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THE EFFECTIVENESS OF TIKTOK'S DUET FEATURE AS A LEARNING MEDIA IN JAVANESE LANGUAGE ETIQUETTE FOR 10TH GRADE OF HIGH SCHOOL STUDENTS

Rhenaning Sedah Seto^{1*}, Atikah Anindyarini²

Department of Javanese Education, Teacher Training and Education Faculty,
Universitas Sebelas Maret, Surakarta, Indonesia^{1,2}

***Corresponding author:** Rhenaning Sedah Seto rhena_13juni@student.uns.ac.id

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Abstract

This research aims to explain (1) whether or not the use of the TikTok duet feature as an interactive learning medium is effective in learning Javanese language etiquette material for the 10th graders of Senior High School, and (2) whether or not the use of the TikTok duet feature as an interactive learning medium is significant effect on the learning outcomes of Javanese language etiquette material for the 10th graders of Senior High School. This research used a quantitative quasi-experimental method with a purposive sampling technique. The sample used in this research is the X1 grade of SMAN 2 Sukoharjo as the control class and the X3 grade as the experimental class. The data obtained consist of pretest and posttest results from both classes. The data sources of this research were the students of X1 and X3 grades of SMAN 2 Sukoharjo. Data collection was carried out using observation, pretest, posttest, treatment, and documentation techniques. The research data analysis used prerequisite tests. Hypothesis testing was conducted through the Mann-Whitney test and the N-gain score test to assess media effectiveness. The research results indicate that (1) The N-gain test result in the experimental class is 0.6161 (61.61%), classified as a medium category, meaning this media is quite effective to be implemented in learning. (2) The Mann-Whitney test on posttest scores obtains a sig. value of $0.000 < 0.05$, thus the TikTok's duet feature is evidently significant in learning Javanese language etiquette in X grade of senior high school.

Keywords: *effectiveness; interactive learning media; tiktok's duet feature; Javanese language etiquette*

Abstrak

Penelitian ini dilaksanakan untuk memaparkan (1) Penggunaan fitur duet TikTok sebagai media pembelajaran interaktif efektif dalam pembelajaran materi unggah-ungguh bahasa Jawa kelas X SMA (2) Penggunaan fitur duet TikTok sebagai media pembelajaran interaktif signifikan terhadap hasil belajar materi unggah-ungguh bahasa Jawa kelas X SMA. Didalam penelitian ini menerapkan metode kuantitatif menggunakan pendekatan kuasi eksperimen. Teknik penentuan sampel menggunakan *purposive sampling*. Kelas X1 SMAN 2 Sukoharjo

ditunjuk menjadi sampel kelas kontrol, dan kelas X3 ditunjuk untuk sampel kelas eksperimen. Pengambilan data penelitian ini menggunakan hasil nilai *pretest* dan *posttest* dari kedua kelas tersebut. Pengumpulan data penelitian menggunakan observasi, *pretest*, *posttest*, perlakuan, serta dokumentasi. Analisis data penelitian menggunakan uji prasyarat. Untuk uji hipotesis melalui uji *Mann-Whitney* serta uji *N-gain score* untuk mengetahui tingkat efektivitas media. Hasil penelitian menunjukkan (1) Hasil uji N-gain pada kelas eksperimen memperoleh nilai N-Gain Score sebesar 0,6161 presentase N-Gain sebesar 61,6127%. Artinya fitur duet TikTok masuk kategori sedang dan cukup efektif digunakan dalam pembelajaran materi unggah-unggah bahasa Jawa kelas X SMA. (2) Hasil uji Mann-Whitney pada nilai *posttest* kedua kelas diperoleh nilai signifikansi $0,000 < 0,05$. Artinya fitur duet TikTok signifikan digunakan didalam pembelajaran materi unggah-unggah bahasa Jawa kelas X SMA.

