

### DAFTAR PUSTAKA

- Berger-Estilita, J., & Greif, R. (2020). Using Gagné's "Instructional Design" to teach clinically applicable knowledge in small groups. *Trends in Anaesthesia and Critical Care*, 35(xxxx), 11–15. <https://doi.org/10.1016/j.tacc.2020.08.002>
- Boysen, M. S. W., Sørensen, M. C., Jensen, H., Von Seelen, J., & Skovbjerg, H. M. (2022). Playful learning designs in teacher education and early childhood teacher education: A scoping review. *Teaching and Teacher Education*, 120. <https://doi.org/10.1016/j.tate.2022.103884>
- Bredenkamp, Sue. (2015). *Effective Practices in Early Childhood Education Building a Foundation*. Boston: Pearson Education.
- Brill, J. M. (2016). for developing the design knowledge , skills , and dispositions of novice instructional design students. *Educational Technology Research and Development*. <https://doi.org/10.1007/s11423-015-9421-6>
- Brown, A. H., & Green, T. D. (2016). *The Essentials of Instructional Design: Connecting Fundamental Principles with Process and Practice*. (T. Edition, Ed.), *The Essentials of Instructional Design*. New York and London: Routledge. <https://doi.org/10.4324/9781315757438>
- Challco, G. C., Gerosa, M. A., Bittencourt, I. I., & Isotani, S. (2014). Automated instructional design for CSCL: A hierarchical task network planning approach. *Expert Systems with Applications*, 41(8), 3777–3798. <https://doi.org/10.1016/j.eswa.2013.12.016>
- Crawford, E. O., Higgins, H. J., & Hilburn, J. (2020). Using a global competence model in an instructional design course before social studies methods: A developmental approach to global teacher education. *Journal of Social Studies Research*, 44(4), 367–381. <https://doi.org/10.1016/j.jssr.2020.04.002>
- Crompton, H., & Sykora, C. (2021). Developing instructional technology standards for educators: A design-based research study. *Computers and Education Open*, 2, 100044. <https://doi.org/10.1016/j.caeo.2021.100044>
- Dabbagh, B. N., English, M., & Tech, V. (2015). Using Student Self-Ratings to Assess the Alignment of Instructional Design Competencies and Courses in a Graduate Program, 59(4).
- Dong, H. (2021). Adapting during the pandemic: A case study of using the rapid prototyping instructional system design model to create online instructional content. *Journal of Academic Librarianship*, 47(3). <https://doi.org/10.1016/j.acalib.2021.102356>
- Gestwicki, Carol. (2014). *Developmentally Appropriate Practice Curriculum and Development In Early Education*. Canada: Thomson Delmar Learning.

- Gagne, Robert, M., Wager, W. W., Golas, K. C., & Keller, J. M. (1992). *Principles of Instructional Design, 4th*.
- Gullo, Dominic F. (2005). *Understanding Assessment and Evaluation in Early Childhood Education*. New York and London: Teachers College, Columbia
- Khodabandelou, R., & Samah, S. A. A. (2012). Instructional Design Models for Online Instruction: From the Perspective of Iranian Higher Education. *Procedia - Social and Behavioral Sciences*, 67, 545–552. <https://doi.org/10.1016/j.sbspro.2012.11.359>
- Langub, L. W., Lokey-vega, A., & Lokey-vega, A. (2017). Rethinking Instructional Technology to Improve Pedagogy for Digital Literacy: A Design Case in a Graduate Early Childhood Education Course, 322–330. <https://doi.org/10.1007/s11528-017-0185-1>
- Lee, J., & Jang, S. (2014). model development: Critical dimensions and synthesized procedures. <https://doi.org/10.1007/s11423-014-9352-7>
- Lee, J., Lim, C., & Kim, H. (2016). Development of an instructional design model for flipped learning in higher education. *Educational Technology Research and Development*. <https://doi.org/10.1007/s11423-016-9502-1>
- Lidz, Carol S. (2003). *Early Childhood Assessment*. New Jersey: John Wiley and Sons, Inc
- Logan, R. M., Johnson, C. E., & Worsham, J. W. (2021). Development of an e-learning module to facilitate student learning and outcomes. *Teaching and Learning in Nursing*, 16(2), 139–142. <https://doi.org/10.1016/j.teln.2020.10.007>
- Mamun, M. A. Al, Lawrie, G., & Wright, T. (2020). Instructional design of scaffolded online learning modules for self-directed and inquiry-based learning environments. *Computers and Education*, 144(September 2019), 103695. <https://doi.org/10.1016/j.compedu.2019.103695>
- Mikic Fonte, F. A., Burguillo, J. C., & Nistal, M. L. (2012). An intelligent tutoring module controlled by BDI agents for an e-learning platform. *Expert Systems with Applications*, 39(8), 7546–7554. <https://doi.org/10.1016/j.eswa.2012.01.161>
- Moreira-Mora, T., & Espinoza-Guzmán, J. (2016). Initial evidence to validate an instructional design-derived evaluation scale in higher education programs. *International Journal of Educational Technology in Higher Education*, 13(1). <https://doi.org/10.1186/s41239-016-0007-0>
- Nurani, Yuliani. 2019. *Perspektif Baru Konsep Dasar Pendidikan Anak Usia Dini*. Jakarta Barat: CV Campustaka.
- Nurani, Yuliani. 2019. *Kurikulum Bermain Kreatif Berbasis Kecerdasan Jamak* Jakarta: UNJ Press

