

DAFTAR PUSTAKA

- Agusalim Iman Dui. (2012). Developing Interactive E-Learning Module of English Teaching to Support the Distance Education Program at EEPIS. *IOSR Journal of Humanities and Social Science*, 5(1), 28–32. <https://doi.org/10.9790/0837-0512832>
- Agustiningrum, M. D. B., Sayekti, S., Hardiyanti, D., Handayani, D. A. K., & Redjeki, S. (2021). Tari Nawung Sekar: Kemampuan Sosial Anak Digital Natives di Era Revolusi Industri 4.0. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 5(2), 1943–1950. <https://doi.org/10.31004/obsesi.v5i2.1004>
- Ainuddin, M. F., & Priambodo, A. (2022). Survei Tingkat Kejujuran Siswa saat Pembelajaran PJOK pada Masa Pandemi di SMPN 26 Surabaya. *Jurnal Pembelajaran Dan Pengembangan Diri*, 647–660.
- Alfiyah, S., & Martani, W. (2016). Validasi Modul Bermain Peran “Aku Sayang Kawan” untuk Meningkatkan Pengetahuan Perilaku Prososial pada Anak Usia Dini. *Gajah Mada Journal of Professional Psychology (GamaJPP)*, 1(2), 120–137.
- Aliv Faizal, M. (2017). The effects of conversation-gambits visual-novel game on students’ english achievement and motivation. *Proceedings - 2016 International Electronics Symposium, IES 2016*, 481–486. <https://doi.org/10.1109/ELECSYM.2016.7861054>
- Amalia, R., Akbar, Z., & Nurani, Y. (2021). Pengembangan Media Game Edukasi Adventure Cooking untuk Meningkatkan Perilaku Prososial Anak Usia Dini. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 6(3), 1501–1513. <https://doi.org/10.31004/obsesi.v6i3.1697>
- Amini, Y., Saripah, I., Studi Bimbingan dan Konseling FIP UPI, P., & Setiabudhi No, J. (2016). *Perilaku Prososial Peserta Didik Sekolah Dasar Berdasarkan Perbedaan Jenis Kelamin*. 3(2), 216–224. <https://doi.org/10.17509/mimbar-sd.v3i2.4384>
- Anderson, C. A., Shibuya, A., Ihori, N., Swing, E. L., Bushman, B. J., Sakamoto, A., Rothstein, H. R., & Saleem, M. (2010). Violent Video Game Effects on Aggression, Empathy, and Prosocial Behavior in Eastern and Western Countries: A Meta-Analytic Review. *Psychological Bulletin*, 136(2), 151–173. <https://doi.org/10.1037/a0018251>
- Andrew, J., Henry, S., Yudhisthira, A. N., Arifin, Y., & Permai, S. D. (2019). Analyzing the factors that influence learning experience through game based learning using visual novel game for learning pancasila. *Procedia Computer Science*, 157, 353–359. <https://doi.org/10.1016/j.procs.2019.08.177>
- Angela, N., Mulyana, E. H., & Nugraha, D. (2019). Kelompok B Tk Negeri Pembina Koto Baru Kecamatan Kubung Kabupaten Solok. *Jurnal PAUD Agapedia*, 3(1), 38–47.
- Arsyad, A. (2013). *Media Pembelajaran*. Rajagrafindo Persada.
- Baron, R. A., & Branscombe, N. R. (2003). *Social psychology 13th edition*. Pearson

Education.

- Batson, C. D. (2011). *Altruism in humans*. Oxford University Press.
- Beaty, J. J. (2014). *Observasi Perkembangan Anak Usia Dini*. Prenada Media.
- Birchman, J., & Sadowski, M. (2006). Idea development and communication through storyboards. *ASEE Annual Conference and Exposition, Conference Proceedings*. <https://doi.org/10.18260/1-2--990>
- Bishop, J. B. (2006). College and University Counseling Centers: Questions in Search of Answers. *Journal of College Counseling*, 9(1), 6–19. <https://doi.org/10.1002/J.2161-1882.2006.TB00088.X>
- Blyznyuk, T. (2019). Formation of Teachers' Digital Competence: Domestic Challenges and Foreign Experience. *Journal of Vasyl Stefanyk Precarpathian National University*, 5(1), 40–46. <https://doi.org/10.15330/jpnu.5.1.40-46>
- Böhm, T., Ruth, N., & Schramm, H. (2016). “Count on me”—The influence of music with prosocial lyrics on cognitive and affective aggression. *Psychomusicology: Music, Mind, and Brain*, 26(3), 279–283. <https://doi.org/10.1037/pmu0000155>
- Bordalba, M. M., & Bochaca, J. G. (2019). Digital media for family-school communication? Parents' and teachers' beliefs. *Computers and Education*, 132(July 2017), 44–62. <https://doi.org/10.1016/j.compedu.2019.01.006>
- Bradford, L., & Yates, B. L. (1999). *Modeling Strategies for Prosocial Television: A Review*.
- Branch, R. M. (2009). *No Title Instructional Design-The ADDIE Approach*. Springer.
- Breyer, A. (2017). The Influence of Books, Television, and Computers on Empathy and Altruistic Behavior in Young Children. *Scripps Senior Theses*. http://scholarship.claremont.edu/scripps_theses/964
- Bridgman, R. (2000). *Eyewitness Technology*. DK Publishing.
- Bruno, L. (2017). Interpreting/subverting the database: Character-conveyed narrative in Japanese visual novel PC games. *Mutual Images Journal*, 3. <https://doi.org/https://doi.org/10.32926/2017.3.bru.inter>
- Camingue, J., Carstensdottir, E., & Melcer, E. F. (2021). What is a Visual Novel? *Proceedings of the ACM on Human-Computer Interaction*, 5(CHIPLAY). <https://doi.org/10.1145/3474712>
- Camingue, J., Melcer, E. F., & Carstensdottir, E. (2020). A (Visual) Novel Route to Learning: A Taxonomy of Teaching Strategies in Visual Novels. *ACM International Conference Proceeding Series*. <https://doi.org/10.1145/3402942.3403004>
- Caprara, G. V., Luengo Kanacri, B. P., Zuffianò, A., Gerbino, M., & Pastorelli, C. (2015). Why and How to Promote Adolescents' Prosocial Behaviors: Direct, Mediated and Moderated Effects of the CEPIDEA School-Based Program. *Journal of Youth and Adolescence*, 44(12), 2211–2229. <https://doi.org/10.1007/s10964-015-0293-1>
- Carolin, C. A., & Ekawati, Y. N. (2021). Pengaruh Metode Storytelling Menggunakan Media Wayang Terhadap Perilaku Prosocial Pada Anak Usia Dini Di Tk Aisyiyah Iii Kota Jambi. *Jurnal Psikologi Jambi*, 4(2), 70–79. <https://doi.org/10.22437/jpj.v5i02.10339>