Kata kunci: efektivitas; fitur duet tiktok; media pembelajaran interaktif; unggah-unggah bahasa Jawa

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INTRODUCTION

Education is a basic need playing important role in the life of every human through education, every human can learn adapt to time development, problem solving, and preparing the ability to face the challenges of increasingly advanced era. As social beings, humans need cooperation and support from others, making education important for social inclusion and mobility (Carstensen & Emmenegger, 2023). Education also plays an important role in developing potency and enhancing knowledge that can be social life, because humans are social creatures needing cooperation and help from each other in their life. Education is divided into 2: informal and forma. Formal education can be acquired in institution with obvious objective and binding regulations. Formal education, according to Hasbullah (2012), is the one acquired in regular schools in structured, tiered and systematic manner, and following clear regulations. Formal education also supports the development of students' knowledge an skills needed to face social and professional challenges (Ravenswaaij et al., 2022).

The government of Central Java province added local content learning, Javanese language learning, to each of school levels, from Elementary School (SD), Junior High School (SMP), to Senior High School (SMA) or equivalent. Learning, according to Pribadi (2009), is a directed process in education having always interrelated elements to undertake collaboration, i.e. realizing the learning objective in accordance with the provisions stipulated. Javanese language learning is a government's attempt to conserve regional language and culture and to inculcate character values into students in school environment. Javanese language is not only a communication medium but also contains character shaping values, particularly good manners through the implementation of *unggah-unggah basa* (language etiquette) in daily activities. Javanese language learning in the material of *unggah-unggah basa* is an

attempt to habituate students to talk to others directly according to rules of correct and polite Javanese language, and to implement noble character (Nazhiroh et al., 2021).

However, the implementation of Javanese language learning still faces various problems. The problem is, among others, the students' low interest in studying Javanese language material and view that Javanese language material is difficult. The students encounter some obstacles in attending Javanese language learning, particularly in Javanese script and *unggah-ungguh basa* materials because the learning process taking place in the class seems to be monotonous and uninteresting, thereby making the students less enthusiastic and less motivated (Devista & Sukoyo, 2024). The main problem encountered is, among others, limited understanding of technology use in pedagogical activities. Thus, in fact, in Javanese learning process in school some teachers still use monotonous and non-innovative learning methods and media, thereby less appropriate for the characteristics of students tending to be interested in technology-based learning media in this digital era.

From the result of observation on the 10th grade of SMAN 2 Sukoharjo, it can be found several factors obstructing the Javanese language learning process, one of which is teacher's limited ability to use learning media in the class; thereby, teachers often use PPT (power point), textbook, and Youtube video. As a result, the students felt that the learning media used in the learning process in the class is unsuitable, so that they are less vigorous and difficultly understand the material explained by the teacher. To deal with it, teacher is expected to keep pace with rapid development of digital technology by utilizing technology in educational realm.

In this digital era, the increasingly developing technology can be utilized in educational realm. In the learning, a teacher is required to adapt to technology and then to apply it to learning strategy, model, and media (Purnasari & Sadewo, 2021). Technology utilization in the learning can facilitate the teacher in managing the class because it can provide interactive learning media to make the class engaging and to prevent the students from feeling bored and to make them easily understand the material taught. In addition, the students can play an active role in the learning process.

If a teacher can provide an effective learning in the class, the students even will likely be more interested in and participate actively in teaching-learning process. An effective learning is a learning process by applying an interactive education to result in the change in the students' attitude in accordance with the objective of learning specified (Pane & Dasopang, 2017). The teacher can implement technology in teaching-learning activity to create an effective interactive learning, one of which is through using social media platform most popular among students as the learning media, e.g. TikTok application. The utilization of TikTok application as learning media is able to construct an engaging learning aligning with the character of students in this digital era (Devi, 2022). Using TikTok application as learning media can increase the students' learning motivation in this digital era, because the social media platform is easy and familiar in the students' daily life (Fauziyah et al., 2023).

