

DAFTAR PUSTAKA

- Abt, C.C. (2002). *Serious Games*. Lanhan, MD: University Press of America
- Aini Baiq Olatul, dkk. (2019) Pengembangan Game Puzzle Sebagai Edugame Berbasis Android Untuk Meningkatkan Kemampuan Berpikir Matematika Siswa SD. *Jurnal Teori dan Aplikasi Matematika (JTAM)*
- Amorim Americo N., dkk. (2020) Using Escribo Play Video Games to Improve Phonological Awareness, Early Reading, and Writing in Preschool. *Educational Researcher*.
- Anggarasari Nandhini Hudha, dan Dewi Rikha Surtika (2019) Mitigasi Bencana Pada Anak Usia Dini. *Jurnal Pendidikan: Early Childhood*
- Ariantoni, dkk. (2009). *Pengintegrasian pengurangan resiko bencana dalam sistem pendidikan*. Jakarta: Kemendiknas
- Arikunto, Suharsimi. 2014. *Model Penelitian Kuantitatif; Dilengkapi Perhitungan Manual dan SPSS*. Jakarta: Kencana Penadamedia Group.
- Arsyad Azhar (2009). *Media Pembelajaran*. Jakarta: Rajawali Pers
- Asni, B., Fitrianti, H., Hasanah, N., dan Riyana, M. (2022). Analisis Kegiatan Pembelajaran Mengenal Huruf Anak Usia 4-5 Tahun. *Musamus Journal of Primary Education*.
- Asyafah, A. (2019). Menimbang Model Pembelajaran (Kajian Teoretis-Kritis atas Model Pembelajaran dalam Pendidikan Islam). *TARBAWY: Indonesian Journal of Islamic Education*.
- Azwar, A., Hamria, H., dan Kaharu, M. N. S. (2020). Game Edukasi Pengenalan Teknologi Informasi Dan Komunikasi Berbasis Android. *Jurnal Ilmiah Informatika*.
- Babbie, E. (2016). *The Practice of Social Research (14th ed.)*. Cengage Learning.
- Backlund, P., dan Hendrix, M. (2013). Educational Games-are they worth the effort? A literature survey of the effectiveness of serious Games. In 2013 5th international conference on Games and virtual worlds for serious applications (VS-GAMES).
- Banten Bisnis (2020) <https://banten.bisnis.com/read/20210125/421/1347165/bpbd-lebak-waspadai-bencana-banjir-dan-tanah-longsor>
- Bariah, S. K. (2019). Rancangan pengembangan instrumen penilaian pembelajaran berbasis daring. *Jurnal Petik*.

- Battistella, P., dan von Wangenheim, C. G. (2016). Games for teaching computing in higher education—a systematic review. *IEEE Technology and Engineering Education*.
- Bell, S. J., dan Shank, J. D. (2007). *Academic librarianship by design: A blended librarian's guide to the tools and techniques*. Chicago, IL: American Library Association.
- Benardi. (2018) Pendidikan Kesiapsiagaan Bencana Tanah Longsor untuk Siswa Anak Usia Dini dengan Metode Dongeng berbasis Media Pop Up Book di PAUD Dewi Sartika Kecamatan Bergas. *Jurnal Pendidikan Geografi*. Univ Malang.
- Berke, P., Smith, G., dan Lyles, W. (2012). Planning for resiliency: Evaluation of state hazard mitigation plans under the disaster mitigation act. *Natural Hazards Review*.
- Berke, P., Smith, G., dan Lyles, W. (2012). Planning for resiliency: Evaluation of state hazard mitigation plans under the disaster mitigation act. *Natural Hazards Review*.
- Bogdan, R., & Biklen, S. K. (2017). *Qualitative Research for Education: An Introduction to Theories and Methods* (6th ed.). Pearson.
- Boyan, A., dan Sherry, J. L. (2011). The challenge in creating Games for education: Aligning mental models with game models. *Child development perspectives*.
- Boyle, E. A., Hainey, T., Connolly, T. M., Gray, G., Earp, J., Ott, M., Lim, T., Ninaus, M., Ribeiro, C., dan Pereira, J. (2016). An update to the systematic literature review of empirical evidence of the impacts and outcomes of computer Games and serious Games. *Computers dan Education*.
- Braghirolli, L. F., Ribeiro, J. L. D., Weise, A. D., dan Pizzolato, M. (2016). Benefits of educational Games as an introductory activity in industrial engineering education. *Computers in Human Behavior*.
- Branch, R. M. (2009). *Instructional design: The ADDIE approach*. Springer Science dan Business Media.
- Buchori, A., dan Setyawati, R. D. (2015). Development learning model of character education through e-comic in elementary school. *International Journal of Education and Research*.
- Budiyono Saputro, M. P. 2017. *Manajemen Penelitian Pengembangan (Research dan development) Bagi Penyusun Tesis dan Disertasi*. Aswaja Presindo.

