



CURRICULUM VITAE

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Faculty: Fakultas Teknik

Study Programs: Informatika

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Biography

Scopus of the Last 5 Years

Expert System in Detecting Children's Intelligence using Certainty Factor. Journal of Critical Reviews, Purnama Y., 2020

Examining career development of informatics engineering vocational education students in the industrial revolution 4.0. International Journal of Innovation, Creativity and Change, Hendriyani Y., 2020

Optimizing Educational Assessment: The Practicality of Computer Adaptive Testing (CAT) with an Item Response Theory (IRT) Approach. International Journal on Informatics Visualization, Huda A., 2024

Design immersive virtual reality (IVR) with cognitive conflict to support practical learning of quantum physics. Journal of Turkish Science Education, Mufit F., 2024

Designing Digital Modules in Project-Based Learning-Based Printing Graphic Design Subjects at SMK N 1 Koto Baru Dharma Raya. International Journal of Interactive Mobile Technologies, Huda A., 2024

The Effectiveness of Smartphone-Based Interactive Multimedia Integrated Cognitive Conflict Models to Improve 21st-Century Skills. International Journal of Information and Education Technology, Mufit F., 2023

Application of Recognition of Minangkabau Traditional Musical Instruments Based on Augmented Reality. AIP Conference Proceedings, Hendriyani Y., 2023

Microlearning: Transforming Education with Bite-Sized Learning on the Go?? Insights and Applications. International Journal of Interactive Mobile Technologies, Samala A.D., 2023

Web of Science (WoS) of the Last 5 Years

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Google Scholar of the Last 5 Years

Design Get up E-commerce based Marketplace Sale Chips Web Based In Padang City. Sinkron: jurnal dan penelitian teknik informatika 8 (1), 325-337, 2023, IP Dewi, FU Firza, T Sriwahyuni, Y Hendriyani, 2023

Development of Interactive Learning Media in Computer Subjects and Basic Networks in Vocational High Schools. JOURNAL OF INFORMATICS AND TELECOMMUNICATION ENGINEERING 6 (2), 579-586, 2023, I Islapirna, Y Hendriyani, 2023

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Pengembangan Media Pembelajaran Berbasis Video Tutorial Pada Mata Kuliah Pemrograman Visual dengan Metode ADDIE. Jurnal Vokasi Informatika, 121-130, 2022, YM Juanda, Y Hendriyani, 2022

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Implementasi Sistem Informasi Pengelolaan Keuangan Sekolah Di Smp Islam Khaira Ummah Padang Berbasis CodeIgniter. Jurnal Teknik Komputer dan Informatika 1 (1), 31-36, 2022, MDF Nasution, Y Hendriyani, 2022

Perancangan Aplikasi Pengenalan Alat Musik Tradisional Sumatera Barat dengan Marker-Based Augmented Reality. Jurnal Teknik Komputer dan Informatika 1 (2), 2022, D Frialdo, 2022

Perancangan Media Pembelajaran Gerakan Semaphore Pramuka Berbasis Augmented Reality Dengan Marker Based Tracking. ALGORITMA: JURNAL ILMU KOMPUTER DAN INFORMATIKA 6 (1), 2022, H Hamdani, Y Hendriyani, 2022

BAB II POLA, PRINSIP, DAN KRITERIA MEMILIH STRATEGI PEMBELAJARAN. Bunga Rampai PENGANTAR STRATEGI PEMBELAJARAN, 2022, Y Hendriyani, M Kom, 2022

Bunga Rampai Pengantar Strategi Pembelajaran. Penerbit Lakeisha, 2022, W Susanti, Y Hendriyani, HN Lukma, R Mulya, K Suryani, A Simeru, ..., 2022

Pengaruh Literasi Digital, Dan Internet Addiction Terhadap Online Learning, Dan Dampak Selanjutnya Terhadap Motivasi Belajar Mahasiswa Departemen Teknik Elektronika. Voteteknika (Vocational Teknik Elektronika dan Informatika) 10 (4), 98-106, 2022, Y Hendriyani, R Ronaldo, D Irfan, K Budayawan, Z Zulhendra, 2022

