

DAFTAR PUSTAKA

- Ali, M. (2013). *Penelitian Pendidikan Presedur dan Strategi*. Bandung: Angkasa.
- Anni, Catharina Tri, dkk. (2016). *Psikologi Belajar*. Semarang: Universitas Negeri Semarang Press.
- Arief S. Sadiman, dkk. (2019). *Media Pendidikan, Pengertian, Pengembangan, dan Pemanfaatannya*. Jakarta: Rajagrafindo Persada.
- Arifin, Z. (2018). *Penelitian Pendidikan: metode dan Paradigma Baru*. Bandung: PT Remaja Rosdakarya Offset.
- Arikunto, S, (2017). *Prosedur Penelitian : Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Arikunto, Suharsimi. (2015). *Dasar-Dasar Evaluasi Pendidikan*. Edisi Revisi. Jakarta: Bumi Aksara.
- Arsyad, Azhar. (2014). *Media Pembelajaran*. Jakarta: PT Raja Grafindo Persada
- Asyari, Muslichah. (2016). *Penerapan Sains Teknologi Masyarakat Dalam Pembelajaran Sains di SD*. Jakarta: Depdiknas. Pendidikan Kebudayaan dan Penjaminan Mutu Pendidikan.
- Ali, M. (2013). *Research on Educational Procedures and Strategies*. Bandung: Space. Anni, Catharina Tri, et al. (2006). *Learning Psychology*. Semarang: University. State of Semarang Press.
- Arief S. Sadiman, et al. (2019). *Media Education, Understanding, Development, and Its utilization*. Jakarta: Rajagrafindo Persada.
- Arifin, Z. (2018). *Educational Research: New Methods and Paradigms*. Bandung: PT Pemuda Rosdakarya Offset.
- Arikunto, S, (2017). *Research Procedure: A Practical Approach*. Jakarta: Rineka Cipta. Arikunto, Suharsimi. (2005). *Educational Evaluation Basics*. Revised Edition. Jakarta: Earth Literacy.
- Arsyad, Azhar. (2014). *Instructional Media*. Jakarta: PT Raja Grafindo Persada

- Asyari, Muslichah. (2016). *Application of Community Science Technology in Science Learning in Elementary School*. Jakarta: Ministry of National Education.
- Atmaja B. T. (2017). *Carrom Game Development on Interactive Projected Display*, Malang: Universitas Brawijaya Aunurrahman. (2016).
- Atmaja B. T. (2017). *Pengembangan Game Karambol pada Interactive Projected Display*. Malang: Universitas Brawijaya
- Aunurrahman. (2016). *Belajar dan Pembelajaran*. Bandung: Alfabeta.
- Bundu, Patta. (2016). *Penilaian Keterampilan Proses dan Sikap Ilmiah*. dalam Pembelajaran Sains. Jakarta : Depdiknas.
- Child Development, eleventh edition*. New York: The McGraw-Hill Companies. Semiawan, Conny R.. (2018).
- Curriculum Implementation Teacher Training Materials Year 2014 SD Class IV*.
- Darmadi. (2018). *Asyiknya Belajar Sambil Bermain*. Lampung Tengah: Guepedia.
- Delimanugari, D. (2015). *Pengembangan Media Permainan Ilmu Pengetahuan Alam untuk Meningkatkan Minat dan Hasil Belajar MI/ SD di Gunung Kidul Yogyakarta*, Yogyakarta: UIN Sunan Kalijaga
- Djamarah, S.B. & Zain,A. (2016). *Strategi Belajar Mengajar*. Jakarta: Rineka Cipta.
- Dananjaya, Utomo. (2013). *Active Learning Media*. Bandung: Feels scholar.
- Darmadi. (2018). *Fun Learning While Playing*. Central Lampung: Guepedia
- Delimanugar, D. (2015). *Development of Natural Science Game Media to Increase Interest and Learning Outcomes of MI/SD in Gunung Kidul Yogyakarta*, Yogyakarta: UIN Sunan Kalijaga Djamarah, S.B. & Zain, A. (2006).
- Development of Media and Learning Resources*. Jakarta: Library Achievement. Nugrahanto, A. (2017).
- Development of Elementary Science Learning Media The Human Skeleton Based on the Montessori Method*. Yogyakarta: University Sanata Dharma

