

DAFTAR PUSTAKA

- Aini, W. N. (2013). Instructional media In Teaching In English To Young Learners: A case Study In Elementay Scholls In Kuningan. *Journal of English and Education*2, 1(1), 196–205.
- Amiran, S. (2016). Efektifitas Penggunaan Metode Bermain Di Paud Nazareth Oesapa. *Jurnal Pendidikan Anak*, 5(1). <https://doi.org/10.21831/jpa.v5i1.12367>
- Benny A.Pribadi. (2011). *Model Desain Sistem Pembelajaran* (Y. S.Hidayat (ed.)). Dian Rakyat.
- Birhan, W., Shiferaw, G., Amsalu, A., Tamiru, M., & Tiruye, H. (2021). Exploring the context of teaching character education to children in preprimary and primary schools. *Social Sciences & Humanities Open*, 4(1), 100171. <https://doi.org/10.1016/j.ssaho.2021.100171>
- Bock, A., Modabber, A., Kniha, K., Lemos, M., Rafai, N., & Hölzle, F. (2018). Blended learning modules for lectures on oral and maxillofacial surgery. *British Journal of Oral and Maxillofacial Surgery*, 6. <https://doi.org/10.1016/j.bjoms.2018.10.281>
- Branch, K. L. G. dan R. M. (2002). *Survey of Instructional Development Models Fourth Edition*. Syracuse University.
- Brunner, J. S. (1975). *Theory of Learning and Instruction*. Springer-Verlag.
- Chen, Z., & Liu, Y. (2019). The different style of lifelong learning in China and the USA based on influencing motivations and factors. *International Journal of Educational Research*, 95(November 2018), 13–25. <https://doi.org/10.1016/j.ijer.2019.03.005>
- Cress, U., Stahl, G., Rose, C., Law, N., Ludvigsen, S., Sousa, M. J., Rocha, Á., Bunker, B., Brown, A. and, Green, T., Demir, M., Suwana, F., Lily, Iconaru, E. I., Ciucurel, C., Dankbaar, M. E. W., Richters, O., Kalkman, C. J., Prins, G., ... Christiaens, T. (2018). Issues and Trends in Instructional Technology: Consistent Growth in Online Learning, Digital Content, and the Use of Mobile Technologies. In: Branch R. (eds) *Educational Media and Technology Yearbook*. *Educational Media and Technology Yearbook*, Springer, Cham, 17(1), 61–71. https://doi.org/10.1007/978-3-319-67301-1_5
- Desiani, N. (2015). Menumbuhkan Perilaku Berpikir Kritis Sejak Anak Usia Dini. *Cakrawala Dini*, 5(1), 1–6.
- Dick, W. (1996). *The Dick and Carey Model : Will It Survive the Decade ?* 44(3).
- Dousay, R. M. B. dan T. A. (2015). *Survey of Instructional Design, Fidth Edition*. Association For Educational Communication and Technology.

- Dubovi, I. (2018). Designing For Online Computer Based Clinical Simulations: Evaluation of Instructional Approaches. *Nurse Education Today*, 68.
- Edwards, S., & Hammer, M. (2007). Problem-based Learning in Early Childhood and Primary Pre-Service Teacher Education: Identifying the Issues and Examining the Benefits. *Australian Journal of Teacher Education*, 32(2). <https://doi.org/10.14221/ajte.2007v32n2.3>
- Elliot Turiel. (2005). *Encyclopedia of Child Development* (B. Ronald G (ed.)). Cambridge University Press.
- Fiorella, L., & Mayer, R. E. (2018). What works and doesn't work with instructional video. *Computers in Human Behavior*, Volume 89, 465–470. <https://doi.org/10.1016/j.chb.2018.07.015>
- Gagne, R. M., Briggs, L. J., & Wager, W. W. (2005). *Principles of Instruction, Fourth Edition*. Ted Buchhlz. <https://doi.org/10.1002/pfi.4140440211>
- Garrigan, B., Adlam, A. L. R., & Langdon, P. E. (2018). Moral decision-making and moral development: Toward an integrative framework. *Developmental Review*, 49(March), 80–100. <https://doi.org/10.1016/j.dr.2018.06.001>
- Gogineni, H., Aranda, J. P., & Garavalia, L. S. (2018). Designing Professional Program Instruction To Align With Students' Cognitive Processing. *Journal Current In Pharmacy Teaching And Learning*, 1.
- Göksu, I., Özcan, K. V., Cakir, R., & Göktas, Y. (2017). Content analysis of research trends in instructional design models: 1999-2014. *Journal of Learning Design*, 10(2), 85. <https://doi.org/10.5204/jld.v10i2.288>
- Gustafson, K. L., & Branch, R. M. (2002). *Survey of Instructional Development Models*. Syuracuse University.
- Hamdani. (2010). Strategi Belajar Mengajar. In *Pustaka Setia* (Vol. 3). Pustaka Setia.
- Henson, K. T. (1996). *Educational Psychology for Effective Teaching*. Wadsworth Publishing Company.
- Holtz, P., Kimmerle, J., & Cress, U. (2018). Using big data techniques for measuring productive friction in mass collaboration online environments. *International Journal of Computer-Supported Collaborative Learning*, 439–456. <https://doi.org/10.1007/s11412-018-9285-y>
- Jarudin, Ibrahim, N., & Muslim, S. (2020). Develop of Hyperlinks Media to Learn Basic Wushu Techniques. *Computational and Theoretical Nanoscience*, 17(2/3), 825–832. <https://doi.org/10.1166/jctn.2019.8725>
- Jonassen, D. H. (1997). Instructional design models for well-structured and III-structured problem-solving learning outcomes. *Educational Technology*

