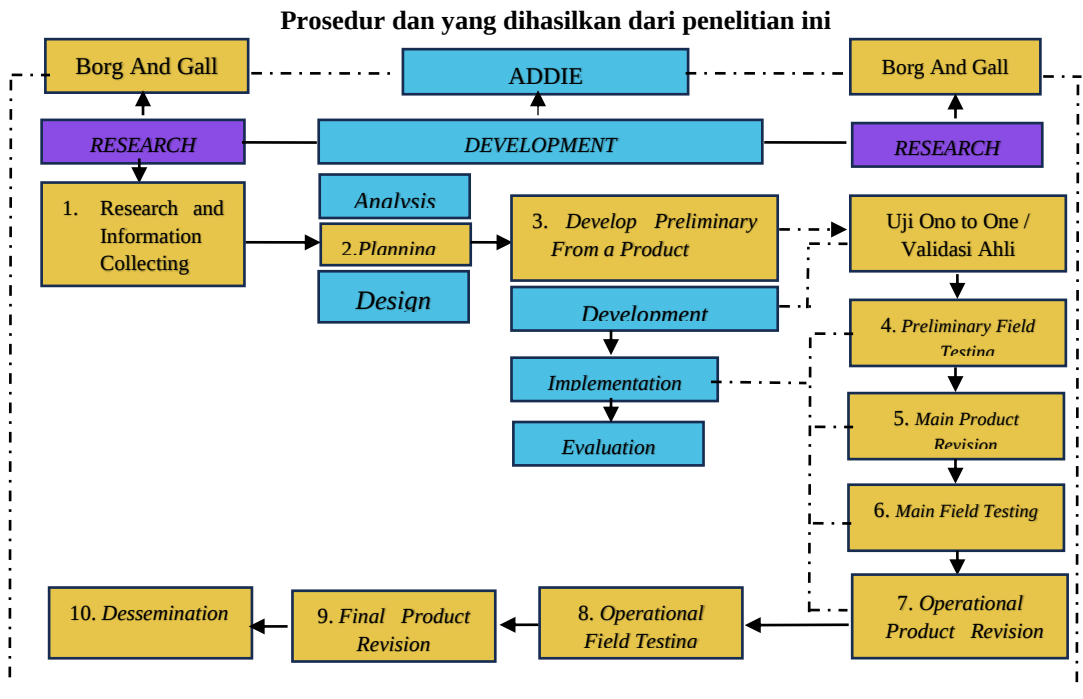
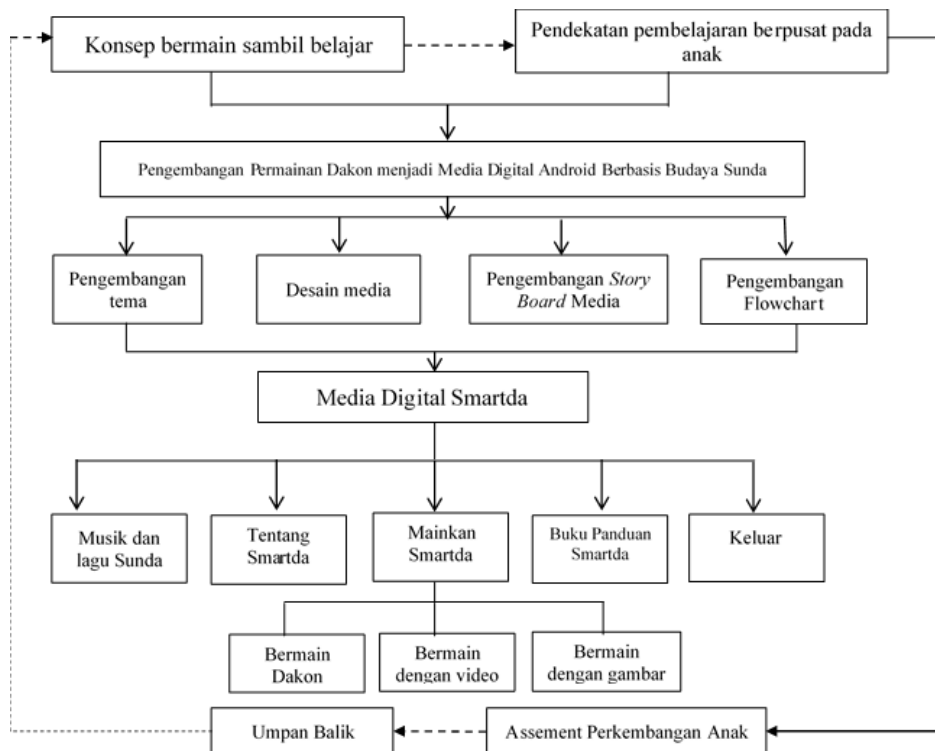
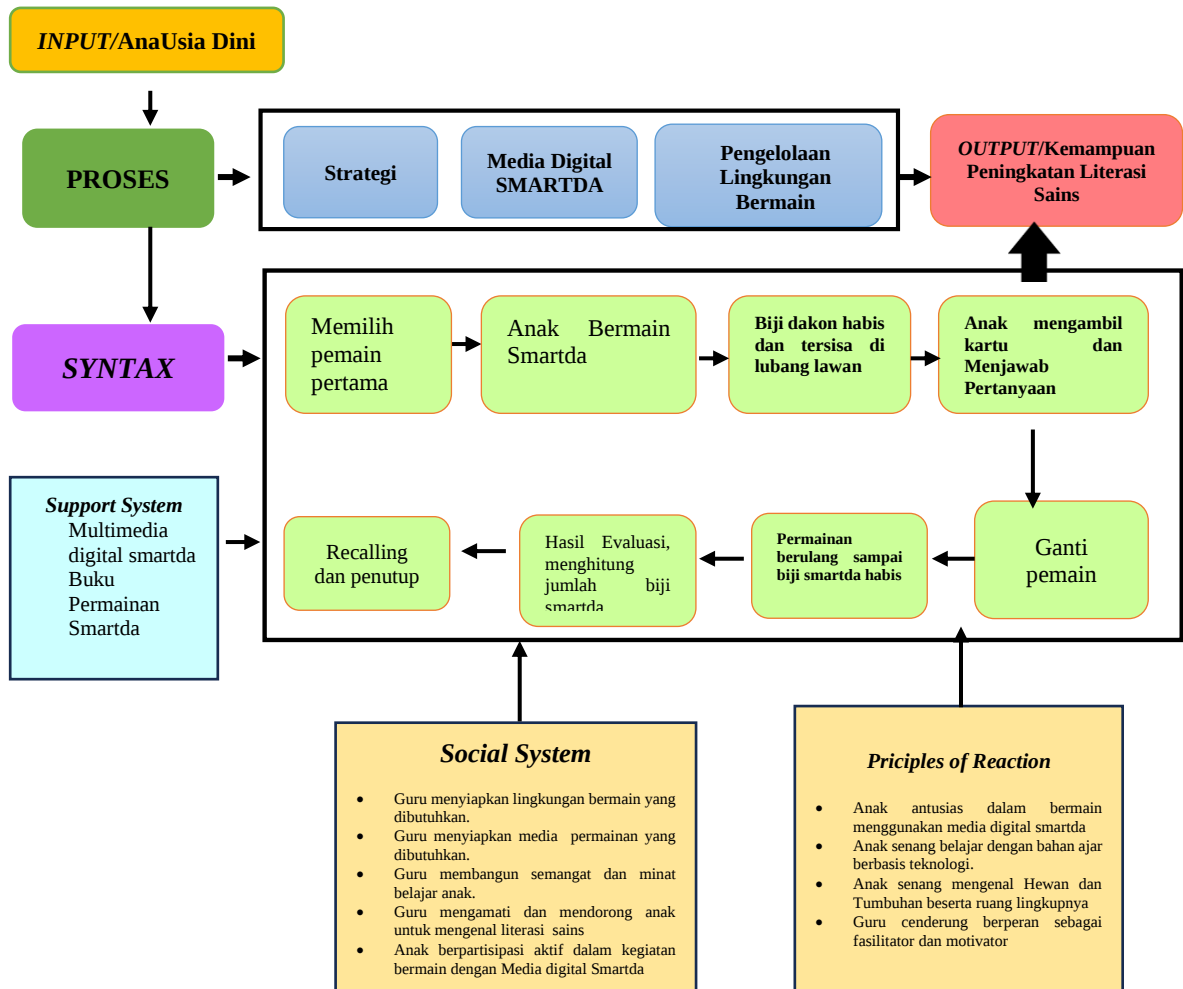




