

References

Kementerian Pendidikan dan Kebudayaan Republik Indonesia. (2014). *Peraturan Menteri Pendidikan dan Kebudayaan No. 104 tentang Penilaian Hasil Belajar*. The Ministry of Education and Culture, Jakarta, Indonesia.

Kementerian Pendidikan dan Kebudayaan Republik Indonesia. (2013). *Peraturan Menteri Pendidikan dan Kebudayaan No. 81a tentang Implementasi Kurikulum 2013*. The Ministry of Education and Culture, Jakarta, Indonesia.

Barker, E. L. (1993). Questioning the technical quality of performance assessment. *The School Administrator* 50(11), 12-16.

Porter, D., & Roberts, J. (1987). Authentic listening activities. In M. H. Long, & J. C. Richards, (Eds.), *Methodology in TESOL: A book of readings* (pp. 177–187). New York: Newbury House.

O'Malley, J. M., & Pierce, L. V. (1996). *Authentic assessment for English language learners: practical approaches for teachers*. Massachusetts: Addison Wesley Publishing Company.

Sunnibrown.com (Producer), & Berry, B. (Director). (2011). *Teaching 2030* [MotionPicture]. Retrieved from <http://www.teachingquality.org/publications/teaching-2030-book>

Thomas, J. W. (2000). A review of research on project-based learning. San Rafael, CA: The Autodesk Foundation. Retrieved from http://www.bobpearlman.org/BestPractices/PBL_Research.pdf

Diehl, W., Grobe, T., Lopez, H., & Cabral, C. (1999). *Project-based learning: A strategy for teaching and learning*. Center for Youth Development and Education, Corporation for Business, Work, and Learning.

Krajcik, J. S., & Blumenfeld, P. C. (2006). Project Based Learning. In R. K. Sawyer (Ed.), *The Cambridge handbook of the learning sciences* (pp. 317–333). Cambridge University Press.

Moursund, D. (1999). *Project-based learning using information technology*. International Society for Technology in Education.

Bell, S. (2010). Project-based learning for the 21st century: Skills for the future. *The Clearing House*, 83, 39-43. <https://doi.org/10.1080/00098650903505415>

Yang, Y. T. C., & Wu, W. C. I. (2012). Digital storytelling for enhancing student academic achievement, critical thinking, and learning motivation: A year-long experimental study. *Computers and Education*, 59(2), 339–352. <https://doi.org/10.1016/j.compedu.2011.12.012>

Kim, D. & Jia, F. (2020). “Ever wondered what Schizophrenia was?” Three bilingual students’ digital storytelling about mental disorders. *Journal of Curriculum Studies Research*. 2(2), 144-169. <https://curriculumstudies.org/index.php/CS/article/view/67/31>

Kim, D. & Li, M. (2020). Digital storytelling: Multimodality, project reflection, and identity. *Journal of Computers in Education*. <https://doi.org/10.1007/s40692-020-00170-9>

Lambert, J. (2012). *Digital Storytelling: Capturing Lives Creating Community* (4th ed.). Routledge.

Park, H.-R. (2019). ESOL preservice teachers' experiences and learning in completing a reflection paper and digital storytelling. *Australasian Journal of Educational Technology*, 35(4), 63-77. <https://doi.org/10.14742/ajet.4117>

Shelby-Caffey, C., Úbéda, E., & Jenkins, B. (2014). Digital storytelling revisited: An educator’s use of an innovative literacy practice. *The Reading Teacher*, 68(3), 191–199. <https://doi.org/10.1002/trtr.1273>

Gottlieb, M. (1995). Nurturing student learning through portfolios. *TESOL journal*, 5(1), 12- 14.

Nitko, A. J. (1983). *Educational test and measurement: An introduction*. New York: Harcourt Base Jovanovich.

Mertler, C. A. (2001). Designing scoring rubrics for your classroom. *Practical Assessment, Research & Evaluation*, 7(25), 1-10.

Phillips, D., Burwood, S., & Dunford, H. (1999). *Projects with young learners*. New York: Oxford University Press.

Kingston, S. (2018). Project based learning & student achievement: What does the research tell us? *PBL Evidence Matters*, 1(1), 1-11. <http://bie.org/x9JN>

Blair, N. (2012, January). Technology integration for the new 21st century learner. *Principal*, 8-13. Retrieved from http://www.naesp.org/sites/default/files/Blair_JF12.pdf

Intel Education Project Based Learning, K. T.-1. (2010). Planning projects. Retrieved from <http://www.intel.com/content/dam/www/program/education/apac/in/en/documents/project-design/projectdesign/dep-assessing-projects.pdf>

Buck Institute for Education. (2012). Project-based learning for the 21st century. Retrieved from <http://bie.org>

Buck Institute for Education. (2012). What is project-based learning (PBL)? Retrieved from <http://bie.org>

Fogarty, Robin. 1997. Problem-based learning and order curriculum models for the multiple intelligences classroom. United States Of America: SkyLight.

Fraenkel, R. J., & Wallen, E. N. (2009). *How to Design and Evaluate Research in Education* (7th ed.). San Francisco: McGraw-Hills

Meadows, D. (2003). What is digital storytelling? Retrieved on January 7, 2005, from: http://www.photobus.co.uk/dstory_pages/what_dstory.htm

Robin, B. & Pierson, M. (2005). *A Multilevel Approach to Using Digital Storytelling in the Classroom*.

Palmer, C., & Bolderston, A. (2006). A Brief Introduction to Qualitative Research. *Canadian Journal of Medical Radiation Technology*, 37(1), 16–19. [https://doi.org/10.1016/s0820-5930\(09\)60112-2](https://doi.org/10.1016/s0820-5930(09)60112-2)

Process Source: Creative Commons

<https://samanthamorra.com/2013/06/05/edudemic-article-on-digital-storytelling/>