TikTok application can be implemented as a learning media because it can display short video audio-visually and have attractive, creative, and interactive features so that the students can participate actively in the learning process in the class. One of engaging features in TikTok application is duet feature. The use of duet feature in TikTok enables the users to record the video response alongside the original video, thereby creating a two-way (visual and audio) interaction (Herring & Dainas, 2025). TikTok's duet feature creates multimodal learning space where it can be used through utilizing split-screen format for communication, knowledge creation, and informal language learning (Lee, 2025).

From the result of previous studies, it can be seen that several studies have discussed the use of learning media with TikTok application. The utilization of TikTok application makes the learning in the class more engaging, and makes the students more active and interactive, thereby preventing the class from feeling bored in learning the material of negotiation text for the 10th grade of Senior High School (Ardyasti et al., 2024). The use of TikTok application evidently effectively improves the skill of writing procedural texts in the 11th grade of Senior High School and TikTok media evidently increases students' motivation, activeness and creativity because this media is relevant to the present generation (Suarnita et al., 2025).

Based on the result of reference to previous studies, a research gap is found, where no previous study has discussed the use of a TikTok application as learning media in the Javanese language material of *unggah-ungguh basa*. The novelty of current study lies in testing the effectiveness of TikTok, exactly in the use of Tiktok's duet feature in Javanese language material of *unggah-ungguh basa*. This study is aimed at finding out the effectiveness of TikTok's duet feature as a learning media in the Javanese language material of *unggah-ungguh basa* for the 10th graders of SMAN 2 Sukoharjo. The use of duet feature media is expected to be effective in the learning of *unggah-ungguh basa* so that it can be used as teacher's reference in using an engaging, informative, innovative learning media in accordance with the characteristics of students in the present era. This learning media also can increase the students' learning motivation, interest and outcome in learning the material of *unggah-ungguh basa*.

METHOD

The approach used in this study is a quantitative one with quasi-experimental non-equivalent control group design. The quasi-experimental method is a quantitative research method having control class not functioning to control other influential variables in the experimental research (Sugiyono, 2021)

Table 1. *Non-equivalent Control Group Design (Sugiyono, 2021)*

O ₁	x	O ₂	Where: O ₁ = Experimental class
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O₃	-	O₄	O₃ = Control class O₂ = Learning outcome of experimental class O₄ = Learning outcome of control group. X = Treatment
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All students in the 10th grade of SMAN 2 Sukoharjo, consisting of 322 students in 9 classes, are the population of current research. Purposive sampling technique was the sampling technique applied in this research, where this research needed 2 samples. A purposive sampling technique is the technique of selecting sample by considering specific criteria in line with the research's objective and need (Khoirunnisa & Dianti, 2025). The sample selected consisted of the X 1 grade of SMAN 2 Sukoharjo as the sample of control class and the X 3 grade of SMAN 2 Sukoharjo as the sample of experimental class. The X1 grade used slide-based learning media while the X 3 grade used TikTok's duet feature as learning media in the process of learning *unggah-ungguh basa* of Javanese language.

Written test was the technique of collecting data applied in this research; the data was obtained from the result of pretest and posttest scores for the two sample classes. Written test was used to obtain data of students' thinking ability or cognitive domain after receiving the learning activity in the class. This research was carried on Tuesday, February 11, 2026 and Thursday, February 12, 2026. Research instrument used was written test composed of 20 multiple-choice questions prepared in accordance with the objective of learning in the Javanese language material of *unggah-ungguh basa* for the 10th grade. Data analysis in this research was carried out using Mann-Whitney test, a non-parametric test intended to find out whether or not there is a difference of distribution between two groups of independent class not requiring normally-distributed but reliable data, despite the presence of outliers within the data (Siddharta & Trisnawarman, 2026). This test was intended to find out whether or not there is a significant difference of learning outcome between the students in control class and those in experimental class. Decision making for *Mann-Whitney* test was carried out based on significance (Asymp. Sig. 2-tailed) value i.e. if the significance value is less than 0.05, alternative hypothesis (H_a) will be supported and null hypothesis (H₀) will not be supported, meaning that there is a *significant* difference between 2 groups. On the contrary, if the significance value is more than 0.05, alternative hypothesis (H_a) is not supported and null hypothesis will be supported, meaning that there is no significant difference. Furthermore, to find out the effectiveness using N-gain score, N-gain analysis was carried out to understand the increase in the students' learning outcome in the class after receiving the treatment using interactive learning media with TikTok application's duet feature. N-gain is the

