

DAFTAR PUSTAKA

- Adiyoso, W. (2022). Kajian Hoax dalam Pandemi Covid-19 di Indonesia. *Bappenas Working Papers*, 5(3), 356–366. <https://doi.org/10.47266/bwp.v5i3.177>
- Al Ningsih, Y. R. (2021). Manfaat Permainan Tradisional Bola Bekel terhadap Perkembangan Anak Usia Dini. *Jurnal Penelitian Dan Pengembangan Pendidikan Anak Usia Dini*, 8(1), 69–76.
- Algiffari, M. (2015). Perancangan Motion Graphic (Bumper In) dan Video Dokumenter Permainan Tradisional Jawa Barat. *Jurnal Sketsa*, 2(1), 49–61.
- Ali, M., Humaid, H., & Samsudin, S. (2019a). Model Pembelajaran Lompat Jauh Gaya Jongkok Berbasis Permainan Pada Siswa SMP. *Journal Physical Education, Health and Recreation*, 3(2), 1–9. <https://doi.org/10.24114/PJKR.V3I2.11530>
- Ali, M., Humaid, H., & Samsudin, S. (2019b). Model Pembelajaran Lompat Jauh Gaya Jongkok Berbasis Permainan Pada Siswa SMP. *Journal Physical Education, Health and Recreation*, 3(2). <https://doi.org/10.24114/PJKR.V3I2.11530>
- Alpen, J., Dlis, F., Hernawan, Widiastuti, Apriani, L., Kurniawan, E., & Sofyan, D. (2022). Trends in scientific publication of traditional game learning models in physical education and sports in Indonesia: A bibliometric analysis. *Journal Sport Area*, 7(2), 214–226. [https://doi.org/10.25299/sportarea.2022.vol7\(2\).9072](https://doi.org/10.25299/sportarea.2022.vol7(2).9072)
- Andriani, T. (2012). Permainan Tradisional Dalam Membentuk Karakter Anak Usia Dini. *Sosial Budaya*, 9(1), 121–136. <https://doi.org/http://dx.doi.org/10.24014/sb.v9i1.376>
- Anggita, G. M. (2019). Eksistensi Permainan Tradisional sebagai Warisan Budaya Bangsa. *JOSSAE : Journal of Sport Science and Education*, 3(2), 55. <https://doi.org/10.26740/jossae.v3n2.p55-59>
- Arifah, H. L., & Dinata, V. C. (2014). Pengaruh Permainan Lompat Terhadap Hasil Belajar Lompat Jauh Gaya Jongkok Dalam Pembelajaran Pendidikan Jasmani , Olahraga Dan Kesehatan (Studi pada Siswa Kelas V SDN Kabuh I Jombang). *Jurnal Pendidikan Olahraga Dan Kesehatan*, 02(03), 680–684.
- Arifin, L. T., & Haris, I. N. (2018). Pengaruh Penerapan Permainan Tradisional Terhadap Kebugaran Jasmani Siswa Kelas VIII SMPN 1 Ciasem Kabupaten Subang (Studi eksperimen Pada Siswa Kelas VIII SMPN 1 Ciasem). *Jurnal Biomekanika*, 4(1), 1–7. <http://ejournal.unsub.ac.id/index.php/FKIP/article/view/222>
- Azizah, M. I. (2016). Efektivitas Pembelajaran Menggunakan Permainan Tradisional Terhadap Motivasi dan Hasil Belajar Materi Gaya di Kelas IV MIN Ngronggot Nganjuk. *Dinamika Penelitian: Media Komunikasi Penelitian Sosial Keagamaan*, 16(2), 279–308.
- Bile, R. L., Tapo, Y. B. O., & Desi, A. K. (2021). Pengembangan Model Latihan Kebugaran Jasmani Berbasis Permainan Tradisional Sebagai Aktivitas Belajar Siswa Dalam Pembelajaran PJOK. *Jurnal Penjakora*, 8(1), 71. <https://doi.org/10.23887/penjakora.v8i1.30752>
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer.

