

DAFTAR PUSTAKA

- Abdusselam, M. S., & Karal, H. (2020). The effect of using augmented reality and sensing technology to teach magnetism in high school physics. *Technology, Pedagogy and Education*, 29(4), 407–424.
<https://doi.org/10.1080/1475939X.2020.1766550>
- Afsas, S. K. (2023). E-Module Based on Augmented Reality Media on Magnetic Materials. *Scaffolding: Jurnal Pendidikan Islam dan Multikulturalisme*, 5(2), 1015–1035. <https://doi.org/10.37680/scaffolding.v5i2.3151>
- Aggarwal, R., & Singhal, A. (2019). Augmented Reality and its effect on our life. 2019 9th International Conference on Cloud Computing, Data Science & Engineering (Confluence), 510-515.
- Altmeyer, K., Kapp, S., Thees, M., Malone, S., Kuhn, J., & Brünken, R. (2020). The use of augmented reality to foster conceptual knowledge acquisition in STEM laboratory courses—Theoretical background and empirical results. *British Journal of Educational Technology*, 51(3), 611–628.
<https://doi.org/10.1111/bjet.12900>
- Antari, P. L., Widiana, I. W., & Wibawa, I. M. C. (2023). Modul Elektronik Berbasis Project Based Learning Pembelajaran IPAS untuk Meningkatkan Hasil Belajar Siswa Sekolah Dasar. *Jurnal Imiah Pendidikan dan Pembelajaran*, 7(2), 266–275. <https://doi.org/10.23887/jipp.v7i2.60236>
- Ashta, A. (2024). Harnessing meditation for workplace well-being: Advancing UN Sustainable Development Goal 8. *Smaratungga: Journal of Education and Buddhist Studies*, 4(1), 13-24.
- Aulia, S., S, L. A., & Linda, R. (2023). Development of Multiple Representation-Based E-Modules Utilizing Augmented Reality in the Material of Molecular Shapes and Inter-Molecular Interactions. *AL-ISHLAH: Jurnal Pendidikan*, 15(4), 6249–6261. <https://doi.org/10.35445/alishlah.v15i4.3668>

- Bc, Arjun. (2024). Beyond books: Exploring AR in education with Unity3D. *International Scientific Journal of Engineering and*
<https://doi.org/10.55041/ISJEM01738>
- Bodhi. (2015). Anguttara Nikaya - Khotbah-Khotbah Numerika Sang Buddha Jilid 3. In *DhammaCitta Press* (Vol. 42).
- Bozgeyikli, L. L. (2024). Real-virtual objects: Exploring bidirectional embodied tangible interaction with a virtual human in world-fixed virtual reality. In *2024 IEEE Conference Virtual Reality and 3D User Interfaces (VR)*.
<https://doi.org/10.1109/VR58804.2024.00038>
- Bramantyo, H. (2015). Meditasi Buddhis: Sarana untuk Mencapai Kedamaian dan Pencerahan Batin. *Orientasi Baru*, 24(1), 81–95.
- Cai, S., Liu, C., Wang, T., Liu, E., & Liang, J. (2021). Effects of learning physics using Augmented Reality on students' self-efficacy and conceptions of learning. *British Journal of Educational Technology*, 52(1), 235–251.
<https://doi.org/10.1111/bjet.13020>
- Candra Yana, S., Ismoyo, T., Diono, W., Lamirin, & Pramono, E. (2022). Buddhist Education' Quality through PAKEM. *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, 5(2), 10393–10402.
<https://doi.org/10.33258/birci.v5i2.4854>
- Christina Ismaniati, & Baroroh Iskhamdhanah. (2023). Development of Interactive E-Modules to Increase Learning Motivation and Science Literacy in Elementary School Students. *Jurnal Iqra' : Kajian Ilmu Pendidikan*, 8(1), 156–173. <https://doi.org/10.25217/ji.v8i1.2699>
- Dwi Lestari, H., & Putu Parmiti, D. (2020). Pengembangan E-Modul IPA Bermuatan Tes Online untuk Meningkatkan Hasil Belajar. *Journal of Education Technology*, 4(1), 73–79. <https://doi.org/10.23887/jet.v4i1.24095> (
- DhammaCitta. (2009). *Digha Nikāya Khotbah-khotbah Panjang Sang Buddha*.