- Calderón, A., dan Ruiz, M. (2015). A systematic literature review on serious Games evaluation: An application to software project management. *Computers dan Education*.
- Campbell, P. C. (2014). Modifying ADDIE: Incorporating new technologies in library instruction. *Public Services Quarterly*.
- Cinantya, C., Wahyudi, M. D., dan Maimunah, M. (2021). Development of flood disaster mitigation learning model in early childhood education. *Cakrawala Dini: Jurnal Pendidikan Anak Usia Dini*.
- Connolly, T. M., Boyle, E. A., MacArthur, E., Hainey, T., dan Boyle, J. M. (2012). A systematic literature review of empirical evidence on computer Games and serious Games, *Computers dan Education*.
- Connolly, T. M., Stansfield, M., dan Hainey, T. (2007). An application of Games-based learning within software engineering. *British Journal of Educational Technology*.
- Coppola, D. P. (2015). *Introduction to International Disaster Management* (3rd ed.). Oxford: Elsevier Ltd.
- Creswell, J. W. (2014). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches* (4th ed.). Sage Publications.
- Danielsson, K., dan Wiberg, C. (2006). Participatory design of learning media: Designing educational computer Games with and for teenagers. *Interactive Technology and Smart Education*.
- Davis, A. L. (2013). Using instructional design principles to develop effective information literacy instruction: The ADDIE model. *College dan Research Libraries News*.
- Deasy, A. (2017). Tingkat Kesiapsiagaan Masyarakat Terhadap Bencana Tanah Longsor Di Desa Jaro Kecamatan Jaro Kabupaten Tabalong. *JPG (Jurnal Pendidikan Geografi)*.
- Delicado Ana, dkk.(2017) *Children in Disaster Risk Reduction in Portugal: Policies, Education, and (Non) Participation*. Springer.com.
- Demir. (2020) An Examination of the Impact of Game-Based Geometric Shapes Education Software Usage on the Education of Students With Intellectual Dissabilities. *SAGE Journal*.
- Dewi, R. S. (2019). Mitigasi Bencana Pada Anak Usia Dini. *Early Childhood: Jurnal Pendidikan*.
- Direktorat Pembinaan Pendidikan Anak Usia Dini (2019). *Pedoman pendidikan kebencanaan di satuan PAUD*. Jakarta: Kementerian Pendidikan dan Kebudayaan

