

DAFTAR PUSTAKA

- Aladin, M.Y.F. *et al.* (2020) 'AR-TO-KID: A speech-enabled augmented reality to engage preschool children in pronunciation learning', *IOP Conference Series: Materials Science and Engineering*, 979(1), p. 012011. Available at: <https://doi.org/10.1088/1757-899X/979/1/012011>.
- Anggreani, C. and Satrio, A. (2021) 'Pengembangan Flashcard Berbasis Augmented Reality untuk Anak Usia Dini', *EDUKATIF : JURNAL ILMU PENDIDIKAN*, 3(6), pp. 5126–5135. Available at: <https://doi.org/10.31004/edukatif.v3i6.1639>.
- Arena, F. *et al.* (2022) 'An Overview of Augmented Reality', *Computers*, 11(2), p. 28. Available at: <https://doi.org/10.3390/computers11020028>.
- Aydoğdu, F. (2022) 'Augmented reality for preschool children: An experience with educational contents', *British Journal of Educational Technology*, 53(2), pp. 326–348. Available at: <https://doi.org/10.1111/bjet.13168>.
- Cahyaningsih, Y. (2020) 'Teknologi Augmented Reality pada Promosi Berbasis Android', *Journal of Computer Science and Engineering (JCSE)*, 1(2), pp. 91–116. Available at: <https://doi.org/10.36596/jcse.v1i2.60>.
- Cahyaningtyas, A.S. (2020) 'PEMBELAJARAN MENGGUNAKAN AUGMENT REALITY UNTUK ANAK USIA DINI DI INDONESIA', *Jurnal Teknologi Pendidikan : Jurnal Penelitian dan Pengembangan Pembelajaran*, 5(1), pp. 20–37. Available at: <https://doi.org/10.33394/jtp.v5i1.2850>.
- Capote, T.D. (2024) 'A COMPARATIVE STUDY OF BLACK BOX AND WHITE BOX TESTING TECHNIQUES IN MODERN SOFTWARE DEVELOPMENT', *FRONTIERS IN ENGINEERING AND TECHNOLOGY (FET)*, 5(1), pp. 1–7.
- Da Silva, C.R.S. *et al.* (2020) 'Cubo Kids: a Proposal for an Educational Application with Augmented Reality', in *2020 IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE). 2020 IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE)*, Takamatsu, Japan: IEEE, pp. 497–502. Available at: <https://doi.org/10.1109/TALE48869.2020.9368462>.
- Deslianti, D., Pahrizal, P. and Anugrah, R. (2020) 'Pembuatan Video 3D Kampus IV Universitas Muhammadiyah Bengkulu Menggunakan Blender dan Adobe Premier', *JUSIBI (Jurnal Sistem Informasi dan Bisnis)*, 2(1). Available at: <https://doi.org/10.54650/jusibi.v2i1.294>.
- Fadhillah, I.R., Khair, U. and Wulan, N. (2024) 'Perancangan Aplikasi Augmented Reality Wisata Dayung Sampan di Kecamatan Silau Laut Berbasis Android', *Innovative: Journal Of Social Science Research*, 4(2), pp. 2619–2631. Available at: <https://doi.org/10.31004/innovative.v4i2.9763>.

- Faritsi, A.A. (2022) 'Media Pembelajaran Interaktif Pengenalan Huruf dan Angka pada PAUD berbasis Android', *Prosiding Seminar Nasional Teknologi Informasi dan Komunikasi (SENATIK)*, 5(1), pp. 235–244.
- Fatmawati, S. and Hardiyantari, O. (2022) 'Augmented Reality-based Educational Game: Shape and Color for Kids', in: *Proceedings of the 1st International Conference on Social, Science, and Technology, ICSST 2021, 25 November 2021, Tangerang, Indonesia*. Available at: https://eudl.eu/doi/10.4108/eai.25-11-2021.2318852?utm_source=chatgpt.com (Accessed: 1 May 2025).
- Garzón, J. *et al.* (2020) 'How do pedagogical approaches affect the impact of augmented reality on education? A meta-analysis and research synthesis', *Educational Research Review*, 31, p. 100334. Available at: <https://doi.org/10.1016/j.edurev.2020.100334>.
- Hari Sugiharto Setyaedhi (2024) 'Comparative Test of Cronbach's Alpha Reliability Coefficient, Kr-20, Kr-21, And Split-Half Method', *Journal of Education Research and Evaluation*, 8(1), pp. 47–57. Available at: <https://doi.org/10.23887/jere.v8i1.68164>.
- Hartanti, D. and Kurniawan, M. (2022) 'Buku Literasi Augmented Reality sebagai Media Pendukung Pembelajaran Aspek Keaksaraan AUD', *Jurnal Obsesi: Jurnal Pendidikan Anak Usia Dini*, 6(4), pp. 3100–3110. Available at: <https://doi.org/10.31004/obsesi.v6i4.2042>.
- Istiono, W. (2022) 'Bilingual Color Learning Application as Alternative Color Learning for Preschool Student', *International Journal of Interactive Mobile Technologies (IJIM)*, 16(05), pp. 224–233. Available at: <https://doi.org/10.3991/ijim.v16i05.28319>.
- Khan, M.E. (2021) 'Different Approaches to Black Box Testing Technique for Finding Errors'. Rochester, NY: Social Science Research Network. Available at: <https://papers.ssrn.com/abstract=3890672> (Accessed: 14 May 2025).
- Khasanah, F.N. (2024) 'Multimedia Development Life Cycle Method in Designing Interactive Learning Media for Introducing Basic Religious Knowledge at the Quran Learning Center', *Greenation International Journal of Engineering Science*, 2(3), pp. 131–140. Available at: <https://doi.org/10.38035/gijes.v2i3.330>.
- Latifah, S. and Nurhafizah, N. (2022) 'The Effect of Coloured Puzzle Media on The Ability to Recognize Geometrical Shapes of Kindergarten Students', *EduBasic Journal: Jurnal Pendidikan Dasar*, 4(2), pp. 105–114. Available at: <https://doi.org/10.17509/ebj.v4i2.46012>.
- Lenaini, I. (2021) 'TEKNIK PENGAMBILAN SAMPEL PURPOSIVE DAN SNOWBALL SAMPLING', *Historis: Jurnal Kajian, Penelitian dan Pengembangan Pendidikan Sejarah*, 6(1), pp. 33–39. Available at: <https://doi.org/10.31764/historis.v6i1.4075>.
- Lupita, M.D., Iriyanto, T. and Anisa, N. (2024) 'Pengembangan Media Augmented Reality Expression Book (MAREBOO) untuk Menstimulasi Kemampuan Sosial

