semanticscholar.org/16a1/d2456bbb2a4eeff3edee05452873262d4ab.pdf>

Ibáñez, M. B., Uriarte Portillo, A., Zatarain Cabada, R., & Barrón, M. L. (2020). Impact of augmented reality technology on academic achievement and motivation of students from public and private Mexican schools. A case study in a middle-school geometry course. *Computers & Education*, 145, 103734. <https://doi.org/10.1016/j.compedu.2019.103734>

Irnawati, D. R., Makmur, A., & Istiyowati, L. S. (2024). Pengaruh Pembelajaran Berbasis Gamifikasi terhadap Motivasi Belajar Matematika Pasca Pandemi Covid-19. *Cetta: Jurnal Ilmu Pendidikan*, 7(1), 82–88. <https://doi.org/10.37329/cetta.v7i1.2997>

Izzati, N., & Farizi, R. Al. (2025). *Kemampuan Matematis Teori dan Contoh Instrumen* (A. A. Haqq (ed.)). CV. Zenius Publisher.

Kalogiannakis, M., Papadakis, S., & Zourmpakis, A.-I. (2021). *education sciences Gamification in Science Education . A Systematic Review of the Literature*. <https://doi.org/https://doi.org/10.3390/educsci11010022>

Khoerunnisa, P., Aqwal, S. M., & Tangerang, U. M. (2020). *Analisis Model-Model Pembelajaran*. 4, 1–27. <https://ejournal.stitpn.ac.id/index.php/fondatia>

Lampropoulos, G., Keramopoulos, E., Diamantaras, K., & Evangelidis, G. (2022). Augmented Reality and Gamification in Education: A Systematic Literature Review of Research, Applications, and Empirical Studies. *Applied Sciences*, 12(13), 6809. <https://doi.org/10.3390/app12136809>

- Larasati, N. I., & Widyasari, N. (2021). Penerapan Media Pembelajaran Berbasis Augmented Reality Terhadap Peningkatan Pemahaman Matematis Siswa Ditinjau Dari Gaya Belajar. *Fibonacci: Jurnal Pendidikan Matematika Dan Matematika*, 7(1), 45. <https://doi.org/10.24853/fbc.7.1.45-50>
- Listiawan, T., Hayuningrat, S., & Anwar, M. K. (2022). Pengembangan media pembelajaran berbasis augmented reality pada materi bangun ruang. *JP2M (Jurnal Pendidikan Dan Pembelajaran Matematika)*, 8(2), 1–10. <https://doi.org/10.29100/jp2m.v8i2.3637>
- Mainali, B. (2021). Representation in Teaching and Learning Mathematics. 0–21. <https://eric.ed.gov/?id=EJ1282034>
- Maryana, M., Halim, C., & Rahmi, H. (2024). The Impact of Gamification on Student Engagement and Learning Outcomes in Mathematics Education. *International Journal of Business, Law, and Education*, 5(2), 1697–1608. <https://doi.org/10.56442/ijble.v5i2.682>
- Mei, M. F., Seto, S. B., Meke, K. D. P., Woe, E., & Didin, M. (2024). Efektivitas Penggunaan Media Augmented Reality Untuk Meningkatkan Pemahaman Konsep Geometri Pada Siswa Smp. *JUPIKA: Jurnal Pendidikan Matematika*, 7(2), 178–185. <https://doi.org/10.37478/jupika.v7i2.4876>
- Muchlis, E. E., Priatna, N., & Dahlan, J. A. (2021). Development of a web-based worksheet with a project-based learning model assisted by GeoGebra. 8(1), 46–60. <http://journal.uny.ac.id/index.php/jrpm>
- Mulyaningsih, S., Marlina, R., & Effendi, K. N. S. (2020). Analisis Kemampuan Representasi Matematis Siswa SMP dalam Menyelesaikan Soal Matematika. 2682(1), 99–110. <https://journal.lppmunindra.ac.id/index.php/jkpm/article/view/7960>
- Mustaqim, I. (2016). Pemanfaatan Augmented Reality Sebagai Media Pembelajaran. 13(2), 174–183. <https://ejournal.undiksha.ac.id/index.php/JPTK/article/view/8525>
- Oktaviana, Y., & Wardani, O. P. (2025). Pengaruh Media Augmented Reality dalam Meningkatkan Motivasi Menulis Siswa Kelas Xi Sma Islam Sultan

