DAFTAR PUSTAKA

Akbar, T. (2016). Pengembangan Multimedia Interaktif Ipa Berorientasi Guided Inquiry Pada Materi Sistem Pernapasan Manusia Kelas V Sdn Kebonsari 3 Malang. *Jurnal Pendidikan - Teori, Penelitian, Dan Pengembangan*, *1*(6), 1120–1126. https://doi.org/10.17977/jp.v1i6.6456

Alvarez Marinelli, H., Berlinski, S., Busso, M., & Martinez Correa, J. (2023). Improving early literacy through teacher professional development: Experimental evidence from Colombia. *Journal of Public Economics Plus*, *4*, 100019. https://doi.org/10.1016/j.pubecp.2023.100019

Alzubi, T., Fernandez, R., Flores, J., Duran, M., & Cotos, J. M. (2018). Improving the Working Memory during Early Childhood Education Through the Use of an Interactive Gesture Game-Based Learning Approach. *IEEE Access*, *6*(November), 53998–54009. https://doi.org/10.1109/ACCESS.2018.2870575

Arends, R. I., Winitzky, N. E., & Tannenbaum, M. D. (2001). *Exploring teaching : An introduction to education* (second). McGraw-Hill.

Arum, A. P., Ibrahim, N., & Solihatin, E. (2020). The effect of learning strategies and spatial intelligent on the results of hair style learning. *International Journal of Psychosocial Rehabilitation*, *24*(2), 1773–1780. https://doi.org/10.37200/IJPR/V24I2/PR200478

Bada, & Olusegun, S. (2015). the Psychogenisis of Knowledge and Its Epistemological Significance. *Journal of Research and Method in Education*, *5*(6), 23–34. https://doi.org/10.9790/7388-05616670

Borg, R. W., & Gall, P. J. (1983). *Educational research: an introduction (4th ed)*. Longman, Inc.

Borg, R. W., & Gall, P. J. (2013). *Applying Educational Research: How to Read, Do, and Use Research to Solve Problems of Practice*. Pearson Education,. https://books.google.co.id/books?id=Kj-pBwAAQBAJ

Branch, R. M. (2009). Approach, Instructional Design: The ADDIE. In *Department of Educational Psychology and Instructional Technology University of Georgia* (Vol. 53, Issue 9).

Bridgman, R. (2000). *Eyewitness: Technology (Eyewitness Books)*. DK Children.

Brown, H. D. (2004). *Principles of Language earning and Teaching : A Course in Second Language Acquisition*. Pearson.

Bruce, J., Marsha, W., & Emily, C. (2015). Models of Teaching (Ninth Edition). In *Analytical Biochemistry* (Vol. 11, Issue 1). Pearson Education, Inc.

Budiningsih, A. (2005). *Belajar dan Pembelajaran*. Rineka Cipta.

Carson, N. J., Gansner, M., & Khang, J. (2018). Assessment of Digital Media Use in the Adolescent Psychiatric Evaluation. *Child and Adolescent Psychiatric Clinics of North America*, *27*(2), 133–143. https://doi.org/10.1016/j.chc.2017.11.003

Chall, J. (1983). *Stages of Reading Development*. McGraw-Hil.

Chan, C. K. Y., & Hu, W. (2023). Students' voices on generative AI: perceptions, benefits, and challenges in higher education. *International Journal of Educational Technology in Higher Education*, *20*(1). https://doi.org/10.1186/s41239-023-00411-8

Chang, S. C., & Hwang, G. J. (2016). Development of an effective educational computer game based on a mission synchronization-based peer-assistance approach. *Interactive Learning Environments*, *2*(25), 667–681. https://doi.org/https://doi.org/10.1080/10494820.2016.1172241

Chen, M. H. M., Tsai, S. T., & Chang, C. C. (2019a). Effects of game-based instruction on the results of primary school children taking a natural science course. *Education Sciences*, *9*(2), 1–15. https://doi.org/10.3390/educsci9020079

Chen, M. H. M., Tsai, S. T., & Chang, C. C. (2019b). Effects of game-based instruction on the results of primary school children taking a natural science course. *Education Sciences*, *9*(2), 1–15. https://doi.org/10.3390/educsci9020079