- Nurani, Yuliani. 2023. *Kurikulum Bermain Kreatif Berbasis Kecerdasan Jamak* Jakarta: UNJ Press
- Park, J.-Y., & Luo, H. (2017). Refining a Competency Model for Instructional Designers in the Context of Online Higher Education. *International Education Studies*, 10(9), 87. <https://doi.org/10.5539/ies.v10n9p87>
- Park, J., & Luo, H. (2017). Refining a Competency Model for Instructional Designers in the Context of Online Higher Education, 10(9), 87–98. <https://doi.org/10.5539/ies.v10n9p87>
- Park, S. (2018). *A developmental study on a SPAT design model for mobile learning. Educational Technology Research and Development* (Vol. 0123456789). Springer US. <https://doi.org/10.1007/s11423-018-9630-x>
- Piskurich, G. M. (2015). 2015 Rapid Instructional Design Learning ID Fast and Right.pdf. New Jersey: John Wiley & Sons, Inc.,.
- Pribadi, B. A. (2009). *Model Desain Sistem Pembelajaran*. Jakarta: Dian Rakyat.
- Ren, X. (2019). The undefined figure: Instructional designers in the open educational resource (OER) movement in higher education. *Education and Information Technologies*, 24(6), 3483–3500. <https://doi.org/10.1007/s10639-019-09940-0>
- Richey, R. C., Klein, J. D., & Tracey, M. W. (2011). *The Instructional Design Knowledge Base Theory, Research, and Practice. Communications of the ACM* (Vol. 4). New York: Routledge. <https://doi.org/10.1145/366622.366650>
- Richey, R., & Klein, J. (2007). *Design and Development Research*. New Jersey, USA: Lawrence Erlbaum Associates, Inc.
- Rosenberger, K. (2018). Designing Digital Badging Programs : Findings from an Interview-Based Study with Instructional Designers.
- Rothwell, W. J., & Kazanas, H. C. (1998). Mastering the instructional design process : a systematic approach. *Jossey-Bass Business & Management Series*, xxxii, 425.
- Savard, I., Bourdeau, J., & Paquette, G. (2020). Considering cultural variables in the instructional design process: A knowledge-based advisor system. *Computers and Education*, 145(September 2019), 103722. <https://doi.org/10.1016/j.compedu.2019.103722>
- Scoppio, G., & Luyt, I. (2017). Mind the gap: Enabling online faculty and instructional designers in mapping new models for quality online courses. *Education and Information Technologies*, 22(3), 725–746. <https://doi.org/10.1007/s10639-015-9452-y>
- Seel, N. M. T. L. P. B. O. A. P. (2017). *Instructional Design for Learning*. Rotterdam: Sense Publisher.

- Seels, B., B., & Richey, R. C. (1994). *Teknologi Pembelajaran: Definisi dan Kawasannya*. Jakarta: Unit Penerbitan Universitas negeri Jakarta.
- Simpson, A., Stein, M., Rosenberg, M., Ward, B., Derbyshire, A., Thornton, A. L., & Jackson, B. (2023). Psychology of Sport & Exercise Early childhood educator outcomes from online professional development for physical literacy: A randomised controlled trial. *Psychology of Sport & Exercise*, 68(May), 102464. <https://doi.org/10.1016/j.psychsport.2023.102464>
- Su, J., & Yang, W. (2023). A systematic review of integrating computational thinking in early childhood education. *Computers and Education Open*, 4(December 2022), 100122. <https://doi.org/10.1016/j.caeo.2023.100122>
- Su, J., & Zhong, Y. (2022). Artificial Intelligence (AI) in early childhood education: Curriculum design and future directions. *Computers and Education: Artificial Intelligence*, 3(April), 100072. <https://doi.org/10.1016/j.caeai.2022.100072>
- Sung, Y. T., Chang, K. E., & Lee, M. Da. (2008). Designing multimedia games for young children's taxonomic concept development. *Computers and Education*, 50(3), 1037–1051. <https://doi.org/10.1016/j.compedu.2006.07.011>
- Suparman, A. (2014). *Desain Instruksional Modern: Panduan Para Pengajar dan Inovator Pendidikan (IV)*. Jakarta: Erlangga.
- Tennyson, R. D., Spector, J. M., Muriada, D. J., Goodyear, P., G., J. J., Merril, V., ... Illera, J. L. R. (1994). *NATO ASI Series*. (R. D. Tennyson, Ed.) (Vol. 171). Berlin: Springer-Verlag. <https://doi.org/10.1007/978-3-642-60567-3>
- Uduma, L., & Morrison, G. R. (2007a). How do instructional designers use automated instructional design tool?, 23, 536–553. <https://doi.org/10.1016/j.chb.2004.10.040>
- Uduma, L., & Morrison, G. R. (2007b). How do instructional designers use automated instructional design tool? *Computers in Human Behavior*, 23(1), 536–553. <https://doi.org/10.1016/j.chb.2004.10.040>
- West, R. E., Thomas, R. A., Bodily, R., Wright, C., & Borup, J. (2017). An analysis of instructional design and technology departments. *Educational Technology Research and Development*, 65(4), 869–888. <https://doi.org/10.1007/s11423-016-9490-1>
- Yang, W. (2022). Artificial Intelligence education for young children: Why, what, and how in curriculum design and implementation. *Computers and Education: Artificial Intelligence*, 3(January), 100061. <https://doi.org/10.1016/j.caeai.2022.100061>
- Yaumi, M. (2018). *Media dan Teknologi Pembelajaran*. Jakarta: PrenadaMedia.