- Agung 3 Semarang. *Arbitrer: Jurnal Pendidikan Bahasa Dan Sastra Indonesia*, 7(1), 87–98. <https://doi.org/10.30598/arbitrervol7no1hlm87-98>
- Pahlevi, R., & Mulyati, S. (2025a). Analisis Pengaruh Elemen Gamifikasi pada Aplikasi Pembelajaran Terhadap Motivasi Belajar Siswa SMA Abstrak. 6(1), 174–186. <https://journal.stmiki.ac.id>
- Pahlevi, R., & Mulyati, S. (2025b). Analisis Pengaruh Elemen Gamifikasi pada Aplikasi Pembelajaran Terhadap Motivasi Belajar Siswa SMA. *Jurnal Indonesia : Manajemen Informatika Dan Komunikasi*, 6(1), 174–186. <https://doi.org/10.35870/jimik.v6i1.1148>
- Pahmi, S., Hendriyanto, A., Sahara, S., Muhaimin, L. H., Kuncoro, K. S., & Usodo, B. (2023). Assessing the Influence of Augmented Reality in Mathematics Education : A Systematic Literature Review. 22(5), 1–25. <https://doi.org/https://doi.org/10.26803/ijlter.22.5.1>
- Pangestu, A., & Setyaningrum, W. (2020). Instructional media for space geometry based on augmented reality to improve students' spatial reasoning. *Journal of Physics: Conference Series*, 1581(1), 012058. <https://doi.org/10.1088/1742-6596/1581/1/012058>
- Pranahadi, T. Y., Yani, I., & Nefosano, H. (2024). The Use Of Augmented Reality (AR) Media To Enhance Student Motivation Learning. *Jurnal Bioeduin*, 14(1), 30–37. <https://doi.org/10.15575/bioeduin.v14i1.31544>
- Prasetyo, A., Santosa, M. D., Nurhayati, S., & Setiawan, B. (2023). Pengaruh Media Pembelajaran Interaktif Terhadap Motivasi Belajar Siswa. 1, 1257–1264. <https://centralpublisher.co.id/jurnalcentralpublisher/index.php/Publish/article/view/238>
- Prayoga, H. A., Pamungkas, M. D., & Nurjanah, A. (2024). Development of Augmented Reality media in polyhedral space-building lessons to improve the mathematical reasoning ability. *Union: Jurnal Ilmiah Pendidikan Matematika*, 12(3), 598–611. <https://doi.org/10.30738/union.v12i3.17756>
- Putri, I., Handican, R., & Gunawan, R. G. (2022). *Systematic literature review : analisis kemampuan representasi matematis siswa terhadap gaya belajar.*