- Douben, K. J. (2006). Characteristics of river floods and flooding: a global overview, 1985–2003. *Irrigation and Drainage: The journal of the International Commission on Irrigation and Drainage*.
- Elkhrachy, I. (2015). Flash flood hazard mapping using satellite images and GIS tools: a case study of Najran City, Kingdom of Saudi Arabia (KSA). *The Egyptian Journal of Remote Sensing and Space Science*.
- Elvinaro Ardianto (2010) *Metodologi Penelitian untuk Public Relations Kuantitatif dan Kualitatif*. Bandung: Simbiosis Rekatama Media.
- Etikan, I., Musa, S. A., dan Alkassim, R. S. (2016). Comparison of convenience sampling and purposive sampling. *American journal of theoretical and applied statistics*.
- Fadillah, Muhammad. (2012). *Desain Pembelajaran PAUD*. Yogyakarta: Ar Ruzz Media
- Fernalia, F., Pawiliyah, P., Ellesse, V., Triana, N., dan Direja, A. H. S. (2020). Penyuluhan Dan Simulasi Management Disaster Di Madrasah Aliyah Negeri Model 01 Kota Bengkulu. *Jurnal Kreativitas Pengabdian Kepada Masyarakat*.
- Foreman, J. dan Aldrich, C. 2005. The design of advanced learning engines: an interview with Clark Aldrich. *Innovate: journal of online education*.
- Ganderton, P. T. (2005). 'Benefit–cost analysis' of disaster mitigation: application as a policy and decision-making tool. *Mitigation and Adaptation Strategies for Global Change*.
- Garcia, B. (2019) *Kinder Learns: An Educational Visual Novel Games as Knowledge Enhancement Tool for Early Childhood Education*. *The International Journal of Technologies in Learning*.
- Garris, R., Ahlers, R., dan Driskell, J. E. (2002). *Games, Motivation, and Learning: A Research and Practice Model, Simulation Gaming*.
- Gay, L.R. (1991). *Educational Evaluation and Measurement: Competencies for Analysis and Application*. Second edition. New York: Macmillan Publishing Company
- Gay, L. R., Mills, G. E., & Airasian, P. W. (2009). *Educational research: competencies for analysis and applications* (9th ed.). Upper Saddle River.
- Griffiths, M. D. (2002). The educational benefits of videoGames. *Education and health*.
- Guarte, J. M., dan Barrios, E. B. (2006). Estimation under purposive sampling. *Communications in Statistics-Simulation and Computation*.

- Hakim Arif, dkk. (2019) *The Literation of Disaster Mitigation for Early Childhood*. Atlantis Press: Advances in Social Science, Education and Humanities Research.
- Hamari, J., Shernoff, D. J., Rowe, E., Coller, B., Asbell-Clarke, J., dan Edwards, T. (2016). Challenging Games help students learn: An empirical study on engagement, flow and immersion in game-based learning. *Computers in human behavior*.
- Hamid, Mustofa Abi et al. (2020). *Media Pembelajaran*. Medan: Yayasan Kita Menulis
- Henri, Waspono. M., dan Wibowo, S. (2022) *Pengembangan Media Interaktif Berbasis Android*. Bandung: Widina Bhakti Persada Bandung.
- Hurd, D., dan Jenuings, E., (2009) *Standarized Educational Games Rattings: Suggested Criteria*. Karya Tulis Ilmiah.
- Indriasari Nur (2016) *Pengaruh Pemberian Metode Simulasi Siaga Bencana Gempa Bumi Terhadap Kesiapsiagaan Anak di Yogyakarta*. *Jurnal Keperawatan Soedirman (The Soedirman Journal of Nursing)*.
- Indriasari, F. N. (2018). *Pengaruh pemberian metode simulasi siaga bencana gempa bumi terhadap kesiapsiagaan anak di Yogyakarta*. *Jurnal Keperawatan Soedirman*.
- Isnainiati, N., Mustam, M., dan Subowo, A. (2014). *Kajian mitigasi bencana erupsi Gunung Merapi di Kecamatan Cangkringan Kabupaten Sleman*. *Journal of Public Policy and Management Review*.
- Jaya, P. R. P. (2019). *Pengolahan hasil penilaian pendidikan anak usia dini*. *Jurnal Lonto Leok Pendidikan Anak Usia Dini*.
- Juliana, I. C., Ilmiaty, R. S., Yuono, A. L., Muharomah, R., dan Gunawan, T. A. (2019). *Penyuluhan Dan Pendampingan Manajemen Kesiapsiagaan Bencana Banjir Pada Warga Masyarakat Kelurahan Gandus Kota Palembang*. *Prosiding Applicable Innovation of Engineering and Science Research, 2019*.
- Kemendikbud. (2019). *Pedoman Pendidikan Kebencanaan di Satuan PAUD*. Jakarta: Direktorat Pembinaan Pendidikan Anak Usia Dini
- Kermani (2017) *Computer Mathematics Games and Conditions for Enhancing Young Children's Learning of Number Sense*. *Malaysian Journal of Learning and Instruction*.
- Kiili, K., De Freitas, S., Arnab, S., dan Lainema, T. (2012). *The design principles for flow experience in educational Games*. *Procedia Computer Science*.