- Byrne, M. K., Miellet, S., McGlinn, A., Fish, J., Meedy, S., Reynolds, N., & Van Oijen, A. M. (2019). The drivers of antibiotic use and misuse: The development and investigation of a theory driven community measure. *BMC Public Health*, 19(1), 1–11. <https://doi.org/10.1186/s12889-019-7796-8>
- Damayani, N. A., Saepudin, E., Budiono, A., & Rachmawati, T. S. (2019). Preservation of traditional game values as educational tourism assets in Sindangkerta District, Indonesia. *Journal of Environmental Management and Tourism*, 10(4), 735–745. [https://doi.org/10.14505/jemt.v10.4\(36\).04](https://doi.org/10.14505/jemt.v10.4(36).04)
- Defliyanto, D., Asmawi, M., Pelana, R., & Yarmani, Y. (2020). Development of Learning Model for Squat-style Long-jump Basic Technique Based on Biomechanics with a Game. *PENDIPA Journal of Science Education*, 4(1), 31–39. <https://doi.org/10.33369/pendipa.4.1.31-39>
- Deys, L., Wilson, P. V., & Meedy, D. S. (2021). What are women's experiences of immediate skin-to-skin contact at cesarean section birth? An integrative literature review. *Midwifery*, 101. <https://doi.org/10.1016/j.midw.2021.103063>
- Dick, W., Carey, L., & Carey, J. O. (2009). *The systematic design of instruction*. Merrill Prentice-Hall.
- Djawa, B. (2017). Penerapan Permainan Terhadap Hasil Belajar Lompat Jauh Gaya Jongkok (Studi Pada Siswa Kelas VII SMP Negeri 1 Ngadirojo, Pacitan). *Jurnal Pendidikan Olahraga Dan Kesehatan*, 5(3), 445–450.
- Eliasa, E. I. (2014). Increasing values of teamwork and responsibility of the students through games: Integrating education character in lectures. *Procedia-Social and Behavioral Sciences*, 196-203.
- Emzir. (2012). *Metodologi Penelitian Kualitatif Analisis data*. Raja Grafindo.
- Euis Kurniati. (2016). *Permainan Tradisional dan Perannya Dalam Mengembangkan Keterampilan Sosial Anak*. Prenada Media Group.
- Fournier, L. S. (2022). The Inventory of Traditional Games in France: Cultural Heritage, Sportification, and the Revitalization of Local Practices. *International Journal of Sport and Society*, 13(2), 23–33. <https://doi.org/10.18848/2152-7857/CGP/V13I02/23-33>
- Gall, M. D., Gall, J. P., & Borg, W. R. (2007). *Educational Research: An Introduction*, 8th Edition. Pearson.
- Gipit Charles, M. A., Abdullah, M. R., Musa, R. M., Kosni, N. A., & Maliki, A. B. H. M. (2017). The effectiveness of traditional games intervention program in the improvement of form one school-age children's motor skills related performance components. *Journal of Physical Education and Sport*, 17, 925–930. <https://doi.org/10.7752/jpes.2017.s3141>
- Gustafson, K. L., & Branch, R. M. (2002). *Survey of instructional development models fourth edition*. Syracuse University.
