

DAFTAR PUSTAKA

- Adhiputra, M. W. (2015). Aplikasi Technology Acceptance Model Terhadap Pengguna Layanan Internet Banking. *Kalbisocio: Jurnal Bisnis dan Komunikasi*, 2(1), 52–63. <https://doi.org/10.33592/jeb.v27i2.2290>
- Akhmadi, A. (2021). Implementation of Blended Learning in Training. *Jurnal Diklat Keagamaan*, 15(1), 78–87. <http://dx.doi.org/10.52048/inovasi.v15i1.214>
- Anshori, M., & Iswati, S. (2017). *Metodologi Penelitian Kuantitatif*. Surabaya: Airlangga Universitiy Press.
- Asnawati, Kanedi, I., Utami, F. H., Mirna, & Asmar, S. (2023). Pemanfaatan Literasi Digital Di Dunia Pendidikan Era 5.0. *Jurnal Dehasen Untuk Negeri*, 2(1), 67–72. <https://doi.org/10.37676/jdun.v2i1.3489>
- Bawden, D. (2008). *Origins and Concepts of Digital Literacy*. Diakses pada 01 Juni 2024. <https://www.semanticscholar.org/paper/Origins-and-Concepts-of-Digital-Literacy-Bawden/15437d875f1beaa53ea939de614f4a537604c716>
- Cotton, D. R. E., Cotton, P. A., & Shipway, J. R. (2024). Chatting and cheating: Ensuring academic integrity in the era of ChatGPT. *Innovations in Education and Teaching International*, 61(2), 228–239. <https://doi.org/10.1080/14703297.2023.2190148>
- Cunningham-nelson, S., Boles, W., Trouton, L., & Margerison, E. (2019). A Review of Chatbots in Education: Practical Steps Forward. In *30th Annual Conference for the Australasian Association for Engineering Education (AAEE 2019): Educators Becoming Agents of Change: Innovate, Integrate, Motivate. Engineers Australia*, 299–306. <https://eprints.qut.edu.au/134323/>
- Darma, B. (2021). *Statistik Penelitian Menggunakan SPSS: Uji Validitas, Uji Reliabilitas, Regresi Linier Sederhana, Regresi Linier Berganda, Uji T, Uji F, R2*. Bogor: Guepedia.
- Dasian, R. S. I. (2024). *Penerimaan teknologi ChatGPT di kalangan mahasiswa: Studi deskriptif model TAM pada mahasiswa program studi Teknik Informatika Universitas Negeri Padang*. Skripsi. Universitas Negeri Padang. <https://repository.unp.ac.id>
- Davis, F. D. (1989). Perceived usefulness, Perceived Ease of Use, and User Acceptance of Information Technology. *MIS Quarterly: Management Information Systems*, 13(3), 319–340. <https://doi.org/10.2307/249008>

