

DAFTAR PUSTAKA

- Adhulhadi, A. S. M. (2025). *Pengembangan Media Pembelajaran Berbasis Video Interaktif Pada Pembelajaran Matematika Materi Pecahan Kelas III Sekolah Dasar*. 3, 430–438.
- Ananraytama, N. T., Safriadi, N., & Pratiwi, H. S. (2018). *Penerapan Fitur 3D Maps pada Aplikasi Virtual Tour sebagai Media Promosi Wisata Qubu Resort*. 6(3), 2–7.
- Biassari, I., Putri, K. E., & Kholifah, S. (2021). *Jurnal basicedu*. 5(4), 2322–2329.
- Hakim, M. L., & Tarbiyah, F. (2020). *Multimedia interaktif bagi siswa berkebutuhan khusus*. 3(1), 48–55.
- Harianto, N. A., & Sudatha, I. G. W. (2023). *Interactive Multimedia Mathematics with Learning in*. 7(4), 610–618.
- Hayati, E., & Amri, Z. (2022). *Interactive Learning Media on Mathematics Problem Solving Elementary School Students*. 1(2), 89–96.
- Maulidiyah, F. N., & Maulidiyah, F. N. (2020). *Media Pembelajaran Multimedia Interaktif untuk Anak Tunagrahita Ringan Interactive Multimedia Learning Media for Children with Light Developmental Disabilities*. 3, 93–100.
- Net, W. W. W. P., Ediyanto, E., Zulkipli, Z., Sunandar, A., Subanji, S., Wahat, N. W. A., & Iliško, D. (2023). *Mathematics Learning for Students with Special Needs*. 1(4), 93–99. <https://doi.org/10.47750/pegegog.1>
- Patricia, F. A., & Zamzam, K. F. (2021). *Development of scientific approach-*

based interactive multimedia for elementary school dyscalculia children.
9(1), 32–43.

Rachmania, R., & Darwis, W. (2021). *Kontribusi Manipulatif Berbasis Aplikasi terhadap Kemampuan Pemahaman Konsep Matematika Siswa Anak Berkebutuhan Khusus (ABK) Tunarungu The Contribution of Application-Based Manipulatives to the Ability to Understand Mathematical Concepts for Deaf Children with Special Needs (ABK).* 9(2), 128–135.

Ragil Fitriani, R. C. I. P. (2021). *ANAK BERKEBUTUHAN KHUSUS DI INDONESIA Universitas Ahmad Dahlan , Yogyakarta , Indonesia Abstrak PENDAHULUAN Pendidikan merupakan sebuah langkah dalam rangka mencerdaskan kehidupan bangsa (Simatupang & Yuhertiana , Pendidikan merupakan kebutuhan dasar bag.* 10(3), 1293–1307.

Rajani, R. (2023). *Jurnal Asesmen Dan Intervensi Anak Berkebutuhan Khusus The Use Of Interactive Videos For Learning To Recognize Colors In Children With Disabilities.* 23(2), 107–112.

Sabaruddin, S., Mansor, R., Rusmar, I., & Husna, F. (2020). *Student with special needs and mathematics learning : A case study of an autistic student.* 5(3), 317–330. <https://doi.org/10.23917/jramathedu.v5i3.11192>

Seminar, P., Penelitian, N., & Vol, P. M. (2023). *I , 2 I,2.* 8(1), 485–493.

Simanjuntak, F., Christianus, S., Studi, P., Informasi, S., & Batam, U. I. (2024). *Pengembangan media pembelajaran matematika berbasis video interaktif pada anak smp menggunakan metode 4d development of interactive video-*

based mathematics learning media for junior high school children using 4d method. 7, 172–178.

Sriyanti, A., Natia, S. A., Yunus, M., & Education, M. (2024). *Development of Interactive Learning Video Media to Improve Mathematical Representation Ability on Data Presentation Material.* 8(2), 194–205.
<https://doi.org/10.22219/mej.v8i2.34849>

Wahyuningrum, M. (2023). *Mirah Wahyuningrum* (*).