- Kline, P. (2000). *The Handbook of Psychological Testing* (2nd ed.) London: Routledge.
- Kramer, C., König, J., Strauss, S., dan Kaspar, K. (2020). Classroom videos or transcripts? A quasi-experimental study to assess the effects of media-based learning on pre-service teachers' situation-specific skills of classroom management. *International Journal of Educational Research*.
- Kumar, P. G., Tejaswini, V., Rao, P. K., dan Shankar, G. J. (2021). Disaster mitigation and its strategies in a global context-a state of the art. *Materials Today: Proceedings*.
- Kurniawan Rahadian, dkk. (2017) GEMPA Game Edukasi sebagai Media Sosialisasi Mitigasi Bencana Gempa Bumi bagi Anak Autis. *JNTETI (Jurnal Nasional Teknik Elektro dan Teknologi Informasi)*.
- Kurniawati, D. (2020). Komunikasi Mitigasi Bencana sebagai Kewaspadaan Masyarakat Menghadapi Bencana. *JURNAL SIMBOLIKA: Research and Learning in Communication Study (E-Journal)*.
- Kusumasari. (2014). *Manajemen Bencana dan Kapabilitas Pemerintah Lokal*. Yogyakarta: Gava Media
- Kuswanto, E. N. T., Rachman, T., dan Munadzar, A. F. (2021). Game "Roro Jonggrang" Sebagai Media Belajar Untuk Mengenalkan Cerita Rakyat. *JATI (Jurnal Mahasiswa Teknik Informatika)*.
- Lawson, D. F., Stevenson, K. T., Peterson, M. N., Carrier, S. J., Strnad, R., dan Seekamp, E. (2018). Intergenerational learning: Are children key in spurring climate action?. *Global Environmental Change*.
- Lusiana, D., Afriani, N. H., Ardy, H., dan Widada, W. (2019). Eksplorasi etnomatematika pada masjid jamik kota Bengkulu. *Jurnal Pendidikan Matematika Raflesia*.
- Lutfiyatun, Eka (2015). *Pengembangan Media Game Edukasi Berbasis Adobe Flash Cs5 Pada Keterampilan Menulis Bahasa Arab Untuk Siswa Kelas Viii Mts. Skripsi*. Semarang: Universitas Negeri Semarang.
- Mansourian, A., Rajabifard, A., Zoj, M. V., dan Williamson, I. (2006). Using SDI and web-based system to facilitate disaster management. *Computers dan Geosciences*.
- Maulana, A. (2019, October). Geological constraints for disaster mitigation model in South Sulawesi. In *Journal of Physics: Conference Series*.
- Maulidina, M. A., Susilaningsih, S., dan Abidin, Z. (2018). Pengembangan Game Based Learning Berbasis Pendekatan Sainifik Pada Siswa Kelas Iv Sekolah Dasar. *JINOTEP (Jurnal Inovasi Dan Teknologi Pembelajaran): Kajian Dan Riset Dalam Teknologi Pembelajaran*.