Research and Development, 45(1), 65–94.
<https://doi.org/10.1007/BF02299613>

Jonassen, D. H. (2000). Toward a design theory of problem solving. *Educational Technology Research and Development*. <https://doi.org/10.1007/BF02300500>

Jonassen, D. H. (2013). *Learning, Problem Solving, and Mindtools* (M. S. J (ed.); 1st ed.).

Joyce, B., Well, M., & Calhoun, E. (2009). *Models of Teaching. Eight edition.* Pearson Education.

Ketilang Kindergarten. (2018). *Student progress Report.*

Khoe Yao Tung. (2017). *Desain Instruksional Perbandingan Model dan Implementasinya*. Andi Offset.

Klein, J. T. (1990). *Interdisciplinarity, History, Theory and Practice*. Wayne State University Press.

Lee-Cultura, S., Sharma, K., & Giannakos, M. (2021). Children's play and problem-solving in motion-based learning technologies using a multi-modal mixed methods approach. *International Journal of Child-Computer Interaction*, xxxx, 100355. <https://doi.org/10.1016/j.ijcci.2021.100355>

Lee, C. (2018). Information Processing and Moral Problem Solving. *Computational Economics*, February. <https://doi.org/10.1007/s10614-018-9801-1>

Liu, R., Li, S., & Yang, L. (2018). Collaborative optimization for metro train scheduling and train connections combined with passenger flow control strategy. *Omega*. <https://doi.org/10.1016/j.omega.2018.10.020>

Lohr, L. (2004). *Book Reviews*. 52(4), 85–90.

Ludvigsen, S., Cress, U., Rosé, C. P., Law, N., & Stahl, G. (2018). Developing understanding beyond the given knowledge and new methodologies for analyses in CSCL. *International Journal of Computer-Supported Collaborative Learning*, 359–364. <https://doi.org/10.1007/s11412-018-9291-0>

Mazzone, A., Yanagida, T., Camodeca, M., & Strohmeier, D. (2021). Information processing of social exclusion: Links with bullying, moral disengagement and guilt. *Journal of Applied Developmental Psychology*, 75(May), 101292. <https://doi.org/10.1016/j.appdev.2021.101292>

Mirawati, M., & Rahmawati, E. (2017). Permainan Modifikasi Untuk Stimulasi Keterampilan Gerak Dasar Manipulatif Anak Usia 2-4 Tahun. *Early Childhood : Jurnal Pendidikan*, 1(2), 38–50. <https://doi.org/10.35568/earlychildhood.v1i2.119>

- Morris, A. S., Eisenberg, N., & Houlberg, B. J. (2011). Adolescent Moral Development. In *Encyclopedia of Adolescence* (Vol. 1). Elsevier Inc. <https://doi.org/10.1016/B978-0-12-373951-3.00027-2>
- Nie, M., Armellini, A., Witthaus, G., & Barklamb, K. (2017). How do e-book readers enhance learning opportunities for distance work-based learners? *ALT-J: Research in Learning Technology*, 19(1), 19–38. <https://doi.org/10.1080/09687769.2010.548506>
- Nucci, L. (2015). Moral Development and Education. In *International Encyclopedia of the Social & Behavioral Sciences: Second Edition* (Second Edi, Vol. 15, Issue 1984). Elsevier. <https://doi.org/10.1016/B978-0-08-097086-8.92152-4>
- Nurani, Y. (2022). *Kurikulum Bermain Kreatif: Berbasis Kecerdasan Jamak* (Cet. IV). AIMA-K PAUD.
- Orey, M., McClendon, V. J., & Branch, R. M. (2013). Educational Media and Technology Yearbook. In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9). Springer. <https://doi.org/10.1017/CBO9781107415324.004>
- Ormrod, J. E. (2008). *Psikologi Pendidikan* (R. Rahmad (ed.); I). Erlangga.
- Pierra, L. T. L. P., & Aziza, K. (2017). Developing and implementing an interactive end-of-life education module using raptivity and ispring. *The Quartely Review of Distance Education*, 18(1), 9–15.
- Prasetya, D. D., & Hirashima, T. (2018). Design of multimedia-based digital storybooks for preschool education. *International Journal of Emerging Technologies in Learning*, 13(2), 211–225. <https://doi.org/10.3991/ijet.v13i02.8188>
- R.Borg, W. (2006). *Educational Research An Introduction*. Pearson.
- Robert Maribe Branch. (2009). *Instructional Design : The ADDIE Approach*. Springer.
- Rodgers, D. L. (2005). The Effect of Instructional Media on learners motivation. *International Journal of Instructional Media*.
- Rusman. (2017). *Belajar dan Pembelajaran berorientasi standar proses pendidikan* (I).
- Sabdaningtyas, L. (2019). The Development of Integrative Thematic Learning Tools Based on Problem Based Learning to Improve Critical Thinking of Students in Fourth Grade in Elementary School. *Journal of Education and Practice*, 10(30), 33–40. <https://doi.org/10.7176/jep/10-30-04>