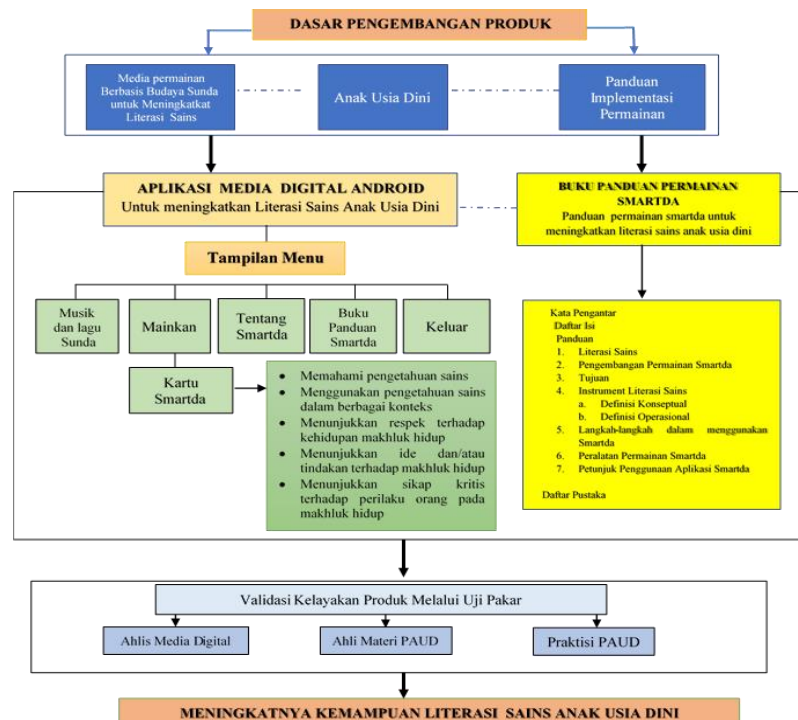
Gambar 3.2 prosedur penelitian kombinasi Borg ang Gall (1983) dan ADDIE (Branch, 2009)



Gambar 4. 12 Model konseptual Permainan Smartda Berbasis Budaya Sunda



Gambar 4.13 Model Prosedural Smartda berbantuan media digital android



Gambar 4.14 Model Fisikal media digital android .