Dhamma Citta Press.

- Dharma, B., Wijoyo, H., & Anjayani, N. S. (2020). PENGARUH PENDIDIKAN SEKOLAH MINGGU BUDDHA TERHADAP PERKEMBANGAN FISIK-MOTORIK PESERTA DIDIK KELAS SATI DI SARIPUTTA BUDDHIST STUDIES. *Jurnal Ilmu Agama dan Pendidikan Agama Buddha*, 2(2), 71–82.
- Dianti, N. P., Lyesmaya, D., & Nurasiah, I. (2023). Pengembangan Modul Ajar Sejarah Berbasis Augmented Reality di Sekolah Dasar. *Pedagogi: Jurnal Penelitian Pendidikan*, 10(1), 119–129.
<https://doi.org/10.25134/pedagogi.v10i1.7812>
- Djamaludin, J. N. (2023). Embarking on the path of serenity: Unraveling the impact of Buddhist meditation on modern life in Bandung. Subhasita: *Journal of Buddhist and Religious Studies*, 1(2), 125-140.
- Effendi, A., Nyanasuryanadi, P., & Prasetyo, E. (2023). Pengembangan media pembelajaran interaktif berbasis Android pada materi Buddha Parinibbana kelas 9 Sekolah Menengah Pertama. *Journal on Education*, 5(4), 17435-17443
- Fadlurrahman, A. R., & Pradana, Y. (2020). Pembuatan Media Pembelajaran Bahasa Inggris Alfabet Berbasis Augmented Reality. *Jurnal Multi Media dan IT*, 5(1). <https://doi.org/10.46961/jommit.v4i1.336>
- Ferry, F., Kabri, K., & Surya, J. (2023). The effect of mindful breathing and mindful sitting practices on Nanyang Zhi Hui High School students in Medan. *Devotion: Journal of Research and Community Service*, 4(10), 1924-1937.
- Firmansyah, I. (2022). Kemendikbudristek No 008/H/KR/2022 Tentang Capaian Pembelajaran. In *Kemendikbudristek* (Nomor 021).
- Fitria, T. N. (2023). Augmented Reality (AR) and Virtual Reality (VR) technology in education: Media of teaching and learning: A review. *International Journal of Computer and Information System (IJCIS) Peer Reviewed-International Journal*, 4(1), 14–25.

<https://ijcis.net/index.php/ijcis/indexJournalIJCIShomepage-https://ijcis.net/index.php/ijcis/index>

- F., Kabri, K., & Andanti, M. F. (2024). Multimedia pembelajaran interaktif berbasis Android pada materi etika dan moralitas untuk tingkat SMP. *Jurnal Penelitian, Pendidikan dan Pengajaran (JPPP)*, 5(1), 24-34.
- Hariato, A., Poniman, P., & Ismoyo, T. (2022). Apa Itu Vipassana Bhavana? *Jurnal Agama Buddha dan Ilmu Pengetahuan*, 8(1), 12–17. <https://doi.org/10.53565/abip.v8i1.479>
- Hernandha Putri, A., Fakhriyah, F., & Amaliyah, F. (2024). Development e-Module (E-Lapen) based Augmented Reality to Increase Students' Interest in Learning. *Bulletin of Science Education*, 4(1), 170. <https://doi.org/10.51278/bse.v4i1.1070>
- Hwang, K. (2023). Representation of Sahasra-bhuja Avalokiteśvara holding a skull stick: Symbolism in Buddhist art. *Smaratungga: Journal of Education and Buddhist Studies*, 4(1), 1–12.
- Indana, S., Mufidah, A., & Arifin, I. S. Z. (2023). E-Module Based on Blended Learning Type Flipped Classroom on Climate Change Materials to Train Students' Digital Literacy Ability. *International Journal of Current Educational Research*, 2(1), 1–16. <https://doi.org/10.53621/ijocer.v2i1.204>
- Kabri, K., Harapan, E., & Purwanto, M. B. (2024). 21st century English learning: A revolution in skills, critical thinking, creativity, and visual communication. *Asian Journal of Applied Education (AJAE)*, 3(1), 43-54. Sucito,
- Kanti, L., Rahayu, S. F., Apriana, E., & Susanti, E. (2022). Analisis Pengembangan Media Pembelajaran Berbasis Augmented Reality dengan Model POE2WE Pada Materi Teori Kinetik Gas: Literature Review. *Jurnal Pendidikan dan Ilmu Fisika*, 2(1), 75. <https://doi.org/10.52434/jpif.v2i1.1731>
- Larasati, A. D., Lepiyanto, A., Sutanto, A., & Asih, T. (2020). Pengembangan E-Modul Terintegrasi Nilai-Nilai Islam Pada Materi Sistem Respirasi. *Jurnal Penelitian Pendidikan Biologi*, 4(1), 1–9. <http://jurnal.um->