Rancang Bangun Media Edukasi Interaktif Stunting Bagi Remaja Calon Pengantin. Voteteknika (Vocational Teknik Elektronika dan Informatika) 10 (4), 7-15, 2022, Y Hendriyani, J Jayandra, 2022

MUDAH MEMBUAT VIDEO DAN MEDIA PEMBELAJARAN DENGAN FILMORA9. CV WIDINA MEDIA UTAMA, 2021, IP Dewi, Y Hendriyani, 2021

ADOBE PREMIER. , Y Hendriyani, S Karmila, 2021

Conceptual Model of Expert System-Based Smart Learning: Preliminary Analysis. 2nd Progress in Social Science, Humanities and Education Research Symposium ..., 2021, Y Hendriyani, 2021

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Prediksi Prestasi Siswa Berbasis Data Mining Menggunakan Algoritma Decision Tree (Studi Kasus: SMKN 2 Padang). Voteteknika (Vocational Teknik Elektronika dan Informatika) 9 (3), 11-15, 2021, R Ramadhani, Y Hendriyani, 2021

Pengembangan Media Pembelajaran E-Modul Interaktif Pada Matakuliah Pemrograman Visual Dengan Metode Pengembangan ADDIE. Jurnal Vokasi Informatika, 79-88, 2021, J Mawarni, Y Hendriyani, 2021

Aplikasi Penjadwalan Perkuliahan Menggunakan Algoritma Genetika (Studi Kasus: Jurusan Teknik Elektronika FT-UNP). *Voteteknika (Vocational Teknik Elektronika dan Informatika)* 9 (3), 24-31, 2021, P Khairunisak, Y Hendriyani, 2021

Rancang Bangun Tes Minat dan Bakat Menggunakan Teori Multiple Intelligences dan Metode Certainty Factor. *Voteteknika (Vocational Teknik Elektronika dan Informatika)* 9 (3), 32-43, 2021, ZR Dia, Y Hendriyani, M Anwar, 2021

APPLICATION OF DATA MINING FOR ANALYSIS OF CONSUMER PURCHASE DATA ON SALES TRANSACTION DATA AT HALAL MART HNI HPAI DHARMASRAYA. *JURNAL PENDIDIKAN TEKNOLOGI KEJURUAN* 3 (1), 68-75, 2020, SK Yuliarnis, Y Hendriyani, D Kurniadi, M Giatman, 2020

The conceptual and hypothetical model of interactive blended problem based learning. *JPI (Jurnal Pendidikan Indonesia)* 8 (2), 285-292, 2020, H Effendi, Y Hendriyani, 2020

Reviewing online learning facing the Covid-19 outbreak. *Journal of Talent Development and Excellence* 12 (3s), 385-392, 2020, U Verawardina, L Asnur, AL Lubis, Y Hendriyani, D Ramadhani, IP Dewi, ..., 2020

Examining career development of informatics engineering vocational education students in the industrial revolution 4.0. *International Journal of Innovation, Creativity and Change* 11 (4), 275-298, 2020, U Hendriyani, Y., Ramadhani, D., Nasution, T., Susanti, W., verawardina, 2020

English game education application with mobile learning for childhood. *International Journal of Advanced Science and Technology* 29 (06), 1862-1868, 2020, D Novaliendry, S Zakir, Y Hendriyani, T Sriwahyuni, R Darni, 2020

Reviewing online learning facing the Covid-19 outbreak.. *Talent Development & Excellence* 12, 2020, U Verawardina, L Asnur, AL Lubis, Y Hendriyani, D Ramadhani, IP Dewi, ..., 2020

Smart Learning Media Based on Android Technology. *International Journal of Innovation, Creativity and Change* 12 (11), 715-735, 2020, D Novaliendry, R Darni, Y Hendriyani, M Nor Azhari Azman, 2020

The Development of Interactive Project Based E-Module in Visual Program Course. *2nd International Conference Innovation in Education (ICoIE 2020)*, 236-240, 2020, Y Hendriyani, H Effendi, 2020

The profile of technological pedagogical and content knowledge of information and communication technology teachers. *Test Engineering & Management* 83, 1666-1673, 2020, V Feladi, Y Hendriyani, IP Dewi, R Darni, U Verawardina, 2020