Dale, E. (1969). *Audio-Visual Methods in Teaching*. New York: Dryden Press. https://www.researchgate.net/figure/283011989_fig1_Figure-2-Edgar-Dale-Audio-Visual-Methods-in-Teaching-3rd-Edition-Holt-Rinehart-and

Davis, B., & Summers, M. (2015). Applying Dale's Cone of Experience to increase learning and retention: A study of student learning in a foundational leadership

course. *QScience Proceedings*, *2015*(4), 6. https://doi.org/10.5339/qproc.2015.wcee2014.6

Dick, W., Lou, C., & James O, C. (2015). *The Systemic Design of Instruction. Seventh Edition*. Pearson Education.

Downes, S. (2008). Places to Go: Connectivism & Connective Knowledge Recommended APA Citation. *Innovate: Journal of Online Education*, *5*(1), 1–6.

Evripidou, S., Georgiou, K., Doitsidis, L., Amanatiadis, A. A., Zinonos, Z., & Chatzichristofis, S. A. (2020). Educational Robotics: Platforms, Competitions and Expected Learning Outcomes. *IEEE Access*, *8*, 219534–219562. https://doi.org/10.1109/ACCESS.2020.3042555

Fajarini, A. (2021). *Pengembangan Bahan Ajar IPS*. Komojoyo Press (Anggota IKAPI).

Feenberg, A. (1999). *Questioning Technology*. Routledge.

Gagne, R. M. L. J. B. W. W. W. (1992a). Principles of Instructional Design. In *Japan's High Schools*. Ted Buchholz. https://doi.org/10.1525/9780520341302-010

Gagne, R. M. L. J. B. W. W. W. (1992b). Principles of Instructional Design. In *Japan's High Schools*. Ted Buchholz. https://doi.org/10.1525/9780520341302-010

Gandana, G. (2019). *Literasi ICT & Media Pendidikan dalam Perspektif Pendidikan Anak Usia Dini*. Ksatria Press.

Gunawan, A. H. (2010). *Sosiologi Pendidikan*. Rineka Cipta.

Gurjar, N., Meacham, S., & Beecher, C. (2023). Methods of Teaching Early Literacy. *Methods of Teaching Early Literacy*. https://doi.org/10.31274/isudp.2023.141

Gustafson, K. L., & Branch, R. M. (2001). Survey of instructional development models, third edition. In *TechTrends* (Vol. 45, Issue 1, pp. 48–50). ERIC (Educational Resources Information Center). https://doi.org/10.1007/bf02763388

Hajerah, Hafsah, S., & Sugiati. (2022). Meningkatkan Kemampuan Keaksaraan Awal Anak Melalui Kegiatan Bermain Kartu Huruf TK Muslimat Nu 5 Kartini

122

Turen Kab. Malang Jawa Timur Sugiati; *Jurnal Pemikiran Dan Pengembangan Pembelajaran Meningkatkan*, *4*(20), 1–23.

Hake, R. R. (1999). *Analyzing Change/Gain Scores*. American Education Research Association's Devision.

Hanafian, M. J., & Peck, K. L. (1988). *The Design Development and Evaluation of Instructional Software*. Publishing Company.

Hapidin, & Yenina. (2016). Pengembangan Model Permainan Tradisional dalam Membangun Karakter Anak Usia Dini. *JURNAL PENDIDIKAN USIA DINI*, *10*(2). https://doi.org/10.21009/JPUD.102

Hartoko, D. (1984). *Manusia dan Seni*. Karnisius.

Hepach, R., Engelmann, J. M., Herrmann, E., Gerdemann, S. C., & Tomasello, M. (2023). Evidence for a developmental shift in the motivation underlying helping in early childhood. *Developmental Science*, *26*(1), 1–15. https://doi.org/10.1111/desc.13253

Herlambang, Y. T. (2018). *Pedagogik: Telaah Kritis Ilmu Pendidikan dalam Multiperspektif.* . Bumi Aksara.

Heuser, A. (1985). *The Sosiology of Art*. The University of Chicago.

