

DAFTAR PUSTAKA

- Ariestadi, D. (2010). *Kajian Dan Pengembangan Standar Bangunan Taman Kanak-kanak Sebagai Upaya Peningkatan Mutu Pendidikan Anak Usia Dini Di Indonesia*.
- Banten, K. (2018). *2018, Jumlah Penduduk di Tangsel Meledak*.
<https://www.kabar-banten.com/2018-jumlah-penduduk-di-tangsel-meledak/>
- Binus University. (2014). *Desain Interior Pada PAUD*.
<http://library.binus.ac.id/eColls/eThesisdoc/Bab2/2013-2-00277-DI-Bab2001.pdf>
- Block, I. (2017). *Fuji Kindergarten Tokyo Tezuka Architect*.
<https://www.dezeen.com/2017/10/02/fuji-kindergarten-tokyo-tezuka-architects-oval-roof-deck-playground/>
- Cambridge University Press. (2020a). *Design*.
<https://dictionary.cambridge.org/dictionary/english/design>
- Cambridge University Press. (2020b). *Standardization*. Cambridge Dictionary.
<https://dictionary.cambridge.org/dictionary/english/standardization>
- Chesnokova, E., & Sabirova, A. (2017). *Standard Vs Standardization*.
<https://strelkamag.com/en/article/standards-and-standardisation-are-not-the-same-thing>
- Chiara, J., & Callender, J. (1980). *Time-Saver Standards For Building Types* (2nd ed.). New York: McGraw-Hill Book Company.
- Dudek, M. (1996). *Kindergarten Architecture* (1st ed.). London: E & FN SPON.
- Gage, J. (1999). *Colour and Meaning*. Singapore: Thames and Hudson.
- Harninik, S. (2013). *Taman Kanak-kanak*.
http://eprints.ums.ac.id/25320/2/BAB_I.pdf

- Hertzberger, H. (2000). *Space and The Architect*. Rotterdam: 010 Publisher.
- Hertzberger, H. (2008). *Space and Learning* (p. 255). Rotterdam: 010 Publisher.
- Heseltine, P., & Holborn, J. (1987). *Playground : The Planning, Design And Construction Of Play Environments*. New York: Nichols Publishing Company.
- Kristianto, D. (2002). *Bentuk Dasar*.
<http://faculty.petra.ac.id/dwikris/docs/desgrafisweb/hurufwarna/bentukdasar.html>
- Lee, C. (1989). *Pertumbuhan dan Perkembangan Anak*. Jakarta: Arcan.
- McLeod, S. (2019). *What Is Psychology?* [www.simplypsychology.org › whatispsychology](http://www.simplypsychology.org/whatispsychology)
- Molinari, C. (2016). *Sequences In Architecture. How To Use Cinema To Design The Experience Of Space And Time*.
<https://www.architectureplayer.com/strips/sequences-in-architecture-how-to-use-cinema-to-design-the-experience-of-space-and-time>
- Padmonodewo, S. (2003). *Pendidikan Anak Prasekolah* (2nd ed.). Jakarta: Rineka Cipta. http://library.fip.uny.ac.id/opac/index.php?p=show_detail&id=2377
- PAUD Jateng. (2015). *Prinsip Penataan Sarana Bermain Dalam Ruang (Indoor)*.
<https://www.paud.id/2015/09/prinsip-penataan-sarana-bermain-indoor.html>
- Prof. Soetjiningsih, Dr., S., & Prof. IG.N Gde Ranuh, Dr., S. (2016). *Tumbuh Kembang Anak*. Jakarta: EGC.
- Rathus, S. A. (2006). *Childhood Voyages In Development* (2nd ed.). Toronto: Thomson Wadsworth.
- Report, B. H., & Clarke, A. (2012). *A Spatial Experience Narrative*. 16.
https://www.architects.nsw.gov.au/download/BHTS/Clarke_A_Spatial_Expe

rience_Narrative__BHTS2012.pdf

Sanusi. (2019). *Saat Ini, Harga Tanah Di Tangsel Paling Mahal.*

<https://www.tribunnews.com/bisnis/2019/02/27/saat-ini-harga-tanah-di-tangsel-paling-mahal>

Siegler, R. S., & Alibali, M. W. (2005). *Children's Thinking* (4th ed.). New Jersey: Pearson Educational International.

Uce, L. (2017). *The Golden Age.*

Universitas Atma Jaya Yogyakarta. (2011). *Konsep Ruang.* <http://e-journal.uajy.ac.id/2241/7/6TA12847.pdf>