Perancangan Sistem Informasi TPA/TPSA di Kecamatan Sintuk Toboh Gadang Berbasis Web. *Voteteknika (Vocational Teknik Elektronika dan Informatika)* 8 (4), 65-72, 2020, J Herianto, Y Hendriyani, 2020

PERANCANGAN MOBILE APPLICATION PADA MATA PELAJARAN KOMPUTER DAN JARINGAN BERBASIS ANDROID. *INCARE, International Journal of Educational Resources* 1 (3), 228-255, 2020, A Arita, Y Hendriyani, 2020

Modul Digital Dengan Sigil. , Yeka Hendriyani, Vera irma Delianti, Titi Sriwahyuni, 2020

Perbandingan Algoritma Backpropagation Dan Learning Vector Quantization (LVQ) dalam Pengenalan Pola Bangun Ruang Geometri. *INVOTEK: Jurnal Inovasi Vokasional dan Teknologi* 20 (2), 59-66, 2020, Y Hendriyani, 2020

PERANCANGAN E-REPORT FINANCIAL SYSTEM BERBASIS WEB (STUDI KASUS: TOKO KRIPIK BALADO MAHKOTA). *Jurnal Teknologi Informasi dan Pendidikan* 13 (1), 87-95, 2020, F Oktavia, Y Hendriyani, 2020

Pemrograman Android: Teori dan Aplikasi. Penerbit Qiara Media, 2020, Y Hendriyani, S Kom, M Kom, 2020

PERANCANGAN SISTEM PENDUKUNG KEPUTUSAN PEMILIHAN KARIR BERBASIS WEB. Jurnal Informatika: Jurnal Pengembangan IT 5 (1), 17-24, 2020, A Ambiyar, IP Dewi, 2020

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Learning Style as a Variable to Develop a Smart Learning Management System. International Journal of Engineering Research and Technology 13 (12), 5349-5353, 2020, Y Hendriyani, A Sukardi, H Effendi, 2020

Kvisoft Flipbook Maker. UNP PRESS, 2020, Y Hendriyani, D Novaliendry, RH Zain, 2020

Research of the Last 5 Years

Pengembangan Augmented Reality Dan Virtual Reality Berbasis Konflik Kognitif Sebagai Media Eksperimen Fisika Kuantum Pada Pembelajaran Abad 21. Penelitian Dasar Unggulan Perguruan Tinggi, Leader: Fatni Mufit, Implementation Year: 2022

Pengembangan Asesmen Pembelajaran Eri 4.0 Menggunakan Learning Management System Pada Matakuliah Pemrograman. Pdpt-penelitian Unggulan Perguruan Tinggi Dasar, Leader: Hansi Effendi, Implementation Year: 2021

Pengembangan Asesmen Pembelajaran Eri 4.0 Menggunakan Learning Management System Pada Matakuliah Pemrograman. Penelitian Unggulan Perguruan Tinggi Dasar, Leader: Hansi Effendi, Implementation Year: 2020

Pengembangan Model Multimedia Pembelajaran Simulasi Digital Berbasis Android Di Smkn 4 Payakumbuh. Penelitian Unggulan Perguruan Tinggi Terapan, Leader: Dony Novaliendry, Implementation Year: 2020

Pengembangan Smart Learning Management System Berbasis Sistem Pakar. Penelitian Unggulan Perguruan Tinggi Dasar, Leader: Yeka Hendriyani, Implementation Year: 2020

Community Service of the Last 5 Years

Pelatihan Pembuatan Media Pembelajaran Berbasis Mobile Bagi Guru-guru Mgmp Bahasa Inggris Kab. 50 Kota. Program Kemitraan Masyarakat (pkm), Leader: Dedy Irfan, Implementation Year: 2022

Workshop Peningkatan Keterampilan Guru-guru Dalam Mengembangkan Media Pembelajaran Interaktif Berbasis Canva Di Mgmp Bahasa Inggris Kab. Lima Puluh Kota. Program Kemitraan Masyarakat (pkm), Leader: Hastria Effendi, Implementation Year: 2022