Hidayah, N., Sukardjo, M., & Chaeruman, U. A. (2023). *Development of Face Care Learning Models Using Augmented Reality Applications*. http://www.pkheartjournal.com

Hill, D., Ameenuddin, N., Chassiakos, Y. R., Cross, C., Radesky, J., Hutchinson, J., Boyd, R., Mendelson, R., Moreno, M. A., Smith, J., & Swanson, W. S. (2016). Media and young minds. *Pediatrics*, *138*(5). https://doi.org/10.1542/peds.2016-2591

Hirsh-Pasek, K., Zosh, J. M., Golinkoff, R. M., Gray, J. H., Robb, M. B., & Kaufman, J. (2015). Putting Education in "Educational" Apps: Lessons From the Science of Learning. *Psychological Science in the Public Interest, Supplement*, *16*(1), 3–34. https://doi.org/10.1177/1529100615569721

Hofifah, D. A., Aisyah, D. S., & Riana, N. (2022). Peningkatan Keaksaraan pada Anak Usia 4-5 Tahun melalui Media Gambar Variasi. *Jurnal Pendidikan Raudhatul Athfal*, *5*(1), 62–71.

Hsiao, H. S., Chang, C. S., Lin, C. Y., & Hu, P. M. (2014). Development of children's creativity and manual skills within digital game-based learning environment. *Journal of Computer Assisted Learning*, *30*(4), 377–395. https://doi.org/10.1111/jcal.12057

Huang, P. Sen, Chiu, P. S., Huang, Y. M., Zhong, H. X., & Lai, C. F. (2020a). Cooperative mobile learning for the investigation of natural science courses in elementary schools. *Sustainability (Switzerland)*, *12*(16). https://doi.org/10.3390/su12166606

Huang, P. Sen, Chiu, P. S., Huang, Y. M., Zhong, H. X., & Lai, C. F. (2020b). Cooperative mobile learning for the investigation of natural science courses in elementary schools. *Sustainability (Switzerland)*, *12*(16). https://doi.org/10.3390/su12166606

Huotari, K., & Hamari, J. (2017). A definition for gamification: anchoring gamification in the service marketing literature. *Electronic Markets*, *27*(1), 21–31. https://doi.org/10.1007/s12525-015-0212-z

Husaj, S. (2015). Connectivism and Connective Learning. *Academic Journal of Interdisciplinary Studies*, *4*(1), 227–230. https://doi.org/10.5901/ajis.2015.v4n1s2p227

Hwang, G. J., Sung, H. Y., Hung, C. M., Yang, L. H., & Huang, I. (2013a). A knowledge engineering approach to developing educational computer games for improving students' differentiating knowledge. *British Journal of Educational Technology*, *44*(2), 183–196. https://doi.org/10.1111/j.1467-8535.2012.01285.x

Hwang, G. J., Sung, H. Y., Hung, C. M., Yang, L. H., & Huang, I. (2013b). A knowledge engineering approach to developing educational computer games for improving students' differentiating knowledge. *British Journal of Educational Technology*, *44*(2), 183–196. https://doi.org/10.1111/j.1467-8535.2012.01285.x

Ito, M. (2010). *Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media*.

Jalongo, M. R. (2014). E arly Childhood Language Arts, Sixth Edition. In *New York : Pearson Education*.

Jamaris, M. (2013). *Orientasi baru dalam psikologi pendidikan*. Ghalia Indonesia. http://kin.perpusnas.go.id/DisplayData.aspx?pId=53142&pRegionCode=JIU NMAL&pClientId=111

Kasali, R. (2017). *No Distruption "Tak ada yang tak bisa diubah sebelum dihadapi motivasi saja tidak cukup"* . Gramedia.

Keshav, M., Julien, L., & Miezel, J. (2022). The Role Of Technology In Era 5.0 In The Development Of Arabic Language In The World Of Education. *Journal International of Lingua and Technology*, *1*(2), 79–98. https://doi.org/10.55849/jiltech.v1i2.85

Kim, H. S., & Chung, S. H. (2017). Motion recognition interactive game activity for early childhood. *Communications in Computer and Information Science*, *714*, 130–135. https://doi.org/10.1007/978-3-319-58753-0_20

Koentjaraningrat. (2009). *Pengantar Ilmu Antropologi*. Rineka Cipta.