- Cavallaro, D. (2009). *Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games*. Mc Farland.
- Clark, M. S., & Mills, J. R. (2012). A theory of communal (and exchange) relationships. In: P. van Lange, A. Kruglanski, & T. Higgins (Eds.). In *Handbook of theories of social psychology Vol. 2*, (232-250). Sage.
- Clary, E. G., Snyder, M., Ridge, R. D., Copeland, J., Stukas, A. A., Haugen, J., & Miene, P. (1998). Personality Processes and Individual Difference Understanding and Assessing the Motivations of Volunteers: A Functional Approach. *Journal of Personality and Social Psychology*, 74(6), 1516–1530. http://www.communicationcache.com/uploads/1/0/8/8/10887248/understanding_and_assessing_the_motivations_of_volunteers_-_a_functional_approach.pdf
- Cristina Hava Muntean, Nour El Mawas, Michael Bradford, and P. P. (2018). Investigating the impact of an immersive computer-based math game on the learning process of undergraduate students. *IEEE Frontiers in Education Conference (FIE)*. IEEE.
- Davis, M. H., Luce, C., & Kraus, S. J. (1994). The Heritability of Characteristics Associated with Dispositional Empathy. *Journal of Personality*, 62(3), 369–391. <https://doi.org/10.1111/j.1467-6494.1994.tb00302.x>
- de Leeuw, R. N. H., Kleemans, M., Rozendaal, E., Anschütz, D. J., & Buijzen, M. (2015). The impact of prosocial television news on children's prosocial behavior: An experimental study in the Netherlands. *Journal of Children and Media*, 9(4), 419–434. <https://doi.org/10.1080/17482798.2015.1089297>
- Dewantara, K. H. (1967). Some Aspects of National Education and the Taman Siswa Institute of Jogjakarta. *Indonesia*, 4, 150. <https://doi.org/10.2307/3350909>
- Dewantara, K. H. (1977). *Pendidikan*. Majelis Luhur Persatuan taman Siswa.
- Dieni, N. A. I. (2014). *The Effectiveness of Visual Novel to Teach Writing Viewed from Students' Creativity (An Experimental Study at the Seventh Grade Students of SMP Al-Islam I Surakarta in the Academic Year of 2013/2014)*. UNS.
- Dumova, T. (2006). Prosocial Learning. *International Journal of Learning*, 2(9), 183–194. <http://www.learning-journal.com>.
- Dumova, T. (2007). Prosocial Content in a Local Childrens' Television Program. *The International Journal of Technology, Knowledge, and Society: Annual Review*, 2(8), 129–140. <https://doi.org/10.18848/1832-3669/cgp/v02i08/55698>
- Eisenberg, N., Fabes, R. A., & Spinrad, T. L. (2006). *Prosocial Development*. In N. Eisenberg, W. Damon, & R. M. Lerner (Eds.), *Handbook of child psychology: Social, emotional, and personality development* (pp. 646–718). John Wiley & Sons, Inc.. John Wiley & Sons, Inc..
- Eisenberg, N., Spinrad T.R., & Knafo-Noam, A. (2015). Handbook of child psychology: Vol. 3. Social, emotional, and personality development. 7th ed, pp. 646-702. In *Prosocial development*. In N. Eisenberg, W. Damon, R.M., Lerner (eds). (p.). Wiley.
- Eisenberg, N. (1982). *The Development of prosocial behavior*. Academic Press.