- Hadi, S., Imron, A., Wiyono, B. B., Gunawan, I., Abbas, A., & Perdana, D. B. (2023). Design and Testing of Teacher Professional Development Models Focusing on the Optimization of Teachers' Teaching Ability in the Era of ASEAN Economic Communities and New Normal. *Proceedings of the International Conference on Information Technology and Education (ICITE 2021)*, 609(Icite), 46–54. <https://doi.org/10.2991/assehr.k.211210.042>
- Hanief, Y. N., & Sugito, S. (2015). Membentuk Gerak Dasar Pada Siswa Sekolah Dasar Melalui Permainan Tradisional. *Jurnal SPORTIF : Jurnal Penelitian*

- Pembelajaran*, 1(1), 60. https://doi.org/10.29407/js_unpgri.v1i1.575
- Hernawan, H., Sukarya, Y., & Solahuddin, S. (2019). Locomotor basic motion learning model based on traditional game for basic school students. In *Journal of Physics: Conference Series* (Vol. 1318, Issue 1). <https://doi.org/10.1088/1742-6596/1318/1/012047>
- Hidayat, E. W., Aldya, A. P., & Miranti, P. T. A. (2019). Game Adu Muncang Berbasis Android. *Innovation in Research of Informatics (INNOVATICS)*, 1(1), 13–20. <https://doi.org/10.37058/innovatics.v1i1.682>
- Indriyani, D., Muslihin, H. Y., & Mulyadi, S. (2021). Manfaat Permainan Tradisional Engklek dalam Aspek Motorik Kasar Anak. *Jurnal Pendidikan Anak Usia Dini Undiksha*, 9(3), 349. <https://doi.org/10.23887/paud.v9i3.34164>
- Khasanah, I., Prasetyo, A., & Rakhmawati, E. (2011). Permainan Tradisional Sebagai Media Stimulasi Aspek Perkembangan Anak Usia Din. *PAUDIA: Jurnal Penelitian Dalam Bidang Pendidikan Anak Usia Dini*, 1(1), 91–105.
- Lamonge, L. G., Najoan, X. N. B., Sugiarso, B. A., Informatika, T., Sam, U., Tradisional, P., Pendahuluan, I., & Game, A. (2017). Rancang Bangun Aplikasi Game Augmented Reality Permainan Tradisional Sulawesi Utara Dodorobe. *Jurnal Teknik Informatika*, 12(1). <https://doi.org/10.35793/jti.12.1.2017.17787>
- Lorraine R. Gay, Mills, G. E., & Peter W. Airasian. (2009). *Educational Research: Competencies for Analysis and Applications*. Merrill Prentice-Hall.
- Maksum, H. (2017). *Pengembangan Model Pembelajaran Gerak Dasar Lompat Jauh Dengan Permainan*. 6(1), 42–53.
- Marzoan, H. (2017). Permainan Tradisional sebagai Kegiatan Ekstrakurikuler untuk Meningkatkan Kompetensi Sosial Siswa. *Journal An-Nafs: Kajian Penelitian Psikologi*, 2(1), 83–110. <https://doi.org/10.33367/psi.v2i1.346>
- Meza Torres, E. I., Cerne, B., Ulke, A. G., & Morbelli, M. A. (2015). Distribution of Ophioglossum reticulatum L. in South America. A case of long-distance jump dispersal? *International Journal of Biometeorology*, 59(2), 137–150. <https://doi.org/10.1007/s00484-014-0830-8>
- Muchlisin, B. (2009). *Fun Games For Kids*. Power Books.
- Mulyadiprana, A., & Ganda, N. (2017). Permainan Tradisional Kaulinan Barudak Untuk Mengembangkan Kemampuan Mengelola Emosi Diri Sendiri Anak Usia Dini. *Jurnal PAUD AGAPEDIA: Jurnal Ilmiah Pendidikan Anak Usia Dini*, 1(2).
- Mulyani, N. (2016). *Super asyik permainan tradisional anak Indonesia*. DIVA Press.
- Mutiah, D. (2010). *Psikologi Bermain Anak Usia Dini*. Kencana Pramedia Group.
- Nasution, M. K. M. (2005). Konsep Penelitian dalam Teknologi Informasi. *Journal of Computer Science*, 1(1), 33–40.
- Pontjopoetro, S. (2008). *Permainan Anak Tradisional dan Aktivitas Ritmik*. universitas terbuka.
- Prasetyo, K. (2016). Penerapan Pendekatan Bermain Untuk Meningkatkan Hasil Belajar Lompat Jauh Gaya Jongkok Pada Siswa Kelas 5 Sekolah Dasar. *Scholaria : Jurnal Pendidikan Dan Kebudayaan*, 6(3). <https://doi.org/10.24246/j.scholaria.2016.v6.i3.p196-205>

- Prastiwi, & Wisnu. (2011). Pengaruh permainan tradisional pada kecerdasan emosi anak. In *Prosiding Seminar Nasional*.