- Diantama, S. (2023). Pemanfaatan Artificial Intelegent (AI) Dalam Dunia Pendidikan. *DEWANTECH: Jurnal Teknologi Pendidikan*, 1(1), 8–14. <https://doi.org/10.61434/dewantech.v1i1.8>
- Fakhri, M. M., Rifqie, D. M., Asriadi, Ismail, A., Isma, A., & Fadhilatunisa, D. (2024). Peningkatan Literasi Digital dan Menulis Artikel Ilmiah Guru dengan Memanfaatkan Artificial Intelligence. *Jurnal Sipakatau: Inovasi Pengabdian Masyarakat*, 1(2), 30–39. <https://doi.org/10.61220/sipakatau>
- Floridi, L., & Chiriatti, M. (2020). GPT-3: Its Nature, Scope, Limits, and Consequences. *Minds and Machines: Journal for Artificial Intelligence, Philosophy and Cognitives Science*, 30(4), 681–694. <https://doi.org/10.1007/s11023-020-09548-1>
- Gaol, M. L., & Manalu, T. (2024). Penggunaan ChatGPT dalam Pembelajaran: Persepsi Mahasiswa. *Insearch: Information System Research Journal*, 22(1), 254–259. <https://doi.org/10.37278/insearch.v22i1.821>
- Ghozali, I. (2021). *Aplikasi Analisis Multivariate dengan Program IBM SPSS 26*. Semarang: Badan Penerbit Universitas Diponegoro.
- Hamzah, A., & Basuki, U. J. (2022). Peningkatan Literasi Digital untuk Mencegah Penyebaran Hoax bagi Guru SDN Teruman Bantul. *Abdiformatika: Jurnal Pengabdian Masyarakat Informatika*, 2(2), 92–97. <https://doi.org/10.25008/abdifformatika.v2i2.168>
- H.I.A, P. (2023). Implementasi Penggunaan Media ChatGPT dalam Pembelajaran Era Digital. *EDUCATIONIST: Journal of Educational and Cultural Studies*, 2(2), 1–8. <https://jurnal.litnuspublisher.com/index.php/jecs/article/view/156>
- Hu, J. (2021). Teaching Evaluation System by use of Machine Learning and Artificial Intelligence Methods. *International Journal of Emerging Technologies in Learning*, 16(5), 87–101. <https://doi.org/10.3991/ijet.v16i05.20299>
- Ilmi, M., Liyundira, F. S., Rachmawati, A., Juliasari, D., & Habsari, P. (2020). Perkembangan Dan Penerapan Theory of Acceptance Model (TAM) Di Indonesia. *Relasi: Jurnal Ekonomi*, 16(2), 436–458. <https://doi.org/10.31967/relasi.v16i2.371>
- Julien, H. (2014). *Encyclopedia of Information Science and Technology: Digital Literacy*. United States of America: IGI Global.
- Junaidi. (2010). *Tabel r (Koefisien Korelasi Sederhana)*. Diakses pada 20 Oktober

2024. <https://junaidichaniago.files.wordpress.com/2010/05/tabel-r.pdf>
- Junaidi. (2010). *Titik Persentase Distribusi t.* Diakses pada 22 Oktober 2024. <http://ledhyane.lecture.ub.ac.id/files/2013/04/tabel-t.pdf>
- Karomani, Nurhaida, I., Aryanti, N. Y., Windah, A., & Purnamayanti, A. (2021). Literasi Informasi Digital: Tantangan Bagi Para Santri Dalam Menjalankan Peran Sebagai Global Citizen (Studi Kasus Pada Pondok Pesantren Darussa'adah Bandar Lampung). *Komunika*, 4(2), 203–213. <https://doi.org/10.24042/komunika.v4i2.9933>
- Karsenti, T. (2019). Artificial intelligence in education: The urgent need to prepare teachers for tomorrow's schools. *Formation et profession*, 27(1), 105–111. <https://doi.org/10.18162/fp.2019.a166>
- Kirmani, A. R. (2023). Artificial Intelligence-Enabled Science Poetry. *ACS Energy Letters*, 8(1), 574–576. <https://doi.org/10.1021/acsenergylett.2c02758>
- Kurnianingsih, I., Rosini, & Ismayati, N. (2017). Upaya Peningkatan Kemampuan Literasi Digital Bagi Tenaga Perpustakaan Sekolah dan Guru di Wilayah Jakarta Pusat Melalui Pelatihan Literasi Informasi. *Jurnal Pengabdian kepada Masyarakat (Indonesian Journal of Community Engagement)*, 3(1), 61–76. <https://doi.org/10.22146/jpkm.25370>
- Kusumastuti, A., Khoiron, A. M., & Achmadi, T. A. (2020). *Metode Penelitian Kuantitatif*. Yogyakarta: Deepublish.
- Lewis, A. (2022). Multimodal large language models for inclusive collaboration learning tasks. *2022 Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies, Proceedings of the Student Research Workshop*, 202–210. <https://doi.org/10.18653/v1/2022.nacl-srw.26>
- Li, C., & Xing, W. (2021). Natural Language Generation Using Deep Learning to Support MOOC Learners. *International Journal of Artificial Intelligence in Education*, 31(2), 186–214. <https://doi.org/10.1007/s40593-020-00235-x>
- Liu, J., Shen, D., Zhang, Y., Dolan, B., Carin, L., & Chen, W. (2022). What Makes Good In-Context Examples for GPT-3?. *In Proceedings of Deep Learning Inside Out (DeeLIO 2022): The 3rd Workshop on Knowledge Extraction and Integration for Deep Learning Architectures*, Association for Computational Linguistics, 100–114. <https://doi.org/10.18653/v1/2022.deelio-1.10>
- Lund, B. D., Agbaji, D. A., & Teel, Z. A. (2023). Information Literacy, Data Literacy,