- Meriyati, M., Latifah, S., Hidayah, N., Shawmi, A. N., Amrullah, M. A., dan Fitriana, N. S. (2019). Snake and ladder game integrated with Asmaul-Husna: Development of learning media. In *Journal of Physics: Conference Series*.
- Metri, B. A. (2006). Disaster mitigation framework for India using quality circle approach. *Disaster Prevention and Management: An International Journal*.
- Mitamura, T., Suzuki, Y., dan Oohori, T. (2012). Serious Games for learning programming languages. In *2012 IEEE international conference on systems, man, and cybernetics (SMC)*.
- Mort, M., Walker, M., Williams, A. L., dan Bingley, A. (2018). From victims to actors: The role of children and young people in flood recovery and resilience. *Environment and Planning C: Politics and Space*.
- Munir (2012). *Multimedia Konsep dan Aplikasi Dalam Pendidikan*. Bandung: Alfabeta
- Murni (2017). PERKEMBANGAN FISIK, KOGNITIF, DAN PSIKOSOSIAL PADA MASA KANAK-KANAK AWAL 2-6 TAHUN. Artikel Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry.
- Muslimin, T. P., dan Rahim, A. (2021). Etnomatematika Permainan Tradisional Anak Makassar Sebagai Media Pembelajaran Geometri Pada Siswa SD. *Pedagogy: Jurnal Pendidikan Matematika*.
- Nabila, dkk. (2019) "DIMIDUX" Disaster Mitigation Education Box: Kotak Edukasi Untuk Meningkatkan Pemahaman Mitigasi Bencana Alam Pada Anak di Daerah Gumuk Pasir. *Jurnal Ilmiah Penalaran dan Penelitian Mahasiswa (JIPPM)*.
- Ningtyas Dhita Paranita, Risina Duana Fera (2018) Peningkatan Self-awareness Anak Usia Dini Melalui Mitigasi Bencana Gunung Meletus. *Al-Athfal Jurnal Pendidikan Anak*.
- Noor, Juliansyah. (2014). *Metodologi Penelitian; Skripsi, Tesis, Disertasi dan Karya Ilmiah*. Jakarta: Prenadamedia Group
- Novaliendry, D. (2013). Aplikasi game geografi berbasis multimedia interaktif (studi kasus siswa kelas IX SMPN 1 RAO). *Jurnal Teknologi Informasi dan Pendidikan*.
- Nuraeni, N., Mujiburrahman, M., dan Hariawan, R. (2020). Manajemen Mitigasi Bencana pada Satuan Pendidikan Anak Usia Dini untuk Pengurangan Risiko bencana Gempa Bumi dan Tsunami. *Jurnal Penelitian dan Pengkajian Ilmu Pendidikan: e-Saintika*.

- Olson, D. K., Scheller, A., Larson, S., Lindeke, L., dan Edwardson, S. (2010). Using gaming simulation to evaluate bioterrorism and emergency readiness education. *Public Health Reports*.
- Öztaysi, B., Behret, H., Kabak, Ö., Sari, I. U., dan Kahraman, C. (2013). Fuzzy inference systems for disaster response. In *Decision aid models for disaster management and emergencies* (pp. 75-94). Atlantis Press, Paris.
- Pane, B., dan Najooan, X. B. (2017). Rancang Bangun Aplikasi Game Edukasi Ragam Budaya Indonesia. *Jurnal Teknik Informatika*.
- Passarella, R., Raflesia, S. P., Lestarini, D., Malik, R. F., Ubaya, H., dan Rifai, A. (2017). Disaster mitigation management using geofencing in Indonesia. In *2017 11th International Conference on Telecommunication Systems Services and Applications (TSSA)*.
- Passarella, R., Raflesia, S. P., Lestarini, D., Rifai, A., dan Veny, H. (2018, April). Missions: The mobile-based disaster mitigation system in Indonesia. In *Journal of Physics: Conference Series*.
- Petri, G., dan von Wangenheim, C. G. (2016). How to evaluate educational Games: a systematic. *Journal of Universal Computer Science*.
- Polit, D. F., & Beck, C. T. (2017). *Nursing Research: Generating and Assessing Evidence for Nursing Practice* (10th ed.). Wolters Kluwer.
- Pratama Febrian Aditya, dkk. (2020) Serious Game Development for Color and Object Name Recognition in Early Childhood Education. *SISFORMA: Journal of Information Systems (e-Journal)*.
- Prensky, M. (2007). *Digital Game-Based Learning*. New York: Paragon House
- Priatmoko, S. (2018). Analysis of Marketability, Sustainability, Participatory and Disaster Mitigation (MSP+ DM) for the development of rural Community-Based Tourism (CBT) destinations Case study: Depok beach, Bantul, Yogyakarta. In *IOP Conference Series: Earth and Environmental Science*.
- Priatmoko, S., dan Purwoko, Y. (2019). Mitigasi bencana daerah tujuan wisata studi kasus: pentingsari, nglanggeran, penglipuran. *Journal of Tourism Destination and Attraction*.
- Pudjoatmodjo, B., Si, S., Ikhwan, A. K., dan Fauzi, A. H. (2016). GAME SEJARAH INDONESIA (GSI): GAME TENTANG SEJARAH INDONESIA DARI MASA PENJAJAHAN SAMPAI KEMERDEKAAN INDONESIA BERBASIS ANDROID GSI (Game Sejarah Indonesia)Indonesia History Game from occupation era until Independence day-based Android.