Kowaluk, A., & Woźniewski, M. (2019). Interactive video games to promote physical activity among healthy children and youths. *Pediatria Polska*, *94*(3), 198–204. https://doi.org/10.5114/polp.2019.86443

Lee, W. W., & Owens, D. L. (2000a). Multimedia-Based Instructional Design: Computer-Based Training, Web-Based Training, and Distance Learning. *Turkish Online Journal of Distance Education-TOJDE*, *5*(2), 359.

Lee, W. W., & Owens, D. L. (2000b). Multimedia-Based Instructional Design: Computer-Based Training, Web-Based Training, and Distance Learning. *Turkish Online Journal of Distance Education-TOJDE*, *5*(2), 359.

Listriani, A., Hapidin, H., & Sumadi, T. (2020). Kemampuan Keaksaraan Anak Usia 5-6 Tahun dalam Penerapan Metode Spalding di TK Quantum Indonesia. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, *5*(1), 591. https://doi.org/10.31004/obsesi.v5i1.680

Loon, M. (2017). *Designing and Developing Digital and Blended Learning Solutions*.

Lynch, K., Lee, M., & Loeb, S. (2023). An investigation of Head Start preschool children's executive function, early literacy, and numeracy learning in the midst of the COVID-19 pandemic. *Early Childhood Research Quarterly*, *64*(22), 255–265. https://doi.org/10.1016/j.ecresq.2023.04.002

Madyib, S., & Bayat, A. (2021). A Case Study Of Early Childhood Development Facility Infrastructure In Philippi, South Africa. *Perspectives in Education*, *39*(4), 89–103. https://doi.org/10.18820/2519593X/PIE.V39.I4.11

Malankar, N. (2017). *Learning Android Game Development*. Packt Publishing Ltd.

Malikah, S., Fauziati, E., & Maryadi, M. (2022). Perspektif Connectivisme terhadap Pembelajaran Daring Berbasis Google Workspace For Education. *Edukatif : Jurnal Ilmu Pendidikan*, *4*(2), 2050–2058. https://doi.org/10.31004/edukatif.v4i2.2355

Mandasari, N. D., Gading, I. K., & Wirabrata, D. G. F. (2021). Mengukur Kemampuan Keaksaraan Anak Usia Dini Melalui Instrumen Penilaian. *Jurnal Pendidikan Anak Usia Dini Undiksha*, *9*(1), 63. https://doi.org/10.23887/paud.v9i1.36223

Maryani, Y. (2019). *Implementasi Sentra Persiapan Sebagai Model Pembelajaran Dalam Mengenalkan Keaksaraan Kelompok B (Usia 5-6 Tahun) Di KB - TK Pembangunan Jaya*. Universitas Kristen Indonesia.

Meha, N., & Roshonah, A. F. (2014). Implementasi Whole Language Approach Sebagai Pengembangan Model Pembelajaran Berbahasa Awal Anak Usia 5-6 Tahun Di Paud Non Formal. *Jurnal Pendidikan*, *15*(2), 68–82. https://doi.org/10.33830/jp.v15i2.415.2014

Miarso, Y. (2005). *Menyemai benih teknologi pendidikan*. Kencana Prenada Media Group.

Molenda, M., Reigeluth, C., & Miller-Nelson, L. (2013). Instructional design theories and models: An overview of their current status. *Instructional Design*, *I*(October 1983), 574–578. http://scholar.google.com.my/scholar?q=instructional+design+model&btnG=&hl=en&as_sdt=0,5&as_ylo=2010&as_yhi=2013#0

Nafiqoh, H., Aprianti, E., Aprianti, E., Rohaeti, E. E., & Rohaeti, E. E. (2019). Peningkatan Keaksaraan Awal dan Pengenalan Kemampuan Berhitung Dasar Anak Usia Dini dengan Menggunakan Model Maya Hasyim. *Golden Age: Jurnal Pendidikan Anak Usia Dini*, *3*(1), 9–15. https://doi.org/10.29313/ga.v3i1.4813

Natalina, D., & Gandana, G. (2017). *Komunikasi Dalam PAUD*. Ksatria Siliwangi.