difference of total score between pretest and posttest in the experimental class. To find out the increase in the learning outcome of the students as the sample research, N-gain analysis was carried out using SPSS through Compute variable feature to result in score. N-gain score is categorized into 1) low $g = < 0.30$, 2) medium, $0.30 \leq g < 0.70$, and 3) high $= g \geq 0.70$. The mean result of N-gain was used to determine the effectiveness of learning media in a material.

RESULT AND DISCUSSION

1. Descriptive Analysis of Pretest and Posttest Data

The result of research was obtained through a process of analyzing data obtained, i.e. pretest and posttest scores of the two samples. Learning media can be said as effective and significant, meaning i.e. the result of research by providing posttest after different treatment is given to two classes (Nisa & Susanto, 2022). The assessment of students' prior ability in the two classes can be seen in the pretest score of the two classes.

Descriptive Statistics								
	N	Range	Minimum	Maximum	Sum	Mean	Std. Deviation	
	Statistic	Statistic	Statistic	Statistic	Statistic	Statistic	Std. Error	Statistic
Nilai pretest (Kontrol)	36	50	30	80	2275	63.19	2.091	12.544
Nilai Posttets (Kontrol)	36	40	45	85	2695	74.86	1.252	7.511
Valid N (listwise)	36							

Figure 1. Result of Descriptive Analysis on the data of control-class sample (SPSS Program)

From the result of descriptive analysis on the data of control-class sample using SPSS program help, it can be seen that the mean score of pretest is 63.19 and that of posttest is 74.86. It can found out that the mean score in the learning outcome using slide-based media as learning media in control class increases by 11.67.

Descriptive Statistics								
	N	Range	Minimum	Maximum	Sum	Mean	Std. Deviation	
	Statistic	Statistic	Statistic	Statistic	Statistic	Statistic	Std. Error	Statistic
Pretest Eksperimen	36	75	20	95	2275	63.19	2.147	12.881
Posttest Eksperimen	36	25	75	100	3115	86.53	1.175	7.053
Valid N (listwise)	36							

Figure 2. Result of Descriptive Analysis of Data from the Experiment-class (SPSS Program)

From the result of descriptive analysis on the data of experimental class with SPSS program help, it can be seen that the mean score of pretest is 63.19 and that of posttest is 86.53. The mean score of learning outcome for the experimental class using TikTok's duet feature in the learning process increases by 23.34.

2. Data Analysis using Mann-Whitney's Test

Mann-Whitney Test				
		Ranks		
kelas		N	Mean Rank	Sum of Ranks
nilai	Pretest Kontrol	36	37.58	1353.00
	Pretest Eksperimen	36	35.42	1275.00
	Total	72		

Test Statistics ^a	
	nilai
Mann-Whitney U	609.000
Wilcoxon W	1275.000
Z	-.444
Asymp. Sig. (2-tailed)	.657

a. Grouping Variable: kelas

Figure 3. Result of Mann-Whitney's test on Pretest data of the two sample classes (SPSS Program)

From the result of analysis using Mann-Whitney's test, as shown in the Table of Test Statistics, it can be seen that the score 609.000 and the significance (2-tailed) value is 0.657. It indicates that the significance value is higher than the significance value of 0.05, meaning that H_0 is supported and H_a is not supported. Thus, it can be seen that there is no significant difference of prior ability between students in the experimental class and those in the control class, implying that both classes have equal or equivalent prior abilities, thereby not affecting the result of research in learning media.

The condition of both classes can be compared for more valid research procedure and result of research, because there is no effect of prior ability of students in both experiment and control classes. Thus, the learning outcome is affected by the learning media used in the learning process.