- Purnomo, I. I. (2020). Aplikasi Game Edukasi Lingkungan Agen P Vs Sampah Berbasis Android Menggunakan Construct 2. *Technologia: Jurnal Ilmiah*.
- Purnomo, Rochmat Aldy. (2016). Analisis Statistik (Untuk Mahasiswa, Dosen, dan Praktisi). Ponorogo: Wade Group.
- Purwani, A., dan Nurfadilah, N. (2021). Kesiapsiagaan Lembaga Pendidikan Anak Usia Dini Dalam Menghadapi Bencana Banjir. *Jurnal Anak Usia Dini Holistik Integratif (AUDHI)*.
- Putri A.A.Ayu Dwinta (2019) Penerapan Metode Bercerita Menggunakan Media Audio-Visual Untuk Meningkatkan Pemahaman Anak Usia Dini Mengenai Bencana Alam. *Jurnal Pendidikan Anak Usia Dini Undiksha*.
- Rahma. A. (2018). Implementasi priogram pengurangan risiko bencana melalui pendidikan formal. *Jurnal UMS Varia Pendidikan*.
- Rahman, A. Z. (2015). Kajian mitigasi bencana tanah longsor di Kabupaten Banjarnegara. *Gema Publica: Jurnal Manajemen dan Kebijakan Publik*.
- Ramdani, Y. (2012). Pengembangan instrumen dan bahan ajar untuk meningkatkan kemampuan komunikasi, penalaran, dan koneksi matematis dalam konsep integral. *Jurnal Penelitian Pendidikan*.
- Rayanto. Y. H., dan Sugianti (2020) Penelitian Pengembangan Model Addie dan R2D2: Teori dan Praktek. Pasuruan: Penerbit Lembaga Academic & Research Institute.
- Riadi, Edi. (2016). Statistika Penelitian (Analisis Manual dan IBM SPSS). Yogyakarta: Penerbit ANDI.
- Rincon Luisa, dkk. (2018) Creating a Software Product Line of Mini-Games to Support Language Therapy. Springer Link: Colombian Conference on Computing.
- Riwanto, M. A., dan Wulandari, M. P. (2019). Efektivitas Penggunaan Media Komik Digital (Cartoon Story Maker) dalam pembelajaran Tema Selalu Berhemat Energ. *JURNAL PANCAR (Pendidik Anak Cerdas dan Pintar)*.
- Rizal, S. S., Santoso, B., dan Nugroho, R. A. (2013). Model Pendidikan Keluarga Bagi Wanita Lokal Istri Ekspatriat dalam Menanamkan Nilai Budaya Lokal dan Nilai Positif Budaya Asing pada Anak. *Semantik*.
- Rizky, dan Permatasari Afrina Lisditya (2020) Pendidikan Mitigasi Bencana Erupsi Gunungapi Menggunakan Game Edukatif PASGA (Pasukan Siaga Bencana). *Jurnal Penelitian dan Pengabdian Kepada Masyarakat UNSIQ*.