palembang.ac.id/index.php/dikbio

- Lestari, H. D., & Parmiti, D. P. (2020). Pengembangan E-Modul IPA Bermuatan Tes Online untuk Meningkatkan Hasil Belajar. *Journal of Education Technology*, 4(1), 73–79.
- Lie, N., Partono, P., Suherman, H., & Surya, J. (2024). Integrasi PRISMA: Analisis Bibliometrik Terhadap Eksplorasi Meditasi Mindfulness dalam Konteks Buddhisme. *JERUMI: Journal of Education Religion Humanities and Multidisciplinary*, 2(1), 398–409.
- Mahâthera, B. D. (n.d.). *PUSTAKA DHAMMAPADA PÂLI – INDONESIA*. Saõgha Theravâda Indonesia.
- Mahmud, M., & Cempaka, M. (2022). Pengembangan E-Modul Pembelajaran Tematik Terintegrasi Profil Pelajar Pancasila Berbasis Augmented Reality (AR). *Jurnal Kajian dan Pengembangan Umat*, 5(2), 154–167. <https://doi.org/10.31869/jkpu.v5i2.3818>
- Manggala, M. A., Nyanasuryanadi, P., & Suherman, H. (2024). Innovative Learning Using E Modules. *JETISH: Journal of Education Technology Information Social Sciences and Health*, 3(1), 550–557.
- Mujumdar, O. (2022). Augmented reality. *International Journal for Science Technology and Engineering*, 10(12), 487–495. <https://doi.org/10.22214/ijraset.2022.47902>
- Natalia, K., Utomo, B., & Suherman, H. (2024). Mindfulness Practices to Improve Achievement. *JETISH: Journal of Education Technology Information Social Sciences and Health*, 3(1), 542–545.
- Nugraha, A. C., Bachmid, K. H., Rahmawati, K., Putri, N., Hasanah, A. R. N., & Rahmat, F. A. (2021). RANCANG BANGUN MEDIA PEMBELAJARAN BERBASIS AUGMENTED REALITY UNTUK PEMBELAJARAN TEMATIK KELAS 5 SEKOLAH DASAR. *Jurnal Edukasi Elektro*, 5(2), 138–147. <https://doi.org/10.21831/jee.v5i2.45497>