- Eisenberg, N. dan M. P. H. (1989). *The Roots of prosocial behavior in Children* (1st ed.). Cambridge University Press.
- Epps, A. C., & Dixon, T. L. (2017). A Comparative Content Analysis of Anti- and Prosocial Rap Lyrical Themes Found on Traditional and New Media Outlets. *Journal of Broadcasting and Electronic Media*, 61(2), 467–498. <https://doi.org/10.1080/08838151.2017.1309411>
- Feenberg, A. (1999). *Questioning Technology*. Routledge.
- Fleaca, E., & Stanciu, R. D. (2019). Digital-age Learning and Business Engineering Education-a Pilot Study on Students' E-skills. *Procedia Manufacturing*, 32, 1051–1057. <https://doi.org/10.1016/j.promfg.2019.02.320>
- Francisco Lepe Salazar, Tatsuo Nakajima, and T. A. (2013). Visual Novels: An Methodology Guideline for Pervasive Educational Games that Favors Discernment. *Grid and Pervasive Computing Lecture Notes in Computer Science*, 234–243. https://doi.org/10.1007/978-3-642-38027-3_25
- Furtado, P. G. F., Hirashima, T., & Yusuke, H. (2018). A serious game for improving inferencing in the presence of foreign language unknown words. *International Journal of Advanced Computer Science and Applications*, 9(2), 7–14. <https://doi.org/10.14569/IJACSA.2018.090202>
- Gandana, G. (2019). *Literasi ICT & Media Pendidikan dalam Perspektif Pendidikan Anak Usia Dini*. https://books.google.co.id/books?hl=en&lr=&id=0d_kDwAAQBAJ&oi=fnd&pg=PR1&dq=Gandana,+2019&ots=IGnHPjJvra&sig=ujmBnfhOT_pXhnL1uglFr3YIIWM&redir_esc=y#v=onepage&q=Gandana%2C2019&f=false
- Gandana, G., & ... (2022). Ethnopedagogical Digital Media Of Sunda Culture Kindergarten As A Psychological Self-Image Development Effort Early Children In West Java Province. *Journal of Positive School ...*, 6(9), 3049–3052. <https://journalppw.com/index.php/jpsp/article/view/12797>
- Gentile, D. A., Anderson, C. A., Yukawa, S., Ihori, N., Saleem, M., Ming, L. K., Shibuya, A., Liau, A. K., Khoo, A., Bushman, B. J., Rowell Huesmann, L., & Sakamoto, A. (2009). The effects of prosocial video games on prosocial behaviors: International evidence from correlational, longitudinal, and experimental studies. *Personality and Social Psychology Bulletin*, 35(6), 752–763. <https://doi.org/10.1177/0146167209333045>
- Gerwin, R. L., Kaliebe, K., & Daigle, M. (2018). The Interplay Between Digital Media Use and Development. *Child and Adolescent Psychiatric Clinics*, 27(2), 345–355. <https://doi.org/10.1016/J.CHC.2017.11.002>
- 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>
- Graziano, W. G., & Habashi, M. M. (2010). Motivational processes underlying both prejudice and helping. *Personality and Social Psychology Review*, 14(3), 313–331. <https://doi.org/10.1177/1088868310361239>
- Greitemeyer, T. (2009a). Effects of songs with prosocial lyrics on prosocial behavior: Further evidence and a mediating mechanism. *Personality and Social Psychology Bulletin*, 35(11), 1500–1511. <https://doi.org/10.1177/0146167209341648>

- Greitemeyer, T. (2009b). Effects of songs with prosocial lyrics on prosocial thoughts, affect, and behavior. *Journal of Experimental Social Psychology*, 45(1), 186–190. <https://doi.org/10.1016/j.jesp.2008.08.003>
- Greitemeyer, T. (2011). Exposure to music with prosocial lyrics reduces aggression: First evidence and test of the underlying mechanism. *Journal of Experimental Social Psychology*, 47(1), 28–36. <https://doi.org/10.1016/j.jesp.2010.08.005>
- Greitemeyer, T. (2013). Exposure to media with prosocial content reduces the propensity for reckless and risky driving. *Journal of Risk Research*, 16(5), 583–594. <https://doi.org/10.1080/13669877.2012.726248>
- Greitemeyer, T., Agthe, M., Turner, R., & Gschwendtner, C. (2012). Acting prosocially reduces retaliation: Effects of prosocial video games on aggressive behavior. *European Journal of Social Psychology*, 42(2), 235–242. <https://doi.org/10.1002/ejsp.1837>
- Greitemeyer, T., & Mügge, D. O. (2014). Video Games Do Affect Social Outcomes: A Meta-Analytic Review of the Effects of Violent and Prosocial Video Game Play. *Personality and Social Psychology Bulletin*, 40(5), 578–589. <https://doi.org/10.1177/0146167213520459>
- Greitemeyer, T., & Osswald, S. (2009). Prosocial video games reduce aggressive cognitions. *Journal of Experimental Social Psychology*, 45(4), 896–900. <https://doi.org/10.1016/j.jesp.2009.04.005>
- Greitemeyer, T., & Osswald, S. (2010). Effects of Prosocial Video Games on Prosocial Behavior. *Journal of Personality and Social Psychology*, 98(2), 211–221. <https://doi.org/10.1037/a0016997>
- Greitemeyer, T., & Osswald, S. (2011). Playing prosocial video games increases the accessibility of prosocial thoughts. *Journal of Social Psychology*, 151(2), 121–128. <https://doi.org/10.1080/00224540903365588>
- Grusec, J. E., Davidov, M., & Lundell, L. (2022). Prosocial and helping behavior. Blackwell handbook of childhood social development. In *Blackwell handbook of childhood social development* (pp. 457–474). Blackwell Publisher.
- Grusec, J. E., & S. A. (2011). Social development: Relationship infancy, childhood, and adolescence (pp. 263–288). In *Prosocial Behavior*. In M. K. Underwood & L. H. Rosen (Eds.) (p. 480). Guilford.
- Gunawan, A. H. (2010). *Sosiologi Pendidikan*. Rineka Cipta.
- Hadaina, N., Widiana, I. W., & Astawan, I. G. (2021). Pengembangan Instrumen Kemampuan Kerjasama Anak Kelompok B. *Journal for Lesson and Learning Studies*, 4(1), 8–12. <https://doi.org/10.23887/jlls.v4i1.31116>
- Hanafiah, N., & Suhana, C. (2010). *Konsep Strategi Pembelajaran*. PT Refika aditama.
- Hardy, W. A., Santoso, L. W., & Andjarwirawan, J. (2022). Perancangan Game Engine untuk Game Visual Novel Berbasis Android Dengan Diagram Alur Cerita. *Petra.Ac.Id*, 1–2. <https://publication.petra.ac.id/index.php/teknik-informatika/article/viewFile/8089/7299>
- Hartati, S., & Fahrurrozi. (2021). The Effect of Self-Regulation and Creative Thinking Skills on the Technological Pedagogical and Content Knowledge (Tpack) Competencies of Early Childhood Teachers. *Review of International*