- Putra, E. P., Syafrial, S., Sufino, S., & Deflyanto, D. (2018). Pengaruh Permainan Tradisional Engklek Terhadap Power Otot Tungkai Siswi Di Smp Negeri 10 Kota Bengkulu Tahun 2017/2018. *Kinestetik: Jurnal Ilmiah Pendidikan Jasmani*, 2(2), 138–144.
- Putra, N. (2012). *Research & development penelitian dan pengembangan: Suatu pengantar*. Rajawali Pers.
- Repiyasa, I. W., Tangkudung, J. A. P., Hernawan, & Paramitha, S. T. (2019). Physical condition-based practice models of traditional games for children disabled elementary school age. *Journal of Physics: Conference Series*, 1402(2). <https://doi.org/10.1088/1742-6596/1402/2/022031>
- Richey, R. C., & Klein, J. D. (2007). *Design and Development Research: Methods, Strategies, and Issues 1st Edition*. Lawrence Erlbaum Associates.
- Rinanto. (2014). Pengembangan Model Pembelajaran Lompat Jauh Gaya Jongkok Dengan Pendekatan Permainan Halring Pada Siswa Sekolah Dasar. *Active - Journal of Physical Education, Sport, Health and Recreation*, 3(12). <https://doi.org/10.15294/active.v3i12.4368>
- Saad, S. (2022). the Courtyard in Cairene Traditional Houses; a Territorial Dispute, Game of Spaces Geometry and Light. *Journal of Islamic Architecture*, 7(2), 198–209. <https://doi.org/10.18860/jia.v7i2.15427>
- Samsiah. (2018). Early Childhood Education Journal of Indonesia. *Early Childhood Education Journal of Indonesia*, 1(2), 1–8. <https://journal.unnes.ac.id/sju/index.php/eceji/article/view/32411>
- Santrock, J. W. (2007). *Perkembangan Anak*. erlangga.
- Sari, F. P., Nikmah, S., Kuswanto, H., & Wardani, R. (2019). Developing Physics Comic Media a Local Wisdom: Sulamanda (Engklek) Traditional Game Chapter of Impulse and Momentum. In *Journal of Physics: Conference Series* (Vol. 1397, Issue 1). <https://doi.org/10.1088/1742-6596/1397/1/012013>
- Setyosari, P. (2016). Metode Penelitian Pendidikan & Pengembangan. In *Metode Penelitian Pendidikan & Pengembangan*.
- Shi, H. Y., Dong, Z. J., Sun, G. J., & Shan, W. G. (2014). Evolutionary game analysis on quality supervision of traditional Chinese medicine production. *Chinese Journal of New Drugs*, 23(24). https://api.elsevier.com/content/abstract/scopus_id/84920749183
- Siregar, N., & Lestari, W. (2018). Peranan permainan tradisional dalam mengembangkan kemampuan matematika anak usia sekolah dasar. *Jurnal Mercumatika : Jurnal Penelitian Matematika Dan Pendidikan Matematika*, 2(2), 1. <https://doi.org/10.26486/jm.v2i1.427>
- Slussareff, M., & Šisler, V. (2020). Higher sustainability of mental models acquired from a digital game in comparison with a live action role--playing game and a traditional lecture. *Masaryk University Journal of Law and Technology*, 14(1), 29–52. <https://doi.org/10.5817/MUJLT2020-1-2>
- Soboleva, E. V., Suvorova, T. N., Chuprakov, D. V., & Khlobystova, I. Y. (2023). Formation of “Teamwork Skills” in Future Teachers when Creating Didactic Games with Traditional and Digital Components. *European Journal of Contemporary Education*, 12(1), 188–203.

- <https://doi.org/10.13187/ejced.2023.1.188>
- Sugiyono. (2016). Metode penelitian kuantitatif, kualitatif,dan R&D. In *Alfabeta*, cv.