- Sangswang, T. (2015). Instructional Design Framework for Educational Media. *Procedia - Social and Behavioral Sciences*, 176, 65–80. <https://doi.org/10.1016/j.sbspro.2015.01.445>
- Sartika, R. (2017). Increasing the effectiveness of digital educational games: The effects of a learning instruction on students' learning, motivation and cognitive load. *Computers in Human Behavior*, 72, 79–86. <https://doi.org/10.1016/j.chb.2017.01.040>
- Sousa, M. J., & Rocha, Á. (2019). Digital learning: Developing skills for digital transformation of organizations. *Future Generation Computer Systems*, 91, 327–334. <https://doi.org/10.1016/j.future.2018.08.048>
- Stacey, E., Gerbic, P., Mayer, R. E., Kyu, M., Mi, S., Khera, O., Getman, J., Kukulska-Hulme, A., Krauskopf, K., Zahn, C., Hesse, F. W., Hansch, A., Hillers, L., McConachie, K., Newman, C., Schildhauer, T., Schmidt, P., Graves, L., Conole, G., ... Africa, U. S. (2008). Getting started with blended learning. *Computers and Education*, 15(4), 331–346. <https://doi.org/10.2139/ssrn.2577882>
- Suwiwa, I. G., Santyasa, I. W., & Kirna, I. M. (2014). Development of Interactive Multimedia Learning in Pencak Silat Theory and Practice Courses. *E-Journal Program Pascasarjana Universitas Pendidikan Ganesha*, 4.
- Tang, X., Pakarinen, E., Lerkkanen, M., Muotka, J., & Nurmi, J. (2019). Journal of Applied Developmental Psychology Longitudinal associations of first-grade teaching with reading in early primary school. *Journal of Applied Developmental Psychology*, 63(February 2018), 23–32. <https://doi.org/10.1016/j.appdev.2019.05.002>
- Thomas Lickona. (1991). *Educating for Character Terjemahan* (U. Wahydin (ed.); Pertama). PT.Bumi Aksara.
- Thomas Lickona. (2004). *Character Matters (Persoalan Karakter)* (U. W. dan D. Budimansyah (ed.); ke-4). PT.Bumi Aksara.
- Tracey, M. W., & Richey, A. R. C. (2007). ID model construction and validation : a multiple intelligences case. 369–390. <https://doi.org/10.1007/s11423-006-9015-4>
- Tri Harinie, L. (2017). Study of the Bandura's Social Cognitive Learning Theory for the Entrepreneurship Learning Process. *Social Sciences*. <https://doi.org/10.11648/j.ss.20170601.11>
- Triyono, M. B. (2014). The Indicators of Instructional Design for e-learning in Indonesian Vocational High Schools. *4th World Congress on Technical and Vocational Educational and Training (WoCTVET), 5TH – 6TH*.

- Twiningsih, A., Sajidan, S., & Riyadi, R. (2019). The effectiveness of problem-based thematic learning module to improve primary school student's critical thinking skills. *Jurnal Pendidikan Biologi Indonesia*, 5(1), 117–126. <https://doi.org/10.22219/jpbi.v5i1.7539>
- Vogel-Walcutt, J. J., Fiorella, L., & Malone, N. (2013). Instructional strategies framework for military training systems. *Computers in Human Behavior*, 29(4), 1490–1498. <https://doi.org/10.1016/j.chb.2013.01.038>
- Walter Dick, L. C. (2015). *The Systematic Design of Instruction*. Pearson.

- Yu, K. C., Fan, S. C., & Lin, K. Y. (2015). Enhancing Students' Problem-Solving Skills Through Context-Based Learning. *International Journal of Science and Mathematics Education*, 13(6), 1377–1401. <https://doi.org/10.1007/s10763-014-9567-4>