Mann-Whitney Test				
		Ranks		
kelas		N	Mean Rank	Sum of Ranks
nilai	Posttest Kontrol	36	22.69	817.00
	Posttest Eksperimen	36	50.31	1811.00
	Total	72		

Test Statistics ^a	
	nilai
Mann-Whitney U	151.000
Wilcoxon W	817.000
Z	-5.695
Asymp. Sig. (2-tailed)	.000

a. Grouping Variable: kelas

Figure 4. Result of Mann-Whitney's test on posttest scores of 2 (two) samples (SPSS Program)

The result of Mann-Whitney's test presented in the table of Test Statistics shows score of 151.000 and *Asymp. Sig. (2-tailed)* of 0.000. This indicates that the significance value is less than the significance value of 0.05; thus H_0 is not supported and H_a is supported. It implies that there is a significant difference of learning outcome between experiment-class sample implementing TikTok's duet feature as learning media in the class and the control-class sample implementing slide-based media as learning media.

Based on the result of data analysis using Mann-Whitney's test, TikTok's duet feature utilized as a learning media affect significantly the students' learning outcome. Thus, it can be concluded that the TikTok's duet feature is a learning media used effectively and significantly in the Javanese language learning in the material of *unggah-ungguh basa* for the 10th grade of Senior High School.

3. N-gain Analysis on the Data of Control and Experimental Classes

To find out the effectiveness of a learning media, N-gain analysis is used to analyze the data in each of classes.

Descriptive Statistics					
	N	Minimum	Maximum	Mean	Std. Deviation
ngain_score	36	.20	1.00	.6161	.20831
ngain_persen	36	20.00	100.00	61.6127	20.83079
Valid N (listwise)	36				

Figure 5. N-gain Analysis on Experimental Class (SPSS Program)

From N-gain analysis on class experiment using SPSS Program, it can be found the mean score of 0.6161. This figure belongs to medium category, because N-gain Score is in the range of $0.3 \leq g < 0.7$. The result indicates that the use of TikTok's duet feature learning media in the Javanese language learning in the material of *unggah-ungguh basa* for the 10th Grade of Senior High School effectively improves the students' learning gain. In addition, the percentage of 61.6127% is obtained, belonging to fairly effective category, as it is in the range of 56%-75%. It means that TikTok's duet feature can result in the fair increase in the learning outcome.

Descriptive Statistics					
	N	Minimum	Maximum	Mean	Std. Deviation
NGain_score	36	.00	.67	.2799	.19575
NGain_persen	36	.00	66.67	27.9884	19.57509
Valid N (listwise)	36				

Figure 6. N-gain analysis on Experimental Class (SPSS Program)

From the result of N-gain analysis on control class using SPSS program, the score of 0.2799 is obtained, belonging to low category, because the score is less than 0.3. It indicates that the use of slide-based learning belongs to low category in improving the students' learning gain in the *unggah-ungguh basa* material of Javanese language learning. In addition, the average percentage of N-gain is 27.9884%. It belongs to ineffective category, because it is less than 40%. It implies that slide-based learning media cannot effectively improve the students' learning achievement in the *unggah-ungguh basa* material of Javanese language learning.

4. Discussion

Based on the result of data analysis conducted with SPSS program help, it can be seen that experiment and control classes having been defined as the sample of research have equal or equivalent prior abilities, thereby not affecting the result of research.

The effectiveness of TikTok's duet feature learning media can be seen from the result of N-gain analysis. Based on the result of N-gain analysis on the experimental class, N-gain score of 0.6161 and percentage of 61.6127% are obtained, belonging to medium category. Considering the result, it can be seen that the use of TikTok's duet feature fairly effectively improves the students' learning outcome in Javanese language subject. In addition, it can be understood that this interactive learning plays an important role in improving the students' understanding and activity in the learning process. This learning media also improves the students' learning activity in a more engaging and creative manner and provides direct experience enabling the students to understand quickly and easily and to apply it in actual condition in their life.