- Suharnoko, F., & Firmansyah, G. (2018). Pengembangan Model Pembelajaran Melompat Melalui Permainan Lompat Cermin untuk Siswa Sekolah Dasar. *Jurnal SPORTIF: Jurnal Penelitian Pembelajaran*, 4(2), 145. https://doi.org/10.29407/js_unpgri.v4i2.12169
- Sukmadinata, N. S., & Alexon. (2010). Pengembangan Model Pembelajaran Terpadu Berbasis Budaya Untuk Meningkatkan Apresiasi Siswa Terhadap Budaya Lokal. *Jurnal Cakrawala Pendidikan*, 2(2). <https://doi.org/10.21831/cp.v2i2.339>
- Sumarsono, A. (2017). Implementasi Model Pembelajaran Atletik Melalui Permainan Berbasis Alam. *Magistra*, 4, 70–83. <http://ejournal.unmus.ac.id/index.php/magistra>
- suparman, atwi. (2014). *Desain instruksional modern*. erlangga.
- Supeni, S., Ersta, L., Handini, O., & Yusuf. (2020). Moral values of the javanese traditional game songs to strengthen character education at elementary schools in Surakarta. *International Journal of Innovation, Creativity and Change*, 12(11), 57–70. https://api.elsevier.com/content/abstract/scopus_id/85084423372
- surjono. (2013). *Pemanfaatan Permainan Tradisional dalam Pembentukan Karakter Anak*. Balai Pelestarian Nilai Budaya.
- Suroso, M. B. (2015). Permainan Lompat Kanguru Untuk Meningkatkan Hasil Belajar Lompat Jauh Gaya Jongkok. *Active - Journal of Physical Education, Sport, Health and Recreation*, 4(9), 2089–2093. <https://doi.org/10.15294/active.v4i9.7409>
- Susanti, N., & S, Harningtyas. (2010). Penggunaan Permainan Tradisional Engklek Dalam Peningkatan Konsentrasi Pada Anak Tunagrahita Di Sekolah Luar Biasa C Autis Kedungkandang Kota Malang. *Conference on Research & Community Services*, 150–153.
- Tangkudung, J. (2016). *Macam-macam Metodologi Penelitian. Uraian dan Contohnya*. Lensa Media Pustaka Indonesia.
- Tangkudung, J., & Wahyuningtyas. (2012). *Kepelatihan Olahraga*. Cerdas jaya.
- Tarigan, V. S. br, Napitupulu, J., & Jamaluddin. (2020). *Aplikasi pengenalan permainan tradisional*. 3, 1–4.
- Tim Play Plus-Nindya Kusuma Dewi. (2016). *Ensiklopedia Permainan Tradisional Anak Indonesia*. erlangga.
- Wang, B., Zong, B., Wang, H., & Han, B. (2021). Analysis of Digital Long Jump Take-off Wearable Sensor Monitoring System. *Journal of Sensors*, 2021. <https://doi.org/10.1155/2021/4857624>
- Wang, Y., & Zhang, R. (2019). Bi-level Game Model for Interaction between Arctic and Traditional Routes. *Journal of Navigation*, 72(2), 269–289. <https://doi.org/10.1017/S0373463318000759>
- Yien, J. M., Hung, C. M., Hwang, G. J., & Lin, Y. C. (2011). A game-based learning approach to improving students' learning achievements in a nutrition course. *Turkish Online Journal of Educational Technology*, 10(2), 1–10.
- Zarkasih Putro, K. (2016). *APLIKASIA: Jurnal Aplikasi Ilmu-ilmu Agama*

- Mengembangkan Kreativitas Anak Melalui Bermain. *Ejournal.Uin-Suka.Ac.Id*, 16(1), 19–27. <http://ejurnal.uin-suka.ac.id/pusat/aplikasia/article/view/1170>
- Zolkifly, I. A., & Zakaria, N. F. J. (2020). Interactive virtual museum for Malaysian traditional games. *International Journal of Engineering Trends and Technology*, 1, 114–118. <https://doi.org/10.14445/22315381/CATI2P218>