- 2(September), 577–588.
<https://mathjournal.unram.ac.id/index.php/Griya/index>
- Rachim, M. R., Salim, A., & Qumario. (2024). Pemanfaatan Augmented Reality Sebagai Media. 4(1), 594–605.
<https://doi.org/https://doi.org/10.51574/jrip.v4i1.1407>
- Rachmawati, & Cipta, D. A. S. (2025). Urgensi Media Augmented Reality Pada Pembelajaran Matematika : Studi Literasi. 6(1), 66–71.
<http://jim.teknokrat.ac.id/index.php/pendidikanmatematika/index%0AURGENSI>
- Rahmah, & Ikashaum, F. (2021). Pembelajaran Matematika dengan Model. 2, 75–82. <https://doi.org/https://doi.org/10.32332/linear.v2i1.3163>
- Rahman, S. (2021). Pentingnya motivasi belajar dalam meningkatkan hasil belajar. November, 289–302.
<https://ejurnal.pps.ung.ac.id/index.php/PSNPD/article/view/1076>
- Ramanisa, H., Khairudin, & Netti, S. (2020). Analisis Kemampuan Representasi Matematis Siswa. 2(2015), 34–38. <https://elibrary.ru/item.asp?id=76089167>
- Sailer, M., & Homner, L. (2020). The Gamification of Learning: a Meta-analysis. *Educational Psychology Review*, 32(1), 77–112.
<https://doi.org/10.1007/s10648-019-09498-w>
- Samala, A. D., Ambiyar, Jalinus, N., Dewi, I. P., & Indarta, Y. (2022). *EDUKATIF : Jurnal Ilmu Pendidikan Studi Teoretis Model Pembelajaran : 21st Century Learning dan TVET*. 4(2), 2794–2808.
<https://edukatif.org/index.php/edukatif/index> Studi
- Sani, K., Fitriati, I., Fitriyaningsih, N., & Ghazali, M. (2025). Aplikasi Augmented Reality berbasis Gamifikasi untuk Meningkatkan Pemahaman Matematika Siswa Sekolah Dasar. 10(3), 81–92.
<https://journal.umpr.ac.id/index.php/bitnet/issue/>
- Saputra, A. W., Nasution, M. D. C., Fauziah, E. M., Widayanti, L., Aldila, A. D., & Hakim, A. R. (2022). Menumbuhkembangkan Kemampuan Representasi Matematis Siswa dalam Pembelajaran Matematika. 2, 49–60.

<https://jim.unindra.ac.id/index.php/himpunan/article/view/6573>

- Sinaga, E. (2022). Pengaruh Motivasi Belajar Terhadap Hasil Belajar Matematika Siswa Kelas VII-2 SMP Negeri 7 Pematangsiantar. *Jurnal Pembelajaran dan Matematika Sigma (JPMS)*, 8(2), 295–304. <https://doi.org/10.36987/jpms.v8i2.3296>
- Sudirman, Kusumah, Y. S., & Martadiputra, B. A. P. (2022). Investigating the Potential of Integrating Augmented Reality into the 6E Instructional 3D Geometry Model in Fostering Students' 3D Geometric Thinking Processes. *International Journal of Interactive Mobile Technologies (IJIM)*, 16(06), 61–80. <https://doi.org/10.3991/ijim.v16i06.27819>
- Sugiyono. (2025). Metode Penelitian Kuantitatif Kualitatif dan R&D. Alfabeta Bandung.
- Surendeleg, G. (2021). The Role of Gamification in Education – A Literature Review. 7(29), 1609–1616. <https://doi.org/http://dx.doi.org/10.12988/ces.2014.411217>
- Syafii, M. (2021). Hubungan Motivasi Belajar Matematika Siswa Terhadap Hasil Belajar Matematika Pada Materi Kalkulus dan Aljabar di Kelas XI IPA SMA. *Jurnal Cendekia: Jurnal Pendidikan Matematika*, 5(1), 65–74. <https://doi.org/10.31004/cendekia.v5i1.275>
- Utami, D. S., Putri, S. A., Suriansyah, A., & Cinantya, C. (2024). Pentingnya Motivasi dalam Meningkatkan Hasil Belajar Peserta Didik Sekolah Dasar. 2071–2082. <https://doi.org/https://doi.org/10.60126/maras.v2i4.557>
- Yulfani, S., & Putra, L. V. (2024). Efektivitas Model Pembelajaran TGT Berbantuan Engklek Eduflex dalam Meningkatkan Pemahaman Konsep Matematika Siswa SD. *MASALIQ*, 5(1), 1–20. <https://doi.org/10.58578/masaliq.v5i1.4278>