- Geographical Education Online*, 11(2), 221–231.
<https://doi.org/10.33403/rigeo.800454>
- Hartati, S., & Novrika, G. V. (2018). Using educational video to promoting listening skill children of 5-6 years old. *Early Childhood Education Journal of Indonesia*, 1(1), 27–35. <https://journal.unnes.ac.id/sju/index.php/eceji>
- Hartati, S., Safitri, D., Nuraini, S., Rihatno, T., Marini, A., & Wahyudi, A. (2020). Model of social skills for six years old students grade one at elementary schools. *International Journal of Advanced Science and Technology*, 29(6), 1129–1135.
- Hartoko, D. (1984). *Manusia dan Seni*. Kanisius.
- Heinich, R. et. al. (2002). *Instructional Media and Technologies for Learning: (Seventh Edition)*. Merrill Prentice Hall.
- Herlambang, Y. T. (2018). *Pedagogik: Telaah Kritis Ilmu Pendidikan dalam Multiperspektif*. Bumi Aksara.
- Herring, M. C., Koehler, M. J., & Mishra, P. (2016). Handbook of technological pedagogical content knowledge (TPACK) for educators: Second edition. In *Handbook of Technological Pedagogical Content Knowledge (TPACK) for Educators: Second Edition*. <https://doi.org/10.4324/9781315771328>
- Heuser, A. (1985). *The Sociology of Art*. The University of Chicago.
- Himes, M. (2022). *Press Start Visual Novels and Literature Visual Novel Based Education in English Literature: A Study on Student Engagement*. 8(2).
- Hong, J. C., Tsai, C. M., Ho, Y. J., Hwang, M. Y., & Wu, C. J. (2013). A comparative study of the learning effectiveness of a blended and embodied interactive video game for kindergarten students. *Interactive Learning Environments*, 21(1), 39–53. <https://doi.org/10.1080/10494820.2010.542760>
- Huynh, D., Luong, P., Iida, H., & Beuran, R. (2017). Design and evaluation of a cybersecurity awareness training game. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 10507 LNCS, 183–188. https://doi.org/10.1007/978-3-319-66715-7_19
- Ihmeideh, F., & Alkhalwaldeh, M. (2017). Teachers' and parents' perceptions of the role of technology and digital media in developing child culture in the early years. *Children and Youth Services Review*, 77(February), 139–146. <https://doi.org/10.1016/j.chilyouth.2017.04.013>
- Ilomäki, L., & Lakkala, M. (2018). Digital technology and practices for school improvement: innovative digital school model. *Research and Practice in Technology Enhanced Learning*, 13(1), 1–32. <https://doi.org/10.1186/S41039-018-0094-8/TABLES/9>
- Irwin, K. (2009). “Prosocial behavior across cultures: The effects of institutional versus generalized trust”, Thye, S.R. and Lawler, E.J. (Ed.) *Altruism and Prosocial Behavior in Groups (Advances in Group Processes, Vol. 26)*, Emerald Group Publishing Limited, Bingley, Pp. 165-198. [https://doi.org/10.1108/S0882-6145\(2009\)0000026010](https://doi.org/10.1108/S0882-6145(2009)0000026010), 26.
- Jacob, C., Guéguen Nicolas, N., & Boulbry, G. (2010). Effects of songs with prosocial lyrics on tipping behavior in a restaurant. *International Journal of Hospitality Management*, 29(4), 761–763.