- Privacy Literacy, and ChatGPT: Technology Literacies Align with Perspectives on Emerging Technology Adoption within Communities. *Human Technology*, 19(2), 163–177. <https://doi.org/10.14254/1795-6889.2023.19-2.2>
- Mafula, E. R., Pebrianggara, A., & Yulianto, M. R. (2024). The Effectiveness of Perceived Usefulness, Perceived Ease of Use, And Facilitating Conditions on Purchase Decision. *Management Studies and Entrepreneurship Journal*, 5(2), 4023–4037. <http://journal.yrpipku.com/index.php/msej>
- Maspuroh, U., Nurhasanah, E., Syafroni, R. N., & Sugiarti, D. H. (2022). Implementasi Literasi Digital dalam Keterampilan Berbicara Melalui Siniar untuk Membentuk Personal Branding Siswa SMA Negeri 1 Telukjambe dan Sma Negeri 1 Majalaya Kabupaten Karawang. *Spesial Issue Syntax Literate: Jurnal Ilmiah Indonesia*, 7(2), 2378–2390. <https://doi.org/https://doi.org/10.36418/syntax-literate.v7i2.6273>
- Maulana, M. (2015). *Definisi, Manfaat dan Elemen Penting Literasi Digital*. Diakses pada 26 November 2023. <https://www.muradmaulana.com-1>
- Muliani, A., Karimah, F. M., Liana, M. A., Pramudita, S. A. E., Riza, M. K., & Indramayu, A. (2021). Pentingnya Peran Literasi Digital bagi Mahasiswa di Era Revolusi Industri 4.0 untuk Kemajuan Indonesia. *Journal of Education and Technology*, 1(2), 87–92. <https://jurnalilmiah.org/journal/index.php/jet/article/view/61/58>
- Naufal, H. A. (2021). Literasi Digital. *Perspektif: Jurnal Pendidikan, Politik, Budaya, Bahasa, Manajemen, Komunikasi, Pemerintahan, Humaniora, dan Ilmu Sosial*, 1(2), 195–202. <https://doi.org/10.53947/perspekt.v1i2.32>
- Niyu, Dwihadiyah, D., Gerungan, A., & Purba, H. (2024). Penggunaan ChatGPT di Kalangan Mahasiswa dan Dosen Perguruan Tinggi Indonesia. *CoverAge: Journal of Strategic Communication*, 14(1), 130–145. <https://doi.org/10.35814/coverage.v14i2.6058>
- Saputri, V. A. M., & Manggalani, R. (2024). Pengaruh Literasi Digital Terhadap Perilaku Pencarian Informasi Di Kalangan Mahasiswa. *PAEDAGOGY: Jurnal Ilmu Pendidikan dan Psikologi*, 3(4), 229–236. <https://doi.org/10.51878/paedagogy.v3i4.2724>
- Saraswati, A. R., Karmina, V. A., Efendi, M. P., Candrakanti, Z., & Rakhmawati, N. A. (2023). Analisis Pengaruh ChatGPT Terhadap Tingkat Kemalasan Berpikir Mahasiswa ITS Dalam Proses Pengerjaan Tugas. *JPBB: Jurnal Pendidikan, Bahasa dan Budaya*, 2(4), 40–48. <https://doi.org/10.55606/jpbb.v2i4.2223>

