


[HOME](#) [ABOUT](#) [LOGIN](#) [SEARCH](#) [CURRENT](#) [ARCHIVES](#)
[Home](#) > [Archives](#) > **Vol 6, No 2 (2021)**

Vol 6, No 2 (2021)

October 2021

Table of Contents

Articles

The Development of CIHOE Game As A Learning Media In The Elemental Chemistry Material
 Nuril Fatimah, Rusly Hidayah PDF
49-57

Views of Abstract: 67 | PDF: 54

Developing Ardgotic Game to Improve Logarithm Learning Outcomes
 Rakeltamara Y. Prameshela, Wahyu H. Kristiyanto, Helti L. Mampouw PDF
58-64

Views of Abstract: 46 | PDF: 50

Development of Android-based Kimi Kimo Adventure Game as Learning Media on Chemical Bonds
 Rivaldi Dwi Kurniawan, Rusly Hidayah PDF
65-75

Views of Abstract: 134 | PDF: 78

Design and Feasibility of EXE Learning Media on the Topic of Chemical Bonding
 Dominikus Djago Djoa, Pintaka Kusumaningtyas PDF
76-84

Views of Abstract: 86 | PDF: 113

The Influence of Comic Media on Students' Concept Understanding on Chemical Bonding Materials
 Ida Norma Sinta, Sri Wardani, Cepi Kurniawan PDF
85-90

Views of Abstract: 93 | PDF: 96

The Critical Problem Solving (CPS) E-Module Development on Ethnoscience-Integrated Thermochemistry Topics
 Fatmi Sri Hastani, Sudarmin Sudarmin, Helina Pancawardhani PDF
91-99

Views of Abstract: 74 | PDF: 103

Exploring Source of Self-efficacy of Informatics and Computer Engineering Teacher Education Students during their Teaching Practicum
 Rus Indah Sari, Krismiyati Krismiyati PDF
100-110

Views of Abstract: 71 | PDF: 52

USER

 Username

 Password
 Remember me

JOURNAL CONTENT

 Search

Search Scope

Browse

- By Issue
- By Author
- By Title
- Other Journals



This work is licensed under a Creative Commons Attribution 3.0 Unported License.