<https://doi.org/10.1016/j.ijhm.2010.02.004>

- Jalal, F. (2022). Development of Thematic Instructional Models Problem-Solving based Morals Integrated for Early Childhood. *International Journal of Early Childhood Special Education*, 14(1).
- Janelynn Camingue, Elin Carstensdottir, and E. F. M. (2021). What is a Visual Novel?. *Proc. ACM Hum.-Comput. Interact.* . 5, CHI PLAY, Article 285, 1–8. <https://doi.org/10.1145/3474712>
- Josiah Lebowitz, C. K. (2011). *Interactive Storytelling for Video Games A Player-Centered Approach to Creating Memorable Characters and Stories*. Focal Press.
- Julia, J., Subarjah, H., Maulana, M., Sujana, A., Isrokatun, I., Nugraha, D., & Rachmatin, D. (2020). Readiness and competence of new teachers for career as professional teachers in primary schools. *European Journal of Educational Research*, 9(2), 655–673. <https://doi.org/10.12973/eu-jer.9.2.655>
- Kasali, R. (2017). *No Disruption “Tak ada yang tak bisa diubah sebelum dihadapi motivasi saja tidak cukup”* Title (11th ed.). Gramedia.
- Keiji Emi and Shigeto Okuda. (2016). *EPUB-type Visual Novel Gives Us Happy Math . The Kyoto College of Graduate Studies for Informatics*. April 2014, 627–628.
- Kemdikbudristek. (2022). *Panduan Pembelajaran dan Asesmen Pendidikan Anak Usia Dini, Pendidikan Dasar, dan Menengah*.
- Permendikbud No. 5 Tahun 2022, 16 (2022).
- Kemp, J. E., Morrison, G. R., Ross, S. M., & Kalman, H. K. (2012). *Designing Effective Instruction, Seventh Edition*. John Wiley & Sons, Inc.
- Kirkorian, H. L., & Anderson, D. R. (2009). Learning from Educational Media. In *The Handbook of Children, Media, and Development* (pp. 188–213).
- Kline, R., Bankert, A., Levitan, L., & Kraft, P. (2019). Personality and prosocial behavior: A multilevel meta-analysis. *Political Science Research and Methods*, 7(1), 125–142. <https://doi.org/10.1017/psrm.2017.14>
- Koentjaraningrat. (2009). *Pengantar Ilmu Antropologi*. Rineka Cipta.
- Komalasari, K. (2011). *Pembelajaran Kontekstual , Konsep dan Aplikasi*. Refika Aditama.
- Korhonen, T., & Halonen, R. (2017). On the development of serious games in the health sector a case study of a serious game tool to improve Life management skills in the young. *ICEIS 2017 - Proceedings of the 19th International Conference on Enterprise Information Systems*, 3(Iceis), 135–142. <https://doi.org/10.5220/0006331001350142>
- Korhonen, T., Ravelin, T., & Halonen, R. (2019). Development of a serious game as a method to support youth work: A case study. *CEUR Workshop Proceedings*, 2359, 25–34.
- Kryukov, V., & Gorin, A. (2017). Digital technologies as education innovation at universities. *Australian Educational Computing*, 1, 32.
- Kunto, I., Ariani, D., Widyaningrum, R., & Syahyani, R. (2021). Ragam Storyboard Untuk Produksi Media Pembelajaran. *Jurnal Pembelajaran Inovatif*, 4(1), 108–120. <https://doi.org/10.21009/jpi.041.14>
- Lai, K. W. K., & Chen, H. J. H. (2021). A comparative study on the effects of a VR

- and PC visual novel game on vocabulary learning. *Computer Assisted Language Learning*, 0(0), 1–34. <https://doi.org/10.1080/09588221.2021.1928226>
- Lestari, A. T., Hapidin, H., & Akbar, Z. (2020). Pengembangan media storybook pic-pop berbasis budaya lokal Palembang untuk meningkatkan perilaku prososial anak usia dini. *AL-ASASIYYA: Journal Of Basic Education*, 4(1), 91. <https://doi.org/10.24269/ajbe.v4i1.2326>
- Liu, Y., Teng, Z., Lan, H., Zhang, X., & Yao, D. (2015). Short-term effects of prosocial video games on aggression: An event-related potential study. *Frontiers in Behavioral Neuroscience*, 9(JULY), 1–12. <https://doi.org/10.3389/fnbeh.2015.00193>
- Lovelace, V. O., & Huston, A. C. (2015). *Prevention in Human Services Can Television Teach Prosocial Behavior?* 3114(December). <https://doi.org/10.1300/J293v02n01>
- Mangen, A., Hoel, T., Jernes, M., & Moser, T. (2019). Shared, dialogue-based reading with books vs tablets in early childhood education and care: Protocol for a mixed-methods intervention study. *International Journal of Educational Research*, 97(June), 88–98. <https://doi.org/10.1016/j.ijer.2019.07.002>
- Manuel B. Garcia. (2020). Kinder Learns: An Educational Visual Novel Game as Knowledge Enhancement Tool for Early Childhood Education. *THE INTERNATIONAL JOURNAL OF TECHNOLOGIES IN LEARNING* <https://Thelearner.Com> ISSN: 2327-0144 (Print) ISSN: 2327-2686 (Online) <https://doi.org/10.18848/2327-0144/CGP> (Journal), 27(1). <https://doi.org/10.18848/2327-0144/CGP/v27i01/13-34>
- Mares, M. L., & Woodard, E. (2005). Positive effects of television on children's social interactions: A meta-analysis. *Media Psychology*, 7, 301–322.
- Mares, M. L. (2022). Prosocial TV content: Children's interpretations and responses. *The International Encyclopedia of Media Studies*, v.
- Mawas, N. El, Bradford, M., Andrews, J., Pathak, P., Muntean, C., & Muntean, C. A. (2018). Case Study on 21 st Century Skills Development Through a Computer Based Maths Game. *Learntechlib.Org, Cortez 2017*, 2249921. <https://hal.archives-ouvertes.fr/hal-02249921>
- McNaughton, S., Rosedale, N., Jesson, R., ... R. H.-C. & 2018, undefined. (n.d.). How digital environments in schools might be used to boost social skills: Developing a conditional augmentation hypothesis. *Elsevier*. Retrieved June 18, 2022, from <https://www.sciencedirect.com/science/article/pii/S036013151830201X>
- Mourlam, D. J., Strouse, G. A., Newland, L. A., & Lin, H. (2019). Can they do it? A comparison of teacher candidates' beliefs and preschoolers' actual skills with digital technology and media. *Computers & Education*, 129, 82–91. <https://doi.org/10.1016/J.COMPEDU.2018.10.016>
- Mubarok. (2018). *Pengembangan Game Edukasi Ayo Memasak Bersama di RA Amanah Berbasis Android Untuk Anak Usia Dini*. Universitas Negeri Jakarta.
- Mueller, C. W., & Donnerstein, E. (1981). Film-facilitated arousal and prosocial behavior. *Journal of Experimental Social Psychology*, 17(1), 31–41. [https://doi.org/10.1016/0022-1031\(81\)90004-4](https://doi.org/10.1016/0022-1031(81)90004-4)