- Nurholis, D., Khodijah, N., & Suryana, E. (2022). Analisis Kebijakan Kurikulum 2013. *Modeling: Jurnal Program Studi PGMI*, 9(1), 98–114.
- Nyanasuryanadi, P., Kurdi, M. S., Kurdi, M. S., Cakranegara, P. A., Pratama, D., & Nilawati, N. (2023). Mainstreaming the value of religious moderation by teachers in the digital era. *Al Ishlah: Jurnal Pendidikan*, 15(2), 1357-1368.
- Pebrianto, P., Herpratiwi, H., & Fitriawan, H. (2021). Pengembangan Multimedia Pembelajaran Hari Raya Agama Buddha di Sekolah Minggu Buddhis Bodhisattva. *Edukatif: Jurnal Ilmu Pendidikan*, 3(4), 1261–1270.
<https://doi.org/10.31004/edukatif.v3i4.556>
- Poornima, S., Sripriya, N., & Kavitha, M. G. (2024). Development of augmented reality platform using image processing with deep learning techniques. *Journal of Electrical Systems*, 20(3s), 249-256.
<https://doi.org/10.52783/jes.1279>
- Pradana, Y., & Oktavian, R. (2021). Perancangan Augmented Reality sebagai Media Edukasi Gempa Bumi. *Jurnal Teknologi dan Rekayasa Manufaktur*, 3(1), 35–44. <https://doi.org/10.48182/jtrm.v3i1.68>
- Pranata, Joni; Wijoyo, H. (2020). Meditasi Cinta Kasih untuk Mengembangkan Kepedulian dan Percaya Diri Siswa Sekolah Minggu Buddha Taman Lumbini. *Jurnal Maitreyawira*, 1(2), 1–7.
- Puspita, A., Fahmi, M., Yuningsih, Y., & Fuad, M. H. (2022). Pemilihan Siswa Berprestasi Dengan Menerapkan Metode Analytical Hierarchy Process Untuk Sistem Pendukung Keputusan (Studi Kasus : Sekolah Menengah Atas Yapermas). *IJIS - Indonesian Journal On Information System*, 7(1).
<https://doi.org/10.36549/ijis.v7i1.207>
- Raharjo, H., Weylin, Haqq, A. A., & Larsari, V. N. (2023). Empowering Students in the Digital Era: An Analysis of Interactive E-Modules' Effect on Digital Mathematical Communication. *International Journal of Mathematics and Mathematics Education*, 1, 132 149.
- Rahmani, A. F., & Busro. (2023). Meditation as a path to inner calm in the life of

- Buddhists. Subhasita: Journal of Buddhist and Religious Studies, 1(1), 1-16.
- Ropawandi, D., Halim, L., & Husnin, H. (2022). Augmented Reality (AR) Technology-Based Learning: The Effect on Physics Learning during the COVID-19 Pandemic. *International Journal of Information and Education Technology*, 12(2), 132–140. <https://doi.org/10.18178/ijiet.2022.12.2.1596>
- Ruhat, Y., & Sholih, S. (2022). Pengembangan e-modul interaktif berbasis augmented reality untuk siswa sekolah dasar. *VOX EDUKASI: Jurnal Ilmiah Ilmu Pendidikan*, 13(1), 21-29.
- Sa'diah, Ruhat, Y., & Sholihah. (2022). Pengembangan e-modul interaktif berbasis augmented reality untuk siswa sekolah dasar. *VOX EDUKASI: Jurnal Ilmiah Ilmu Pendidikan*, 13(April), 21–29. <http://jurnal.stkippersada.ac.id/jurnal/index.php/VOX>
- Saputro, K. H., Amita, P., & Prasasti. (2023). Upaya Meningkatkan Minat Belajar Siswa Kelas Iv Sdn Padas Pada Pelajaran Matematika Melalui Penggunaan Media Benda Konkret. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 8(2), 1593–1611. <https://journal.unpas.ac.id/index.php/pendas/article/view/9679>
- Sarao, K. T. S. (2013). *Majjhima Nikāya* (F. Lie & G. Melissa (ed.)). DhammaCitta Press. https://doi.org/10.1007/978-94-024-0852-2_267
- Saumi, F., Mauliani, F., & Amalia, R. (2022). Pengembangan E-Modul Berbasis Augmented Reality dengan Model Guided Discovery Learning pada Materi Vektor. *Aksioma: Jurnal Program Studi Pendidikan Matematika*, 11(4), 3850–3859.
- Shonima, P., & Sowmya, K. S. (2024). Augmented reality: Transforming learning landscapes in education. *International Journal of Research Publication and Reviews*, 5(1). <https://doi.org/10.55248/gengpi.5.0124.0213>
- Shvetsova, M. N., Dolinskaya, L. A., Lukinova, A. V., Sotnikova, M. S., & Solntseva, A. S. (2020). Design of the learning environment considering the gender characteristics of students. *SHS Web of Conferences*, 79, 03013, 1-5. <https://doi.org/10.1051/shsconf/20207903013>