- Sarnoto, A. Z., Hidayat, R., Hakim, L., Alhan, K., Sari, W. D., & Ika, I. (2023). Analisis Penerapan Teknologi dalam Pembelajaran dan Dampaknya terhadap Hasil Belajar. *Journal on Education*, 6(1), 82–92. <https://doi.org/10.31004/joe.v6i1.2915>
- Simbolon, S., & Susanto, A. (2023). *Productive Staff: Korelasi Kemampuan Kerja, Kepemimpinan Transformasional, Dan Lingkungan Kerja*. Bantul: Bintang Semesta Media.
- Siregar, S. (2014). *Metodologi Penelitian Kuantitatif: Dilengkapi Dengan Perbandingan Perhitungan Manual & SPSS*. Jakarta: Kencana.
- Sufendi, S., & Kamal, R. (2023). Pentingnya Etika Pemanfaatan Chat Gpt Pada Penyusunan Karya Tulis Mahasiswa. *Edukatif: Jurnal Ilmu Pendidikan*, 5(6), 2728–2734. <https://doi.org/10.31004/edukatif.v5i6.6013>
- Sugiyono. (2022). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Suharmawan, W. (2023). Pemanfaatan Chat GPT Dalam Dunia Pendidikan. *Education Journal: Journal Educational Research and Development*, 7(2), 158–166. <https://doi.org/10.31537/ej.v7i2.1248>
- Sulianta, F. (2020). *Model Konten Digital Berlandaskan Ilmu Pengetahuan Sosial pada User Generated Content Platform sebagai Media Literasi*. Diakses pada 13 Juni 2024. <https://www.researchgate.net/publication/358587936>
- Suryadi, D. (2016). *Joho Literasi*. Yogyakarta: Penerbit Gambang.
- Vázquez-Cano, E., Mengual-Andrés, S., & López-Meneses, E. (2021). Chatbot to improve learning punctuation in Spanish and to enhance open and flexible learning environments. *International Journal of Educational Technology in Higher Education*, 18(33), 1–20. <https://doi.org/10.1186/s41239-021-00269-8>
- Westera, W., Prada, R., Mascarenhas, S., Santos, P. A., Dias, J., Guimarães, M., Georgiadis, K., Nyamsuren, E., Bahreini, K., Yumak, Z., Christyowidiasmoro, C., Dascalu, M., Gutu-Robu, G., & Ruseti, S. (2020). Artificial intelligence moving serious gaming: Presenting reusable game AI components. *Education and Information Technologies*, 25(1), 351–380. <https://doi.org/10.1007/s10639-019-09968-2>
- Wicaksono, S. R. (2022). *Teori Dasar Technology Acceptance Model*. Malang: Seribu Bintang.

- Winkler, R., & Soellner, M. (2018). Unleashing the Potential of Chatbots in Education: A State-Of-The-Art Analysis. *Academy of Management Proceedings*, 2018(1), 1-40. <https://doi.org/10.5465/ambpp.2018.15903abstract>
- Wiryawan, M. A., & Nugroho, W. (2021). Pengaruh Terpaan Akun Instagram @bekasifood Terhadap Preferensi dalam Memilih Kuliner di Bekasi. *Jurnal Komunikasi Nusantara*, 3(2), 140–149. <https://doi.org/10.33366/jkn.v3i2.82>
- Wiwesa, N. R. (2021). User Interface Dan User Experience Untuk Mengelola Kepuasan Pelanggan. *Jurnal Sosial Humaniora Terapan*, 3(2), 17–31. <https://scholarhub.ui.ac.id/jsht/vol3/iss2/2>
- Wulanjani, A. N., Arvianti, G. F., & Yunianti, S. S. (2022). Pelatihan Literacycloud.Org Sebagai Upaya Peningkatan Literasi Digital Para Guru Sd Dalam Pembelajaran Daring Di Masa Pandemi Covid-19. *Kumawula: Jurnal Pengabdian Kepada Masyarakat*, 5(3), 501–508. <https://doi.org/10.24198/kumawula.v5i3.37444>