- Musen, P. H. & Eisenberg, N. (1977). *Roots of caring, helping and sharing*.
- Musfiqon, Rante, H., & Basuki, A. (2019). The Role of Paper Prototyping in Designing Visual Novel Game as Learning Media for Children. *2019 5th International Conference on Education and Technology, ICET 2019*, 24–28. <https://doi.org/10.1109/ICET48172.2019.8987208>
- Natalina, D. M. & Gandana, G. (2019). *Komunikasi Dalam PAUD*. Ksatria Siliwangi.
- Nawaila, M. B., Kanbul, S., & Ozdamli, F. (2018). A review on the rights of children in the digital age. *Children and Youth Services Review*, 94, 390–409. <https://doi.org/10.1016/j.childyouth.2018.09.028>
- Nieuważny, J., Masui, F., Ptaszynski, M., Rzepka, R., & Nowakowski, K. (2020). How religion and morality correlate in age of society 5.0: Statistical analysis of emotional and moral associations with Buddhist religious terms appearing on Japanese blogs. *Cognitive Systems Research*, 59, 329–344. <https://doi.org/10.1016/j.cogsys.2019.09.026>
- Nobre, J., Prat, B. V., Santos, J., ... L. S.-J., & 2020, undefined. (n.d.). Quality of interactive media use in early childhood and child development: a multicriteria analysis,. *SciELO Brasil*. Retrieved June 18, 2022, from <https://www.scielo.br/j/jped/a/SDY9YLRXfQXF559cz6QbfRG/abstract/?lang=en>
- Nugraha, D. (2022). *Motion Graphic-Based Digital Media Development for Stunting Education*. 3(02), 48–55.
- Nugraha, D., Hartati, S., & Jalal, F. (2022). The Urgence of Digital Media Development Based on “Motion Graphic” for Early Childhood. *International Conference on Elementary Education*, 4(1), 81–91.
- Nugroho, S. M. S., Utama, A. S., Hariadi, M., Yuhana, U. L., & Purnomo, M. H. (2018). HEIRDOM: Multiple Ending Scenario Game For Mathematics Learning Using Rule-Based System. *2018 International Conference on Computer Engineering, Network and Intelligent Multimedia, CENIM 2018 - Proceeding*, 192–197. <https://doi.org/10.1109/CENIM.2018.8711022>
- Nuraina, Damayanti, E., & Ikawati, A. (2018). Digital Media Dongeng Berbasis Animasi Untuk Pendidikan Karakter Anak Usia Dini. *Conference on Innovation and Application of Science and Technology (CIASTECH)*, 20(2), 177–183.
- Nurani, Y., Hartati, S., Sihadi. (2020). *Memacu Kretaivitas Melalui Bermian*. PT. Bumi Aksara.
- Nurani, Y., & Pratiwi, N. (2020). *Digital Media for the Stimulation of Early Childhood Self Help Skills*. 487(Ecpe), 240–244.
- Nurani, Y., & Pratiwi, N. (2022). *Digital Media based on Pancasila Values to Stimulate Character Building in Early Childhood*. 5(1), 41–49.
- Nurani, Y., Wulandari, C., & Sutihat, E. (2022). *Pengenalan Mitigasi Bencana Banjir untuk Anak Usia Dini melalui Media Digital Video Pembelajaran*. 6(6), 5747–5756. <https://doi.org/10.31004/obsesi.v6i6.2940>
- Nurulanjani, D. (2018). Peran Media Time Lines Chart Dalam Pembelajaran IPS di Sekolah Dasar. *Mimbar Sekolah Dasar*, 5(1), 43. <https://doi.org/10.17509/mimbar-sd.v5i1.9302>