Ndia, L., Solihatin, E., & Syahrial, Z. (2020). The effect of learning models and multiple intelligences on mathematics achievement. *International Journal of Instruction*, *13*(2), 285–302. https://doi.org/10.29333/iji.2020.13220a

Nengsih, Y. K., Handrianto, C., Nurrizalia, M., & ... (2022). Media and resources development of android based interactive digital textbook in nonformal education. *... Nonformal Education*. https://journal.unnes.ac.id/nju/index.php/jne/article/view/34914

Novak, L. L. (2021). *Game Development Essentials: Game Interface Design*. Delmar/Cengage Learning.

Nurani, Y. (2019). *Persfektif Baru konsep Dasar Pendidikan Anak Usia Dini*. CV. Campustaka.

Nurzaman, I., Gandana, G., & Wahidah, A. S. (2020). Model Pembelajaran Interactive Storytelling Berbasis Aplikasi Android Untuk Memfasilitasi Keterampilan Menyimak Anak Usia Dini. *Cakrawala Dini: Jurnal Pendidikan Anak Usia Dini*, *11*(2), 134–140. https://doi.org/10.17509/cd.v11i2.28209

Paul Gee, J. (2008). *The Ecology of Games: Connecting Youth, Games, and Learning*. 21–40. https://doi.org/10.1162/dmal.9780262693646.021

Pratama, L. D., & Setyaningrum, W. (2018). Game-Based Learning: The effects on student cognitive and affective aspects. *Journal of Physics: Conference Series*, *1097*(1). https://doi.org/10.1088/1742-6596/1097/1/012123

Pujiriyanto. (2019). *Peran Guru dalam Pembelajaran Abad 21*. PPG Kemendikbud.

Putri, R. E., Yusman, Y., & Pratama, Y. W. (2022). Android-Based Learning Application for Early Childhood Binayah Raudhatul Athfal Foundation. *International Conference on Sciences Development and Technology*, *2*(1), 144–150.

Rakimahwati, R., & Ardi, Z. (2019). An alternative Strategy for Increasing Indonesian Student Digital Literacy Skills through Interactive Game. *Journal of Physics: Conference Series*, *1339*(1). https://doi.org/10.1088/1742-6596/1339/1/012122

Rideout, V. (2016). Measuring time spent with media: The Common Sense census of media use by US 8- to 18-year-olds. *Journal of Children and Media*, *10*(1), 138–144. https://doi.org/10.1080/17482798.2016.1129808

Robert Maribe Branch. (2009). Approach, Instructional Design: The ADDIE. In *Department of Educational Psychology and Instructional Technology University of Georgia* (Vol. 53, Issue 9).

Robins. (1996). *Organizational Behaviour: Concepts, Controversies, Application*. Prentice Hall Inc.

Roblyer. (2016). *Integrating Educational Technology into Teaching* ((7 ed.)). Pearson.

Rosenberg, N. (2010). *Inside the Black Box; Technology and Economic*. Cambridge University Press.

Rundell, M. (2002). Macmillan English Dictionary for Advanced Learners. *ELT Journal*, *56*(4), 421–423. https://doi.org/10.1093/elt/56.4.421

Saarinen, A. I. L., Lipsanen, J., Hintsanen, M., Huotilainen, M., & Keltikangas-Järvinen, L. (2021). The use of digital technologies at school and cognitive learning outcomes: A population-based study in Finland. *International Journal of Educational Psychology*, *10*(1), 1–26. https://doi.org/10.17583/IJEP.2021.4667

Santrock, J. W. (2013). *Life-Span Development 13th Edition Indonesian*. Erlangga.

Sari, A. M., Rakimahwati, R., Suryana, D., Jamna, J., & Jasrial, J. (2024). Pengembangan Model Pembelajaran Berbasis Proyek Berbantu Game Edukasi di Taman Kanak-kanak. *Aulad: Journal on Early Childhood*, *7*(1), 130–140. https://doi.org/10.31004/aulad.v7i1.598

Schunk, D. H. (2012). *Learning theories : an educational perspective*. Pearson.