- Siman, Panjaitan, K., Riadi, S., & Harto, B. (2022). Development ODEVELOPMENT OF HYDRAULIC COURSE E-MODULES TO INCREASE STUDENTS' LEARNING INTEREST MECHANICAL ENGINEERING EDUCATION. *International Journal of Innovative Technologies in Social Science*, 4(36), 1–5. <https://doi.org/10.31435/rsglobal>
- Siregar, A. D., & Harahap, L. K. (2020). PENGEMBANGAN E-MODUL BERBASIS PROJECT BASED LEARNING TERINTEGRASI MEDIA KOMPUTASI HYPERCHEM PADA MATERI BENTUK MOLEKUL. *JPPS (Jurnal Penelitian Pendidikan Sains)*, 10(1), 1925. <https://doi.org/10.26740/jpps.v10n1.p1925-1931>
- Slamet, Widiastuti, E. H., Nuryanti, Kabri, Utomo, B., & Partono. (2021). Cultivating multicultural values in learning history: A unifier of the nation's plurality. *International Journal of Innovation, Creativity and Change (IJICC)*, 15(2), 219-232.
- Suandi, Widodo, U., & Novianti. (2024). Implementation of inquiry learning method on Brahma Vihara material in increasing students' empathy. *Smaratungga: Journal of Education and Buddhist Studies*, 4(1), 51-64.
- Suherman, S., Wijoyo, H., Budoyo, K., Amim, N., & Suryani, S. (2022). Standar Isi Pada Manajemen Kurikulum Lembaga Pendidikan Buddha (Tinjauan Kesiapan Keberadaan Sekolah Minggu Buddha Di Indonesia). *IKRA-ITH HUMANIORA: Jurnal Sosial Dan Humaniora*, 6(3), 124-137.
- Sukisno, Kabri, & Wardhani, C. A. P. (2023). Strategi literasi dalam peningkatan pelafalan Dhammapadā siswa SD Negeri 1 Sidoharum Kecamatan Sempor Kabupaten Kebumen. *Jurnal Binagogik*, 10(1), 256-265
- Sumantri, M. S., Whardhani, P., Supriatna, A. R., & Yatimah, D. (2023). Student's perceptions of curriculum implementation in higher education. *International Journal of Research and Review*, 10(9), 577-584. <https://doi.org/10.52403/ijrr.20230960>
- Surono, Y., Utomo, B., & Muslianty, D. (n.d.). Minat Membaca dalam Upaya

- Meningkatkan Perilaku Belajar Siswa pada Mata Pelajaran Pendidikan Agama Buddha dan Budi Pekerti. *Journal on Education*, 6(1), 8134–8148. <https://doi.org/10.31004/joe.v6i1.4232>
- Wahyuni, S., Uma'iyah, N., & Nuha, U. (2023). Development of E-Modules Based On Mobile Learning Applications to Improve Students' Critical Thinking Skills in Science Subject. *JPPS (Jurnal Penelitian Pendidikan Sains)*, 12(2), 122–137. <https://doi.org/10.26740/jpps.v12n2.p122-137>
- Wijoyo, H., & Nyanasuryanadi, P. (2020). Analisis efektivitas penerapan kurikulum pendidikan sekolah Minggu Buddha di masa pandemi COVID-19 (Studi di SMB Trisaranagamana Pekanbaru). *Jurnal Pendidikan Pembelajaran Pemberdayaan Masyarakat*, 2(2), 166-174.
- Wijoyo, H., & Nyanasuryanadi, P. (2020). Etika wirausaha dalam agama Buddha. *Jurnal Ilmu Komputer dan Bisnis (JIKB)*, 11(2), 2531-2536. <https://doi.org/10.47927/jikb.v11i2.50>
- Wijoyo, H., Suherman, & Khiong, K. (2022). Service Quality Pandita Lokapalasaraya and Dharmaduta Indonesian Buddhist Assembly. *Journal of Educational Administration Research and Review*, 6(1), 1-8. DOI: 10.17509/earr.v6i1.
- Yana, S. C., Ismoyo, T., Diono, W., Lamirin, L., & Pramono, E. (2022). Buddhist Education'Quality through PAKEM. *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, 5(2), 10393-10402.