

REFERENCES

- Atapattu Hansini. "An Overview of Strategic Management: An Analysis of the Concepts and the Importance of Strategy Management" Publication. Vol 6, Issue 2, 2016. International Journal of Scientific and Research.
- Brown, H. Douglas. (2004). *Language Assessment. Principles and Classroom Practices. Chapter 9*. New York: Longman.
- Bruce Graham. "Power Up Your Powtoon Studio Project" (Birmingham, Packt Publishing, 2015).
- Chabal Seaman and Nour Ismail, *The effect of Using Powtoon on Learning English as A Foreign Language*. (LEBANON: Lebanese University)
- Creswell, J. W. (2014). *Research Design*. London: SAGE Publication. Retrieved from; http://fe.unj.ac.id/wp-content/uploads/2019/08/ResearchDesign_Qualitative-Quantitative-andMixed-Methods-Approaches.pdf
- Dornyei, Z. 2010. *Questionnaires in Second Language Research*. New York: Routledge
- Education Encyclopedia, *Media and Learning-Definition and Summary of Research, Do Media Influence the Cost and Access to Instruction*. <http://education.stateuniversity.com/pages/2211/media-learning.html>
- Egbert, J. (2009). *Supporting learning with technology: Essentials of classroom practice*. Upper Saddle River, NJ: Prentice Hall.
- Gerlach, Ely. *Teaching and Medium a Systematic Approach*. New York: Prenticehall Inc, 1980.
- Jenkins, H. (2006). *Convergence Culture: Where Old and New Media Collide*. New York: New York University Press.
- Jon Davidson, Jane Downson. *Learning to Teach English in the Secondary School*. New York: Routledge Falmer, Taylor and France Group, 2003.
- Freeman, Diane Larsen. *Techniques and Principles in Language Teaching*. New York: Oxford University Press, 2000.
- Kozma, R.B. "Learning with Media." *Review of Educational Research*, 1991.p2
- Megawati N.M.S¹, Utami I.G.A.L.P² (2020). English Learning with Powtoon Animation Video. *Journal of Education Technology. Vol. 4(2) pp. 110119*.
- Marimba, Ahmad D. *Pengantar Filsafat Pendidikan Islam*. Bandung: Pt. Ma'arif, 1962

- Mayer, R. E. (2001). *Multimedia Learning*. UK: Cambridge University Press.
- Mulyasa, Edy. *Menjadi Guru Profesional: Menciptakan Pembelajaran Kreatif dan Menyenangkan*. Bandung: Remaja Rosdakarya, 2011.
- Nanni, A. 2015. Teaching through the use of cloud-Based Nanni, A. 2015. Teaching through the use of cloud-Based animation software. *English Language Education in ASIA: Reflections and Directions*. P. 1-11
- Nunan, David. *Language Teaching Methodology*. NewYork: Prentis Hall, 1988.
- Hidayati, F. N., & Fatmawati, N. L. (2022). *Pengembangan video animasi powtoon sebagai media pembelajaran linguistik jarak jauh*. *JINoP (Jurnal Inovasi Pembelajaran)*, 8(1), 55-67.
- Pais, Et, Al. (2017). Incorporating Powtoon as A Learning Activity into A Course on Technological Innovations as Didactic Resources For Pedagogy Programs. *International Journal of Emerging Technologies in Learning (Ijet)*.
- Robert Heinich, Michael Molenda, James D. Russel & Sharon E. Smaldino. *Instructional Medium and Technologies for Learning*. NewYork: Prime Book Box for Kids, 1998.
- Semaan. (2018). The Effect Of Using Powtoon On Learning English As A Foreign Language. *International Journal of Current Research*, 10 (05), 692262-69265.
- Wafaamhammad. „Using *Prezi Presentation Software to enhance Vocabulary learning of EFL Secondary School Students*“. Vol 4.
- WijayantiRofida[https://civitas.uns.ac.id/Rofidaw/2017/06/30/mediapembelajaran-powtoon/June 30, 2017](https://civitas.uns.ac.id/Rofidaw/2017/06/30/mediapembelajaran-powtoon/June%2030,%202017)
- Wijaya, A. S., Suwanda, B. S., Astuti, V. F., & Siskandar, R. (2022). Literature Study: *Analysis of the Use of Video as a Student Learning Media*. *Jurnal Sains Indonesia*, 3(3), 183-194.