- Omenge, O. R., & Priscah, M. J. (2016). Understanding the Utilization of Instructional Media in Training Health Professionals. *IOSR Journal of Nursing and Health Science (IOSR-JNHS)*, 5(3), 1–8. <https://doi.org/10.9790/1959-0503030108>, 5(3), 1–8.
- Ostrov, J. M., Gentile, D.A., and Crick, N. R. (2006). Media exposure, aggression and prosocial behaviour during early childhood: a longitudinal study. *Social Development*, 15, 612–627.
- Øygardslia, K., Weitze, C. L., & Shin, J. (2020). The educational potential of visual novel games: Principles for Design. *Replaying Japan*, 2(March), 123–134.
- Padilla-Walker, L. M., Coyne, S. M., Fraser, A. M., & Stockdale, L. A. (2013). Is disney the nicest place on earth? A content analysis of prosocial behavior in animated disney films. *Journal of Communication*, 63(2), 393–412. <https://doi.org/10.1111/jcom.12022>
- Penner, L. A., Dovidio, J. F., Piliavin, J. A., & Schroeder, D. A. (2005). Prosocial behavior: Multilevel perspectives. *Annual Review of Psychology*, 56, 365–392. <https://doi.org/10.1146/annurev.psych.56.091103.070141>
- Prayogi, R. D., & Estetika, R. (2020). Kecakapan Abad 21: Kompetensi Digital Pendidik Masa Depan. *Manajemen Pendidikan*, 14(2), 144–151. <https://doi.org/10.23917/JMP.V14I2.9486>
- Priyanti, N., Jalal, F., Sumarni, S., & Andika, W. D. (2019). Influence methods of training for competence of technological pedagogical and content knowledge for (TPaCK) paud teachers in Banten province. *Universal Journal of Educational Research*, 7(11), 2482–2486. <https://doi.org/10.13189/ujer.2019.071127>
- Psomadaki, O. I., Dimoulas, C. A., Kalliris, G. M., & Paschalidis, G. (2019). Digital storytelling and audience engagement in cultural heritage management: A collaborative model based on the Digital City of Thessaloniki. *Journal of Cultural Heritage*, 36, 12–22. <https://doi.org/10.1016/j.culher.2018.07.016>
- Pujiastuti, S. I., Hartati, S., & Wang, J. (2022). Socioemotional Competencies of Indonesian Preschoolers: Comparisons between the Pre-Pandemic and Pandemic Periods and among DKI Jakarta, DI Yogyakarta and West Java Provinces. *Early Education and Development*, 33(5), 877–892. <https://doi.org/10.1080/10409289.2021.2024061>
- Pujriyanto. (2019). *Modul 2 : Peran Guru dalam Pembelajaran Abad 21*. PPG.
- Putri, A., Aida, N. Z., Atsilah, R., Putri, T. S. A., Indah, Z. N., & ... (2021). A3! Visual Novel Game as an Audio-Visual Learning Media that Motivates Japanese Language Learning. 595(Icollite), 67–74. [http://icollite.event.upi.edu/file/ppt/ICOLLITE_2021-PPT_\(Amalia,_Nurul,_Renin,_Tazkia,_Dewi\).pdf](http://icollite.event.upi.edu/file/ppt/ICOLLITE_2021-PPT_(Amalia,_Nurul,_Renin,_Tazkia,_Dewi).pdf)
- Rahayu, C., Putri, R. I. I., Zulkardi, & Hartono, Y. (2019). Using mathematics education game based ICT: Why children like to play game? *Journal of Physics: Conference Series*, 1315(1). <https://doi.org/10.1088/1742-6596/1315/1/012062>
- Rasit, R. M. (n.d.). *New Media and Mass Communication Formation Of The Pro-Social Behaviour Among Adolescent Audience Through Exposur ...*
- Riduwan. (2010). *Skala pengukuran variabel-variabel penelitian*. Alfabeta.

- Robert Ciesla. (2019). *Game Development with Ren'Py*. Springer.
- Rosenberg, N. (1982). *Inside the Black Box; Technology and Economic*. Cambridge University Press.
- Ruest, S., Gjelsvik, A., Rubinstein, M., & Amanullah, S. (2018). The Inverse Relationship between Digital Media Exposure and Childhood Flourishing. *Journal of Pediatrics*, 197, 268-274.e2. <https://doi.org/10.1016/j.jpeds.2017.12.016>
- Ruth, N. (2017). Heal the World: A field experiment on the effects of music with prosocial lyrics on prosocial behavior. *Psychology of Music*, 45(2), 298–304. <https://doi.org/10.1177/0305735616652226>
- Safrihsyah, S., Jusoff, K., & Fadhil, R. (2009). Prosocial Behavior Motivation of Acheness Volunteers in Helping Tsunami Disaster Victims. *Canadian Social Science*, 5(3), 50–55. <http://cscanada.net/index.php/css/article/view/j.css.1923669720090503.006>
- Santrock, J. W. (2013). *Life-Span Development (Edisi 13. 2*. Erlangga.
- Sari, C. R., Hartati, S., & Yetti, E. (2019). Peningkatan perilaku sosial anak melalui permainan tradisional Sumatera Barat. *Jurnal Obsesi: Jurnal Pendidikan Anak Usia Dini*, 3(2), 416–424.
- Sari, I. T. M., Toha, H., & Nurani, Y. (2018). Improving Early Childhood Prosocial Behavior through Activity Storytelling with Puppets. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 2(2), 155. <https://doi.org/10.31004/obsesi.v2i2.75>
- Sari, S. M., Jalal, F., Rachmawati, U. A., & Suyana, H. (2021). Penggunaan Aplikasi Si-Centing Plus Dalam Perencanaan Anggaran Stunting Tingkat Desa Di Kabupaten Pandeglang. *Info Abdi Cendekia*, 4(1), 122. <https://doi.org/10.33476/iac.v4i1.48>
- Saskia, M. & S. (2016). Pengembangan Media Pembelajaran Berbantuan Komputer Pada Materi Dimensi Tiga Sub Materi Proyeksi Untuk Siswa Sma Kelas X. *Jurnal Ilmiah Pendidikan Matematika*, 1(5), 38–45.
- Schroeder, D. A., & Graziano, W. G. (2018). Prosocial behavior. In T. D. Nelson (Eds.), *Getting grounded in social psychology: The essential literature of beginning researcher*. In *Getting grounded in social psychology* (pp. 245–285). Routledge.
- Sestir, M. A., & Bartholow, B. D. (2010). Violent and nonviolent video games produce opposing effects on aggressive and prosocial outcomes. *Journal of Experimental Social Psychology*, 46(6), 934–942. <https://doi.org/10.1016/j.jesp.2010.06.005>
- Shadiqi, M. A. (2018). Perilaku Prosocial. Dalam A. Pitaloka, Z. Abidin, & M. N. Milla (Eds.). In *Buku psikologi sosial, pengantar teori dan penelitian* (227-260). Salemba Humanika.
- Shikine, N., Yamanaka, T., Jaccheri, L., Gomez, J., & Hoshino, J. (2018). NOVELICA: A Visual Novel System to Make People Forget Their Negative Feelings on Mathematics. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 11112 LNCS, 329–333. https://doi.org/10.1007/978-3-319-99426-0_39
- Sitepu, E. N. (2021). Media Pembelajaran Berbasis Digital. *Mahesa*, 1(1), 242–248.