- Rogowsky Beth A., dkk. (2017) *Playful Learning With Technology: The Effect of Computer-Assisted Instruction on Literacy and Numeracy Skills of Preschoolers*. Routledge: INTERNATIONAL JOURNAL OF PLAY, 2017.
- Rohwati, M. (2012). Penggunaan education game untuk meningkatkan hasil belajar IPA biologi konsep klasifikasi makhluk hidup. *Jurnal Pendidikan IPA Indonesia*.
- Rosiana, C. (2021). Pengembangan Materi Morpho-Syntax Melalui Smart Chart. *Jurnal Kiprah*.
- R. S. Artha, D. Suryana, and F. Mayar, "E-Comic: Media for Understanding Flood Disaster Mitigation in Early Childhood Education," *JPUD - J. Pendidik. Usia Dini*.
- Sadiman, S., Arief. (2012). *Media Pendidikan Pengertian, Pengembangan, dan Pemanfaatannya*. Jakarta: Rajawali
- Sanjaya, W. (2013). *Strategi Pembelajaran: Berorientasi Standar Proses Pendidikan*. Jakarta: Kencana Prenadamedia Group
- Saparwati Mona, dkk. (2020) Peningkatan Pengetahuan Kesiapsiagaan Bencana dengan Video Animasi Pada Anak Usia Sekolah. *Pro Health Jurnal Ilmiah Kesehatan*.
- Sejati Prajana Marwan, C. dkk. (2019) *Multimedia in Disaster Risk Reduction*. *Journal of Physics Conference Series*.
- Şen, Z. (2018). *Flood modeling, prediction and mitigation* (p. 431). Cham, Switzerland: Springer International Publishing.
- Setyosari, Punaji. (2010). *Metode Penelitian Penelitian dan Pengembangan*. Jakarta: Kencana.
- Siddoo, dkk.(2016) *A Study of Early Childhood E-Learning Games for Thai Children*. *IEEE Xplore: ICT International Student Project Conference (ICT-ISPC)*.
- Sidiq. U., dan Choiri. M.M., (2019). *Metode Penelitian Kualitatif di Bidang Pendidikan*. Ponorogo: CV. Nata Karya.
- Sitepu, J. M., dan Hutahut, S. N. H. (2017). Meningkatkan Kemampuan Kreativitas Anak Melalui Media Permainan Bounce Magic Ball Pada Kelompok A Di Ra Al-Fathin Kecamatan Medan Belawan. *Intiqad: Jurnal Agama Dan Pendidikan Islam*.
- Solfiah Yeni, dkk.(2020) *Early Childhood Disaster Management Media Through Picture Story Books*. *Jurnal Pendidikan Usia Dini (JPUD)*.

- Steward, D., dan Wan, T. T. (2007). The role of simulation and modeling in disaster management. *Journal of medical systems*.
- Sudana A.A.A. Oka, dkk. (2017) Perancangan Aplikasi Game Edukasi Mitigasi Bencana Alam Berbasis Android Sebagai Media Pembelajaran Dalam Mitigasi Bencana Alam. *DIELEKTRIKA*, [S.l.].
- Sugianto Yudi Hari Rayanto. 2020. Penelitian Pengembangan Model addie dan r2r. Pasuruan: Lembaga Academic dan Researc Institut.
- Sunarti, V. (2014). Peranan Pendidikan Luar Sekolah Dalam Rangka Mitigasi Bencana. *SPEKTRUM: Jurnal Pendidikan Luar Sekolah (PLS)*.
- Suparman, M. A. (2012). *Desain Instruksional Modern: Panduan Para Pengajar dan Inovator Pendidikan*. Erlangga. Jakarta
- Suprpto, A. N. (2013). Permainan Monopoli Sebagai Media untuk Meningkatkanminat Belajar Tata Boga Di SMA. *Jurnal Ilmiah Guru Caraka Olah Pikir Edukatif*.
- Susanti, R., Sari, S. A., Milfayetty, S., dan Dirhamsyah, M. (2014). Hubungan Kebijakan, Sarana dan Prasarana dengan Kesiapsiagaan Komunitas Sekolah Siaga Bencana Banda Aceh. *Jurnal Ilmu Kebencanaan: Program Pascasarjana Unsyiah*.
- Suwaroyo, P. A. W., dan Yuwono, P. (2017). Faktor-faktor yang mempengaruhi tingkat pengetahuan masyarakat dalam mitigasi bencana alam tanah longsor. *URECOL*.
- Teodorescu, H. N. L. (2014). Survey of ICdanT in disaster mitigation and disaster situation management. In *Improving disaster resilience and mitigation-IT means and tools* (pp. 3-21). Springer, Dordrecht.
- Torani Sogand, dkk. (2019) The Importance of Education on Disasters and Emergencies: A Review Article. *Journal of Education and Health Promotion*.
- Tuladhar, G., Yatabe, R., Dahal, R. K., dan Bhandary, N. P. (2014). Knowledge of disaster risk reduction among school students in Nepal. *Geomatics, Natural Hazards and Risk*.
- Uhm, dkk. (2017) *Disaster Preparedness of Child Care Teachers: A Cross-Sectional Study in South Korea*. Cambridge University Press. *Disaster Medicine and Public Health Preparedness Journal*.
- UNESCO. (2007). *Partisipasi masyarakat dalam penanggulangan banjir*. Jakarta Bappeda.
- Van den Honert, R. C. (2016). *Improving decision making about natural disaster mitigation funding in Australia—A framework*.