The significance of learning media for TikTok application's duet feature can be seen from the result of test conducted using Mann-Whitney test. The test conducted yielded significance value of 0.000, meaning that the significance of research has score less than 0.05. Therefore, decision making resulting in the rejection of H_0 and the acceptance of H_a indicates that there is a significance difference of learning outcome between two sample classes. From this result, it can be seen that the use of media has a significant impact on the increase in the students' learning gain, in the *unggah-unggah basa* material of Javanese language learning. The difference can be evidenced through statistical analysis indicating significant result rather than incidental one.

The result of research suggests that the use of TikTok application's duet feature as the learning media can be effective and significant in the learning material of *unggah-unggah basa*. Based on the finding of research, it can be seen that the learning media utilizing digital technology plays an important role in the learning, particularly in terms of students' activity and understanding. This result of research is in line with the research conducted by Titis Ardayasi, et al. (2024) entitled "*Penggunaan Aplikasi TikTok dalam Pembelajaran Teks Negosiasi Kelas X SMA Negeri 11 Semarang* (The use of TikTok Application in the Negotiation Text learning in the 10th grade of SMA Negeri 11 Semarang)", concluding that TikTok Application can be implemented as an interactive learning media that can increase students' learning interest and active participation in the learning process, thereby preventing the class from being monotonous.

Furthermore, this research is confirmed by Suarnita, Safar, and Asdar's (2025) study entitled "*Keefektifan Penggunaan Media Aplikasi TikTok pada Kemampuan Menulis Teks Prosedur Siswa Kelas XI SMAN 18 Bone* (The Effectiveness of TikTok Application Media Use in the Ability of Writing Procedural Text in the 11th Graders of SMAN 18 Bone)," revealing that TikTok media can provide an increase in the students' ability and there is a significant difference of research result before and after treatment.

Therefore, TikTok media is evidently an effective learning media as it can increase students' motivation, activity, and participation in the learning process in the class.

The similarity between this study and two previous studies lies in the use of TikTok application as the latest or innovative and interactive learning media. However, there is a difference in the focus of research. Ardyasti et al., (2024) study focused on negotiation text, while Suarnita et al., (2025) study focused on the material of procedural text writing in the 11th grade. Furthermore, current study emphasizes the effectiveness of the use of duet feature in TikTok in Javanese language teaching-learning activity at Senior High School level.

Thus, this study not only supports but also expands the finding of previous studies, by emphasizing that TikTok application, particularly duet feature, can be an alternative learning media that is effective and relevant to improve the students' learning outcome in various learning materials. This finding is also in line with the theory of interactive learning media explaining that the use of digital media can improve students' motivation and participation in the learning process in the class, because this media relates closely to the students' real life.

CONCLUSION

Based on the result of research conducted in SMAN 2 Sukoharjo, it can be concluded that the learning media using TikTok's duet feature in the *unggah-ungguh basa* material of Javanese language learning in the 10th graders of Senior High School is evidently effective and significant in the learning. Based on the result of Mann-Whitney test conducted, the significance value of 0.000 is found, less than 0.05. The result indicates that there is a significant difference of learning achievement between the experimental class implementing TikTok application's duet feature and the control class implementing slide-based learning media.

From the result of N-gain analysis, it can be found N-Gain score of 0.6161 and N-Gain percentage of 61.6127%. This result belongs to medium category, indicating that the TikTok application's duet feature media effectively increases the students' learning gain. Thus, it can be concluded that the learning media using TikTok application's duet feature not only has significant effect statistically but also effectively increase learning outcome and quality at school.

The TikTok's duet feature learning media not only has significant effect statistically but also effectively increases the quality of learning process and the students' learning outcome. Technology-based media such as TikTok's duet feature can be an alternative innovative learning media appropriate to be used in Javanese language learning, particularly in the material of *unggah-ungguh basa* as it can align the learning process with technology development and characteristics of students in the present.

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