- <https://doi.org/10.34007/ppd.v1i1.195>
- Smaldino, S. E., Russel, J. D., Heinich, R., & Molenda, M. (2012). *Instructional Technology-and Media for Learning*. Pearson Merrill Prentice Hall.
- Strasburger, V. C., & Hogan, M. J. (2013). Children, adolescents, and the media. *Pediatrics*, 132(5), 958–961. <https://doi.org/10.1542/peds.2013-2656>
- Sumardjo, J. (2016). *Filsafat Seni*. ITB Press.
- Syarifudin, T. (2007). *Landasan Pendidikan*. Percikan Ilmu.
- Takiddin, T., Jalal, F., & Neolaka, A. (2020). Improving Higher Order Thinking Skills through Project-Based Learning in Primary Schools. *TARBIYA: Journal of Education in Muslim Society*, 7(1), 16–28.
- Trivers, R. L. (1971). The Evolution of Reciprocal Altruism. *The Quarterly Review of Biology*, 46(1), 35–57. <https://doi.org/10.1086/406755>
- Tsong Chau, K., & Nasir, N. A. S. B. A. (2021). The effect of a visual novel application on students learning motivation in biology for secondary school in Malaysia. *ACM International Conference Proceeding Series*, 83–88. <https://doi.org/10.1145/3449388.3449399>
- Tuturop, H., & Simaremare, A. (2021). Studi Deskriptif Tentang Perilaku Prososial Pada Anak Usia 5-6 Tahun Di TK St. Antonius 2 Mandala Medan. *Jurnal Bunga Rampai Usia Emas*, 6(2), 1. <https://doi.org/10.24114/jbrue.v6i2.23213>
- Udornpim, Kant and Singhal, A. (1999). Oshin, a pro-social media role model, in Thailand. *Keio Communication Review*, (21), 3-21.
- Vasalou, A., Khaled, R., Holmes, W., & Gooch, D. (2017). Digital games-based learning for children with dyslexia: A social constructivist perspective on engagement and learning during group game-play. *Computers & Education*, 114, 175–192. <https://doi.org/10.1016/J.COMPEDU.2017.06.009>
- Wahyuni, S., Antara, P. A., & Magta, M. (2020). Stimulasi Metode Service Learning dalam Menumbuhkan Perilaku Prososial Anak Usia Dini. *Jurnal Pendidikan Anak Usia Dini Undiksha*, 8(2), 91–100. <https://ejournal.undiksha.ac.id/index.php/JJPAUD>
- Wentzel, K. (2015). *Prosocial Behaviour and Schooling*. *Encyclopedia on Early Childhood Development*. In University of Maryland at College Park.
- Whitaker, J. L., & Bushman, B. J. (2012). “Remain calm. be kind.” effects of relaxing video games on aggressive and prosocial behavior. *Social Psychological and Personality Science*, 3(1), 88–92. <https://doi.org/10.1177/1948550611409760>
- Wilkinson, P., Taylor, J., & Readman, M. (2018). Mediating Family Play: Explorations of Digital Media Through A Mobile Application Designed to Facilitate Real-World Child-Parent Play. *Internasional Journal of ChildComputer Interaction*, 18, 90–99.
- Wilson, B. J. (2008). Media and children’s aggression, fear, and altruism. *Future of Children*, 18(1), 87–118. <https://doi.org/10.1353/foc.0.0005>
- Wulandari, H. Supriyati, Y. Jalal, F. (2021). *International Journal of Multidisciplinary and Current Research Evaluation of Holistic Integrative Program in Early Childhood Education and Development Evaluation of Holistic Integrative Program in Early Childhood Education and Development (PAUD HI)*. April. <https://doi.org/10.14741/ijmcr/v.6.3.2>

- Yasbiati, Y., Gandana, G., & Rahman, T. (2019). Educative and digital based game (PowerPoint) game games as a stimulation method of discussion skill development early childhood. *Journal of Physics: Conference Series*, 1318(1), 012048. <https://doi.org/10.1088/1742-6596/1318/1/012048>
- Yin, L., Ring, L., & Bickmore, T. (2012). Using an interactive visual novel to promote patient empowerment through engagement. *Foundations of Digital Games 2012, FDG 2012 - Conference Program, May*, 41–48. <https://doi.org/10.1145/2282338.2282351>
- Zhang, Q., Cao, Y., Tian, J. J., El-Lim, K., & Gentile, D. A. (2021). Corrigendum to “Effects of prosocial cartoon models on aggressive cognitions and aggressive behaviors” [Child. Youth Serv. Rev. 118 (2020) 105498] (Children and Youth Services Review (2020) 118, (S0190740920310501), (10.1016/j.chilyouth.2020.105498)). *Children and Youth Services Review*, 120(December 2020), 105683. <https://doi.org/10.1016/j.chilyouth.2020.105683>
- Zhang, X. (2018). Frugal innovation and the digital divide: Developing an extended model of the diffusion of innovations. *International Journal of Innovation Studies*, 2(2), 53–64. <https://doi.org/10.1016/j.ijis.2018.06.001>



