

## DAFTAR PUSTAKA

- Belman, J., & Flanagan, M. (2010). Belman, J. (2010). Designing Games to Foster Empathy.
- Bratitsis, T. (2016). A Digital Storytelling Approach for Fostering Empathy Towards Autistic Children. Proceedings of the 7th International Conference on Software Development and Technologies for Enhancing Accessibility and Fighting Info-exclusion - DSAI 2016, .  
<https://doi.org/10.1145/3019943.3019987>
- Bratitsis, T., & Ziannas, P. (2015b). From Early Childhood to Special Education: Interactive Digital Storytelling as a Coaching Approach for Fostering Social Empathy. *Procedia Computer Science*, 67, 231–240.  
<https://doi.org/10.1016/j.procs.2015.09.267>
- Church, E. B., Miller, S. A., & Poole, C. (n.d.). *Ages & Stages: Empathy*. Scholastic. Retrieved November 4, 2021, from <https://www.scholastic.com/teachers/articles/teaching-content/ages-stages-empathy/>.
- Cowen, A. S., & Keltner, D. (2017, September 19). Self-report Captures 27 Distinct Categories of Emotion Bridged by Continuous Gradients. Proceedings of the National Academy of Sciences of the United States of America. Retrieved November 23, 2021, from <https://doi.org/10.1073/pnas.1702247114>.
- Dewar, G. (2020, May 19). *Teaching Empathy: Evidence-based tips for fostering empathic awareness in children*. Parenting Science. Retrieved November 1, 2021, from <https://parentingscience.com/teaching-empathy-tips/>.
- Emmons, R. A., & McCullough, M. E. (2004). *The Psychology of Gratitude*. Oxford University Press.
- Emmons, R. A., & Shelton, C. M. (2002). *Gratitude and The Science of Positive Psychology*. In C. R. Snyder & S. J. Lopez (Eds.), *Handbook of Positive Psychology* (pp. 459–471). Oxford University Press.

- Erikson, E. H., & Erikson, J. M. (1997). *The Life Cycle Completed*. W. W. Norton & Company.
- Fun and Function. (n.d.). *Emotion Balls*. Retrieved November 7, 2021, from <https://funandfunction.com/emotion-balls.html>.
- Game On Family. (2018). Feelings and Dealings - An empathy game for young kids. Kickstarter. Retrieved November 7, 2021, from <https://www.kickstarter.com/projects/gameonfamily/feelings-and-dealings-an-empathy-game-for-young-ki/description>.
- Goleman, D. (1996). *Emotional Intelligence: Mengapa EI Lebih Penting daripada IQ*, terj. T. Hermaya. Jakarta: Gramedia Pustaka Utama.
- Gordon, M., & Fullan, M. (2005). *Roots of Empathy: Changing the World, Child by Child*. Dundurn.
- Guess How I Feel? Game. Yoocan. (n.d.). Retrieved November 7, 2021, from <https://yoocanfind.com/Product/782/guess-how-i-feel-game#!>
- Herrmann, S. H., & Elferink, J. (2019). *The Empathy Game: Playfully Connect on a Deeper Level*. BIS Publishers. Retrieved November 7, 2021, from <https://www.bispublishers.com/the-empathy-game.html>.
- Khorrami, N. (2020, October 5). *Are Empathy and Gratitude Linked to Each Other?* Psychology Today. Retrieved December 29, 2021, from <https://www.psychologytoday.com/us/blog/comfort-gratitude/202010/are-empathy-and-gratitude-linked-each-other>
- Konrath, S. H., O'Brien, E. H., & Hsing, C. (2011). *Changes in Dispositional Empathy in American College Students Over Time: A Meta-Analysis*. Personality and Social Psychology Review, 15(2), 180–198. <https://doi.org/10.1177/1088868310377395>.
- Lasota, A., Tomaszek, K., & Bosacki, S. (2020). *How to Become More Grateful? The Mediating Role of Resilience Between Empathy and Gratitude*. Current Psychology. <https://doi.org/10.1007/s12144-020-01178-1>
- L1ght. (2020, April 14). *L1ght Releases Groundbreaking Report on Corona-Related Hate Speech and Online Toxicity - L1ght: Detect & Remove Online Toxicity*. L1ght. Retrieved November 7, 2021, from

<https://11ght.com/11ght-releases-groundbreaking-report-on-corona-related-hate-speech-and-online-toxicity/>.

Makarim, M., Ng, C., Anindiar, V., & Hidajat, C. (2021, February). *2020 Year in Search Indonesia – Looking Back to Move Your Business Forward | Think with Google APAC*. Google. Retrieved October 24, 2021, from <https://www.thinkwithgoogle.com/intl/en-apac/marketing-strategies/search/2020-year-in-search-indonesia-looking-back-to-move-your-business-forward/>.

