

Daftar Pustaka

- Alexandra, Frisca. "Pendidikan Perdamaian dan Fenomena Kekerasan Kultural pada Anak dan Remaja di Indonesia." Magister Administrasi Publik - Fakultas Ilmu Sosial dan Ilmu Politik, Universitas Mulawarman, 2018
- Fischer, Kurt W. "A Theory of Cognitive Development: The Control and Construction of Hierarchies of Skills." *Psychological Review* dari University of Denver, 1980.
- Harianja, Sri H. dan Nurihsan, Achmad J. "Efektivitas Metode Bermain Peran dalam Meningkatkan Kemampuan Empati Anak Usia Dini" *Jurnal Kependidikan Universitas Pendidikan Indonesia*, 2016.
- Damarjati, Danu. "Benarkah Minat Baca Orang Indonesia Serendah Ini?" *DetikNews*, Januari 05, 2019.
- Graham, Peter. "Award-Winning AR Reading App Wonderscope Is Free Until June" *VR Focus*. April 2, 2020.
- Preloaded. "Within & Wonderscop: Clio's Cosmic Quest" *Within*. 2020.
- Reilly, Matthew. "Clio's Cosmic Quest / Wonderscope" Played by Reilly. September 9, 2019. Gameplay video, 12:05.
<https://www.youtube.com/watch?v=uaKoFYATACU>
- Scacca, Suzanne. "Use Case for Augmented Reality in Design" *Smashing Magazine*. November 14, 2018.

Gleb. “What I Learned from Designing AR Apps” *Smashing Magazine*. Juni 24,2019.

“Concept Mapping and the Theory Behind” *iMind*.
<https://www.imindq.com/uses/concept-mapping>

Arnheim, Rudolf. “Art and Visual Perception”. *Berkeley: University of California Press*. 1974.

“Peraturan Menteri Pendidikan dan Kebudayaan Republik Indonesia: Nomor 146 Tahun 2014 Tentang Kurikulum 2013 Pendidikan Anak Usia Dini” *Kementrian Pendidikan dan Kebudayaan*. 2015.

Suryana, Dr. Dadan. “Pendidikan Anak Usia Dini: Stimulasi & Aspek Perkembangan Anak” *Prenadamedia Group*. 2018.

Edwards, Betty. “Color: A Course in Mastering the Art of Mixing Colors” *Penguin Group (USA) Inc. New York*. 2004.

Williams, Richard. “The Animator’s Survival Kit” *Farrar, Straus and Giroux, New York*. 2009.

Thomas, Frank dan Johnson, Ollie. “The Illusion of Life: Disney Animation” *Walt Disney Productions, New York*. 1981.

21 Draw. “The Character Designer” *21D Sweden AB*. 2019, pp. 1-9.

Totten, Chris. "Game Character Creation with Blender and Unity" *John*

Wiley & Sons, Inc. 2001

Dana, Jonathan, wawancara lewat *zoom*, 23 Oktober, 2020.