Serevina, V., Nugroho, D. A., & Lipikuni, H. F. (2022). Improving the quality of education through effectiveness of e-module based on android for improving the critical thinking skills of students in pandemic era. *... : Malaysian Online Journal ...*. http://jice.um.edu.my/index.php/MOJEM/article/view/34509

Shoesmith, J., Hook, J. D., Parsons, A. F., & Hurst, G. A. (2020). Organic Fanatic: A Quiz-Based Mobile Application Game to Support Learning the Structure

and Reactivity of Organic Compounds. *Journal of Chemical Education*, *97*(8), 2314–2318. https://doi.org/10.1021/acs.jchemed.0c00492

Siemens, G. (2005). Connectivism: A learning theory for the digital age. *International Journal of Instructional Technology and Distance Learning*, *2*(1), 3–10.

Siemens, G., Onderwijsdagen, S., Age, D., Design, E., Downes, S., & Verhagen, P. (2005a). Connectivism : a new learning theory ? *Journal of Instructional Technology and Distance Learning*, *2*(1), 1–5. http://elearning.surf.nl/e-learning/english/3793

Siemens, G., Onderwijsdagen, S., Age, D., Design, E., Downes, S., & Verhagen, P. (2005b). Connectivism : a new learning theory ? *Journal of Instructional Technology and Distance Learning*, *2*(1), 1–5.

Siosan, R. J. P., Lavilla, J. R., Dequilla, M. A. C. V., & de Castro, J. T. (2021). Android interactive word game in mother tongue for early childhood learners. *Indonesian Journal of Electrical Engineering and Computer Science*, *22*(3), 1787–1795. https://doi.org/10.11591/ijeecs.v22.i3.pp1787-1795

Situmorang, R., & Ariani, D. (2021). Pendampingan Pengembangan Media Papan Permainan untuk Guru SD Kecamatan Sukamakmur Kabupaten Bogor Jawa Barat. *Abdimas Dewantara*, *4*(1), 65–75.

Solihatin, E., Ibnu Syarifain, R., Lagun Siang, J., & Sukardjo, M. (2020). Quantitative Research Methodology For Students Based On Qr Code-Palarch's. *Journal Of Archaeology Of Egypt/Egyptology*, *17*(5), 395–408.

Solihatin, E., Siang, J. L., Syarifain, R. I., pian, A. La, Wuwung, O. C., Putri, K. Y. S., Tulung, J. M., Kuncoro, E. A., Dapa, A. N., & Alwi. (2021). Development of Qr Code-Based Character Education Teaching Materials. *Review of International Geographical Education Online*, *11*(5), 4095–4104. https://doi.org/10.48047/rigeo.11.05.290

Solihin, L. (2020). Darurat Literasi Membaca Di Kelas Awal: *Masyarakat Indonesia*, *46*(1), 34–48. https://doi.org/10.14203/jmi.v46i1.914

Spector, J. M. (2015). Foundations of Educational Technology. In *Foundations of Educational Technology*. https://doi.org/10.4324/9781315764269

Subiyanto, A., Suharno, Suryadi, M., Sayekti, W., & Pasaribu, T. M. D. (2006). Language Maintenance and Shift. *Encyclopedia of Language & Linguistics*, 542–549. https://doi.org/10.1016/B0-08-044854-2/01289-X

Sudjarwo. (2002). Metode Pembelajaran Untuk Mengenalkan Huruf, Cara, Membaca, Menulis dan Bilangan Bagi Anak Usia Dini. *Permata Edisi Khusus Hasil Riset Pendidika Guru Anak Usia Dini*, *3*(1), 59–74.

Suhada, H., Nulhakim, L., Sudarto, F., & ... (2019). Blended Learning Development In Islamic Religious Education Lessons Make Use of Web and Android. *International Journal for ....*

Sumardjo, J. (2016). *Filsafat Seni*. ITB Press.

Suparman, A. (2014). *Desain Instruksional Modern : Panduan Para Pengajar dan Inovator Pendidikan*. Erlangga.

Susanto, A. (2011). *Perkembangan Anak Usia Dini (Edisi Ke-1)*. Kencana Prenada Media Group.