McDonald, N., & Messinger, D. (2011). *The Development of Empathy: How, When, and Why*. Moral behavior and free will: A neurobiological and philosophical approach.

McLeod, S. (n.d.). *Erik Erikson's Stages of Psychosocial Development*. *Erik Erikson | Psychosocial Stages | Simply Psychology*. Retrieved October 11, 2021, from <https://www.simplypsychology.org/Erik-Erikson.html>.

Melissa and Doug. (2019). Get Well First Aid Kit Play Set. Melissa and Doug. Retrieved November 7, 2021, from <https://www.melissaanddoug.com/get-well-first-aid-kit-play-set/30601.html>.

Muravevskaia, E. (2017). Empathy Development in Young Children Using Interactive VR Games. Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play - CHI PLAY '17 Extended Abstracts, . <https://doi.org/10.1145/3130859.3133229>

NBC Universal News Group. (2018, May 30). *What is Empathy and How Do You Cultivate It?* NBCNews.com. Retrieved October 31, 2021, from <https://www.nbcnews.com/better/pop-culture/can-empathy-be-taught-ncna878211>.

Nortje, A. (2021, August 18). *Empathy 101: 3+ Examples and Psychology Definitions*. PositivePsychology.com. Retrieved November 3, 2021, from <https://positivepsychology.com/empathy-psychology/>.

Pendidikan Sastra dan Bahasa Indonesia Universitas Lampung. (2021, July 16). *Taksonomi Bloom (Apa dan Bagaimana Menggunakannya?)*. Retrieved

- November 26, 2021, from <http://bind.fkip.unila.ac.id/taksonomi-bloom-apa-dan-bagaimana-menggunakannya/>.
- Pusdik SDM Kesehatan Kementerian Kesehatan Republik Indonesia. (2018, March). *Kata Kerja Operasional (KKO) Edisi Revisi Teori Bloom*. Pusdik SDM Kesehatan Kementerian Kesehatan Republik Indonesia. Retrieved November 28, 2021, from <http://bppsdmk.kemkes.go.id/pusdiksdmk/wp-content/uploads/2018/03/00-KATA-KERJA-OPERASIONAL-KKO-EDISI-REVISI-TEORI-BLOOM.pdf>.
- Rieffe, C., Ketelaar, L., & Wiefkerink, C. H. (2010). *Assessing Empathy in Young Children: Construction and Validation of an Empathy Questionnaire (EmQue)*. *Personality and Individual Differences*, 49(5), 362–367. <https://doi.org/10.1016/j.paid.2010.03.046>
- Rieffe, C. (n.d.). *Empathy Questionnaire (EmQue)*. Focus on Emotions. Retrieved November 3, 2021, from <https://www.focusonemotions.nl/empathy-questionnaire>.
- Rokhmat, A. (2015). *Pengaruh Pemahaman Dampak Buruk Rokok terhadap Empati Perokok*. Undergraduate thesis, Universitas Islam Negeri Maulana Malik Ibrahim.
- Sacco, R. (2013). *Re-Envisaging the Eight Developmental Stages of Erik Erikson: The Fibonacci Life-Chart Method (FLCM)*. *Journal of Educational and Developmental Psychology*. 3. 10.5539/jedp.v3n1p140.
- Smilanky, S., & Shefatya, L. (1990). *Facilitating Play*. Gaithersburg, MD: Psychosocial & Educational Publications.
- TED. (2016, April 2). *Empathy in Digital Age* | Katri Saarikivi [Video]. YouTube. <https://www.youtube.com/watch?v=gzhkn9BnRmU&t=836s>
- The Center on the Social and Emotional Foundations for Early Learning. (2006, May). *Teaching Your Child to Identify and Express Emotions*: Vanderbilt University. Retrieved November 23, 2021, from [http://csefel.vanderbilt.edu/documents/teaching\\_emotions.pdf](http://csefel.vanderbilt.edu/documents/teaching_emotions.pdf).
- Tully, C. F. (2017, November 3). *11 Toys that Teach Empathy*. Today's Parent. Retrieved November 7, 2021, from

<https://www.todaysparent.com/family/toys/toys-that-teach-empathy/#gallery/12-toys-that-foster-empathy/slide-10>.

Twenty One Toys. (n.d.). The Empathy Toy®. Retrieved October 3, 2021, from <https://twentyonetoys.com/pages/empathy-toy>.

Zaki, J., & Ochsner, K. N. (2012). The Neuroscience of Empathy: Progress, pitfalls and promise. *Nature Neuroscience*, 15(5), 675–680. <https://doi.org/10.1038/nn.3085>.