- Vitoulis (2017) Digital Pedagogy and Online Games through the Perspective of Early Childhood Educators: The Case of FRIV. *Journal of Education, Society and Behavioural Science*.
- Von Wangenheim, C. G., dan Shull, F. (2009). To game or not to game?. *IEEE software*.
- Wahyuningsih, S., Palupi, W., Hafidah, R., Rahma, A., dan Dewi, N. K. (2018, September). The Learning Model of Flood Disasters Mitigation Based on Local Culture for Early Childhood in Bengawan Solo River Basin. In *1st International Conference on Early Childhood and Primary Education (ECPE 2018)* (pp. 201-204). Atlantis Press.
- Walker, M., Whittle, R., Medd, W., Burningham, K., Moran-Ellis, J., dan Tapsell, S. (2012). 'It came up to here': learning from children's flood narratives. *Children's Geographies*.
- Wegener, D. R. (2006). *Training library patrons the ADDIE way*. Oxford, UK: Chandos.
- Whybark, D. C. (2015). Co-creation of improved quality in disaster response and recovery. *International Journal of Quality Innovation*.
- Wibowo Bagus, dkk.(2017) *Disaster Mitigation Pop-Up Book Sebagai Media Pembelajaran Mitigasi Bencana Berbasis Kearifan Lokal Bagi Siswa Sekolah Dasar*. Geomedia.
- Widi R (2011). Uji validitas dan reliabilitas dalam penelitian epidemiologi kedokteran gigi. *J.K.G Unej*.
- Wijayanti, W., Maharta, N., dan Suana, W. (2017). Pengembangan perangkat blended learning berbasis learning management system pada materi listrik dinamis. *Jurnal Ilmiah Pendidikan Fisika Al-Biruni*.
- Williams, S., dan McEwen, L. (2021). 'Learning for resilience' as the climate changes: discussing flooding, adaptation and agency with children. *Environmental Education Research*.
- Winarni Endang Widi, dkk. (2018) *Mobile Educational Game For Earthquake Disaster Preparedness In Elementary School* *ARPN Journal of Engineering and Applied Sciences*.
- Winarni Endang Widi, Purwandari Endina Putri. (2018) *Disaster Risk Reduction for Earthquake Using Mobile Learning Application to Improve the Students Understanding in Elementary School*. *DE GRUYTER Open: Mediterranean Journal of Social Sciences*.

Wouters, P., Van Nimwegen, C., Van Oostendorp, H., dan Van Der Spek, E. D. (2013). A meta-analysis of the cognitive and motivational effects of serious Games. *Journal of educational psychology*.

Wuryanti, U., dan Kartowagiran, B. (2016). Pengembangan media video animasi untuk meningkatkan motivasi belajar dan karakter kerja keras siswa sekolah dasar. *Jurnal Pendidikan Karakter*.

Yensy, N. A. (2020). Efektifitas pembelajaran statistika matematika melalui media whatsapp group ditinjau dari hasil belajar mahasiswa (masa pandemik Covid 19). *Jurnal Pendidikan Matematika Raflesia*.

Zhong Shuang, dkk. (2020) An Impact Assesment of Disaster Education on Children's Flood Risk Perceptions in China: Policy Implications for Adaptation to Climate Extremes. *Science of The Total Environment*.

