

STUDY OF DESIGN AND MULTIMEDIA LEARNING PRINCIPLES ON INDONESIA MOOC

ORIGINALITY REPORT

6%

SIMILARITY INDEX

PRIMARY SOURCES

1	solaresearch.org Internet	72 words — 1%
2	publikasi.dinus.ac.id Internet	39 words — 1%
3	Duygu Mutlu-Bayraktar, Veysel Cosgun, Tugba Altan. "Cognitive load in multimedia learning environments: A systematic review", <i>Computers & Education</i> , 2019 Crossref	25 words — < 1%
4	Dave E. Marcial, Andrew Glovasa, Carl Louie Mamhot, Josel Pasilan, Alfran Keith Consing, Aine Aira Tomada. "Developing Online Auction with Behavioral and Intuitive Functions", 2010 2nd International Conference on Information Technology Convergence and Services, 2010 Crossref	17 words — < 1%
5	www.pet.coppe.ufrj.br Internet	17 words — < 1%
6	www.irrodl.org Internet	16 words — < 1%
7	link.springer.com Internet	16 words — < 1%
8	"Award for distinguished contributions of applications of psychology to education and training: Richard E. Mayer.", <i>American Psychologist</i> , 2008	14 words — < 1%

9	www.deleel.org Internet	13 words — < 1%
10	link.umsl.edu Internet	12 words — < 1%
11	P. A. Kirschner, B. Park, S. Malone, H. Jarodzka. "Chapter 53-1 Toward a Cognitive Theory of Multimedia Assessment (CTMMA)", Springer Science and Business Media LLC, 2016 Crossref	12 words — < 1%
12	Susan Veronikas, Michael F. Shaughnessy. "An Interview with Richard Mayer", Educational Psychology Review, 2005 Crossref	11 words — < 1%
13	seacesstech.com Internet	11 words — < 1%
14	tel.archives-ouvertes.fr Internet	11 words — < 1%
15	elearningindustry.com Internet	11 words — < 1%
16	conference.eadtu.eu Internet	11 words — < 1%
17	digitalcommons.liberty.edu Internet	10 words — < 1%
18	duepublico.uni-duisburg-essen.de:443 Internet	9 words — < 1%
19	eprints.walisongo.ac.id Internet	9 words — < 1%
20	Christopher Lam. "Applying the Spatial-Contiguity Effect to Software Manuals", 2006 IEEE International	8 words — < 1%

-
- 21 "Social Media: The Good, the Bad, and the Ugly", Springer Science and Business Media LLC, 2016
Crossref 8 words — < 1%
-
- 22 "Proceedings of the International Conference on Information Technology & Systems (ICITS 2018)", Springer Science and Business Media LLC, 2018
Crossref 8 words — < 1%
-
- 23 brage.bibsys.no
Internet 8 words — < 1%
-
- 24 R.E. Mayer. "Using multimedia for e-learning", Journal of Computer Assisted Learning, 2017
Crossref 8 words — < 1%
-
- 25 "Learning and Collaboration Technologies. Designing, Developing and Deploying Learning Experiences", Springer Science and Business Media LLC, 2020
Crossref 8 words — < 1%
-
- 26 repositori.upf.edu
Internet 8 words — < 1%
-
- 27 www.scribd.com
Internet 8 words — < 1%
-
- 28 Peter Iserbyt, Mark Byra. "Design and Use of Task Cards in the Reciprocal Style of Teaching", Journal of Physical Education, Recreation & Dance, 2013
Crossref 7 words — < 1%
-
- 29 Muthukumar S. L.. "Creating interactive multimedia-based educational courseware: cognition in learning", Cognition, Technology & Work, 2005
Crossref 7 words — < 1%

EXCLUDE QUOTES

ON

EXCLUDE MATCHES

OFF

EXCLUDE
BIBLIOGRAPHY

ON