Syaikhu, A., Muslim, S., Solihatin, E., & Hayati, M. (2007). Design Early Childhood Learning Program in Early Childhood Outdoor Learning. In *Journal of Positive School Psychology* (Vol. 2022, Issue 3). http://journalppw.com

Syarifudin, T. (2007). *Landasan Pendidikan*. Percikan Ilmu.

Taurusta, C., Fitrani, A. S., Suryawinata, M., Dijaya, R., & Astutik, M. W. D. (2019). Game education for child with disabled handle based on multimedia. *Journal of Physics: Conference Series*, *1381*(1). https://doi.org/10.1088/1742-6596/1381/1/012038

Taylor, J. B., Branscombe, N. A., Burcham, J. G., & Land, L. (2010). Beyond early literacy: A balanced approach to developing the whole child. In *Beyond Early Literacy: A Balanced Approach to Developing the Whole Child*. https://doi.org/10.4324/9780203853115

Timotheou, S., Miliou, O., Dimitriadis, Y., Sobrino, S. V., Giannoutsou, N., Cachia, R., Monés, A. M., & Ioannou, A. (2023). Impacts of digital technologies on education and factors influencing schools' digital capacity and transformation: A literature review. In *Education and Information Technologies* (Vol. 28, Issue 6). Springer US. https://doi.org/10.1007/s10639-022-11431-8

Trianto. (2007). *Model-Model Pembelajaran Inovatif Berorientasi Konstruktivistik*. Prestasi Pustaka.

Trollip, Stanley R, Alessi, S. M. (2000a). Multimedia for Learning: Methods and Development (3Th Edition) - Book Review. *European Journal of Education Studies*, *1*(1), 50–56.

Trollip, Stanley R, Alessi, S. M. (2000b). Multimedia for Learning: Methods and Development (3Th Edition) - Book Review. *European Journal of Education Studies*, *1*(1), 50–56.

Tsai, C. H., Kuo, Y. H., Chu, K. C., & Yen, J. C. (2015). Development and Evaluation of Game-Based Learning System Using the Microsoft Kinect Sensor. *International Journal of Distributed Sensor Networks*, *2015*. https://doi.org/10.1155/2015/498560

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 and Education*, *114*, 175–192. https://doi.org/10.1016/j.compedu.2017.06.009

Wibawa, B. (2014). *Metode Penelitian Pendidikan*. Universitas Terbuka.

Wijayanti, R., Muntomimah, S., & Khoirunnisak, R. (2021). Android game: Education Javanese vocabulary. *Journal of Physics: Conference Series*, *1869*(1), 8–12. https://doi.org/10.1088/1742-6596/1869/1/012089

Winataputra, U. S., Pannen, P., Mustafa, D., Delfi, R. S., & Andriyani, D. (2021). *Teori Belajar Dan Pembelajaran* (2 Ed.). Universitas Terbuka.

Yang, J. C., Lin, M. Y. D., & Chen, S. Y. (2018). Effects of anxiety levels on learning performance and gaming performance in digital game-based learning. *Journal of Computer Assisted Learning*, *34*(3), 324–334. https://doi.org/10.1111/jcal.12245

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). https://doi.org/10.1088/1742-6596/1318/1/012048

Yurick, A., Cartledge, G., Kourea, L., & Keyes, S. (2012). Reducing reading failure for kindergarten urban students: A study of early literacy instruction,treatment

quality, and treatment duration. *Remedial and Special Education*, *33*(2), 89–102. https://doi.org/10.1177/0741932510365359

Zhu, W., Liu, Q., & Hong, X. (2022). Implementation and Challenges of Online Education during the COVID-19 Outbreak: A National Survey of Children and Parents in China. *Early Childhood Research Quarterly*, *61*, 209–219. https://doi.org/10.1016/j.ecresq.2022.07.004

Zucker, T., Moody, A., & McKenna, M. (2009). The effects of electronic books on pre-kindergarten-to-grade 5 students' literacy and language outcomes: A research synthesis. *Journal of Educational Computing Research*, *40*(1), 47–87. https://doi.org/10.2190/EC.40.1.c