Mobile Learning Berbasis Appypie Sebagai Inovasi Media Pendidikan Bagi Guru-guru Mgmp Tik Kab. 50 Kota. Program Kemitraan Masyarakat (pkm), Leader: Yeka Hendriyani, Implementation Year: 2021

Peningkatan Kompetensi Guru-guru Dalam Mengembangkan Media Pembelajaran Multimedia Di Mgmp Bahasa Inggris Kec. Harau Kab. Lima Puluh Kota. Program Kemitraan Masyarakat (pkm), Leader: Kasman Rukun, Implementation Year: 2020

Pengembangan E-modul Interaktif Menggunakan Sigil Software Bagi Guru-guru Mgmp Ipa Di Kec. Harau Kab. 50 Kota. Program Kemitraan Masyarakat (pkm), Leader: Yeka Hendriyani, Implementation Year: 2020

IPR's of the Last 5 Years

Sony Vegas. Inventor: Yeka Hendriyani, M.Kom, Wilda Susanti, M.Kom, Publication Date: 2021-05-22

Pemrograman Android Teori dan Aplikasi. Inventor: Yeka Hendriyani, M. Kom; Karmila Suryani, M.Kom, Publication Date: 2021-04-01

MUDAH MEMBUAT VIDEO DAN MEDIA PEMBELAJARANDENGAN FILMORA9. Inventor: Ika Parma Dewi, S.Pd., M.Pd.T, Yeka Hendriyani, S.Kom., M.Kom, Publication Date: 2020-12-25

MODUL DIGITAL DENGAN SIGIL. Inventor: UNP, Publication Date: 2020-09-28

Modul Lengkap Pembelajaran Camtasia Studio 8. Inventor: Dr. Hansi Effendi, ST., M.Kom, Yeka Hendriyani, S.Kom., M.Kom, Publication Date: 2020-09-11

Entrepreneur Sukses Dengan Aurora 3D Presentation. Inventor: Buku, Publication Date: 2020-09-11

Multimedia Vektor Adobe Illustrator Berbasis Android. Inventor: Dony Novaliendry, Titi Sriwahyuni, Yeka Hendriyani, Publication Date: 2020-08-03

Book of the Last 5 Years

Augmented reality dan virtual reality berbasis konflik kognitif, sebagai media pembelajaran abad ke-21. ISBN: 9786233729246, Publisher: Rajawali Pers, Year: 2023

Bunga rampai pengantar strategi pembelajaran. ISBN: 9786234202915, Publisher: CV. Penerbit Lakeisha, Year: 2022

Pemrograman visual Java-Netbeans. ISBN: 9786237018674, Publisher: Sukabina Press, Year: 2021

Smart apps creator : merancang aplikasi mobile tanpa coding. ISBN: 9786237018582, Publisher: Sukabina Press, Year: 2021

Autoplay media studio. ISBN: 9786237018650, Publisher: Sukabina Press, Year: 2021

Pemrograman Android : teori dan aplikasi. ISBN: 9786237925033, Publisher: CV. Penerbit Qiara Media, Year: 2020

Modul lengkap pembelajaran Camtasia Studio 8 [sumber elektronis]. ISBN: 9786025650970(PDF), Publisher: CV. Sarnu Untung, Year: 2020

Modul digital dengan Sigil. ISBN: 9786236766026, Publisher: CV. Sarnu Untung, Year: 2020

Kvisoft Flipbook Maker. ISBN: 9786021178676, Publisher: UNP Press, Year: 2020

ENTERPRENEUR SUKSES DENGAN AURORA 3D PRESENTATION. ISBN: 9786025650949, Publisher: Penerbit CV. SARNU UNTUNG, Purwodadi-Grobogan, Year: 2020

Modul lengkap pembelajaran Camtasia Studio 8 [sumber elektronis]. ISBN: 9786025650970, Publisher: CV. Sarnu Untung, Year: 2020

Multimedia vektor Adobe Illustrator berbasis Android. ISBN: 9786236571477, Publisher: Mirra Buana Media, Year: 2020

Enterpreneur sukses dengan Aurora 3D presentation [sumber elektronis]. ISBN: 9786025650949(PDF), Publisher: CV. Sarnu Untung, Year: 2020