- Education Games: *Be Smart and Cheerful with Educational Game*. Yogyakarta: Media Pillars.
- Evaluation of Learning Programs*. Yogyakarta: Libraries student. Yaumi, M. (2018).
- Educational Research Methods: Quantitative, Qualitative, and R&D Approaches*. Bandung: Alfabeta
- Hamalik, Oemar. (2018). *Proses Belajar Mengajar*. Jakarta: Bumi Aksara.
- Herdiansyah, Haris. (2015). *Wawancara, Observasi, dan Focus Groups Sebagai Instrumen Penggalan Data Kualitatif*. Depok: PT. Rajadrafindo Persada.
- Human Resources Development Agency *Education and Culture and Education Quality Assurance*. Musfiqon. (2012).
- Instructional Media*. Bandung: New Rays Algensindo Sudono, Anggani. (2006).
- Ismail, A. (2016). *Education Games: Menjadi Cerdas dan Ceria dengan Permainan Edukatif*. Yogyakarta: Pilar Media.
- Instructional Technology and Media For Learning*. Pearson Education, Inc. Sudjana, Nana. (2016). *How to Learn Active Students in the Teaching*
- Ibrahim, R. & Sukmadinata, N, S, (2019). *Teaching Planning*. Jakarta: Rineka Cipta. Ismail, A. (2016).
- Jalinus, N., & Ambiyar. (2016). *Media and Learning Resources*. Jakarta: date. Ministry of Education and Culture. (2014).
- Kemendikbud. (2014). *Materi Pelatihan Guru Implementasi Kurikulum 2013 Tahun 2014 SD Kelas IV*. Badan Pengembangan Sumber Daya Manusia
- Kurniawati, I. D., & Nita, S.-. (2018). *Media Pembelajaran Berbasis Multimedia Interaktif Untuk Meningkatkan Pemahaman Konsep Mahasiswa*.
- Learning and the factors that influence it*. Jakarta: Rineka. Create. Smalldino, S. E., Lowther, D. L., & Russel, J. D. (2014).
- Learning Process*. Bandung. Sinar Baru Algensindo. Sudjana, N & Rivai, A. (2018).
- Learning Resources and Early Childhood Game Tools*. Jakarta: Grasindo. Sugiyono. (2013).

- Media and Learning Technology*. Jakarta: Prenadamedia Group. Zulfa, Umi. (2016). *Educational Research Methods*. Yogyakarta: The Light of Knowledge
- Musfiqon. (2012). *Pengembangan Media dan Sumber Pembelajaran*. Jakarta: Prestasi Pustaka.
- Nurgiyantoro, B. (2014). *Language Learning Assessment*. Yogyakarta: BPFE
- Nugrahanto, A. (2017). *Pengembangan Media Pembelajaran IPA SD Materi Rangka Manusia Berbasis Metode Montessori*. Yogyakarta: Universitas Sanata Dharma.
- Nurgiyantoro, B. (2014). *Penilaian Pembelajaran Bahasa*. Yogyakarta: BPFE.
- Osman. (2015). *Science Learning in Elementary Schools*. Jakarta. PT Index Santrock, J. W. (2015).
- Putra, P. (2017). *Ethnopedagogical Approach in Science Learning SD/MI. PRIMARY EDUCATION JOURNAL (PEJ), 1(1), 17-23. Republic of Indonesia Law Number 37 of 2018 concerning Core Competencies Basic Competencies of Lessons in the 2013 Curriculum: Permendikbud Sagala, Preschool Learning and Learning and. School Base*. Jakarta:PT Index. Slamet. (2014).
- Rosdakarya offset. A. (2018). *Instructional Media Suryani, N., Setiawan A., & Putria Innovative and. Its development*. Bandung: PT Teen Rosdakarya
- Syaiful. (2016). *The Concept and Meaning of Learning*. Bandung: Alfabeta. Samatowa, Usman. (2016).
- Sugiyono. (2016). *Metode Penelitian dan Pengembangan: Research and Development*. Bandung: Alfabeta.
- Sukmadinata, N. S. (2013). *Metode Penelitian Pendidikan*. Bandung: PT Remaja Rosdakarya offset.
- Suryani, N., Setiawan A., & Putria A. (2018). *Media Pembelajaran Inovatif dan. Pengembangannya*. Bandung: PT Remaja Rosdakarya
- Susanto, A. (2016). *Teori Belajar dan Pembelajaran di Sekolah Dasar*. Jakarta: Prenadamedia Group.
- Suwarna. (2015). *Pengajaran Mikro*. Yogyakarta: Tiara Wacana

- Study and Learning. Bandung: Alfabeta. Buddy, Patta. (2006). *Assessment of Scientific Process Skills and Attitudes. in Science Learning. Jakarta: Ministry of National Education.*
- Sugiyono. (2016). *Research and Development Methods: Research and Development.* Bandung: Alfabeta.
- Sukmadinata, N. S. (2013). *Educational Research Methods.* Bandung: PT Pemuda
- Susanto, A. (2016). *Theory of Learning and Learning in Elementary Schools.* Jakarta: Prenadamedia Group.
- Suwarna. (2015). *Micro Teaching.* Yogyakarta: Tiara Wacana Thobroni, M & Mostofa, Arif. (2011). *Study and Learning.*
- Thobroni, M & Mustofa, Arif. (2011). *Belajar dan Pembelajaran.* Yogyakarta: Ar-Ruzz Media
- Teaching and Learning Strategy.* Jakarta: Rineka Create. Hamalik, Omar. (2018). *Teaching and learning process.* Jakarta: Earth Literacy
- Ula, S. Shoimatul. (2013). *Revolusi Belajar Optimalisasi kecerdasan Melalui Pembelajaran Berbasis Kecerdasan Majemuk.* Yogyakarta: Ar-Ruzz Media.
- Widoyoko, E.P. (2019). *Evaluasi Program Pembelajaran.* Yogyakarta: Pustaka Pelajar.
- Yaumi, M. (2018). *Media dan Teknologi Pembelajaran.* Jakarta: Prenadamedia Group.
- Yogyakarta: Ar-Ruzz Media Ula, S. Shoimatul. (2013). *Intelligence Optimization Learning Revolution Through Multiple Intelligence-Based Learning.* Yogyakarta: Ar-Ruzz Media. Widoyoko, E. P. (2009).
- Zulfa, Umi. (2018). *Metode Penelitian Pendidikan.* Yogyakarta: Cahaya Ilmu