- Emosional Anak Usia 5-6 Tahun', *Murhum : Jurnal Pendidikan Anak Usia Dini*, 5(2), pp. 1113–1123. Available at: <https://doi.org/10.37985/murhum.v5i2.746>.
- Madanipour, P. and Cohrsen, C. (2020) 'Augmented reality as a form of digital technology in early childhood education', *Australasian Journal of Early Childhood*, 45(1), pp. 5–13. Available at: <https://doi.org/10.1177/1836939119885311>.
- Maulidiah, P., Sya, A. and Kusumawati, L. (2023) 'Efektivitas Media Pembelajaran Augmented Reality (AR) dalam Meningkatkan Hasil Belajar Kognitif Siswa pada Pelajaran Geografi di Kelas X SMAN 36 Jakarta', *JPIG (Jurnal Pendidikan dan Ilmu Geografi)*, 8(2), pp. 75–84. Available at: <https://doi.org/10.21067/jpig.v8i2.8619>.
- Nurdiansyah, T., Suhud and Suhendar, A. (2022) 'Penerapan Game Edukasi Smart Kids Bahasa Arab Berbasis Android Menggunakan Unity3d', *ProTekInfo(Pengembangan Riset dan Observasi Teknik Informatika)*, 9(1), pp. 18–22. Available at: <https://doi.org/10.30656/protekinf.v9i1.5064>.
- P, Y.F. *et al.* (2025) 'Penerapan Teknologi Augmented Reality 3D Sebagai Media Pembelajaran Anak Usia Dini', *Journal Of Computer Science Contributions (JUCOSCO)*, 5(1), pp. 66–76. Available at: <https://doi.org/10.31599/wc5yvt65>.
- Pan, Z. *et al.* (2021) 'Introducing augmented reality in early childhood literacy learning', *Research in Learning Technology*, 29. Available at: <https://doi.org/10.25304/rlt.v29.2539>.
- Preethi.B, M. *et al.* (2020) 'The Contemporary Orientation of AR in Early Childhood Education', *TEST Engineering & Management*, 82, pp. 14976–14981.
- Puspitarini, A. and Marlana, D. (2022) 'STUDI LITERATUR PENERAPAN AUGMENTED REALITY PADA PENDIDIKAN', *J-Symbol: Jurnal Magister Pendidikan Bahasa dan Sastra Indonesia*, 10(2 Sep). Available at: <http://jurnal.fkip.unila.ac.id/index.php/BINDO/article/view/26648> (Accessed: 23 May 2025).
- Rahmatika, A., Manurung, A.A. and Ramadhani, F. (2023) 'Pengembangan Media Pembelajaran Berbasis Augmented Reality untuk Meningkatkan Empati Anak Usia Dini dengan Metode MDLC (Multimedia Development Life Cycle)', *sudo Jurnal Teknik Informatika*, 2(3), pp. 122–130. Available at: <https://doi.org/10.56211/sudo.v2i3.330>.
- Rumus Uji Validitas Manual | PDF (no date) Scribd. Available at: <https://id.scribd.com/document/393582277/Rumus-Uji-Validitas-Manual> (Accessed: 15 May 2025).
- Sanaky, M.M. (2021) 'ANALISIS FAKTOR-FAKTOR KETERLAMBATAN PADA PROYEK PEMBANGUNAN GEDUNG ASRAMA MAN 1 TULEHU MALUKU TENGAH', *JURNAL SIMETRIK*, 11(1), pp. 432–439. Available at: <https://doi.org/10.31959/js.v11i1.615>.

- Sholeh, M. *et al.* (2021) 'PENGUNAAN DAN PENGEMBANGAN APLIKASI BERBASIS AUGMENTED REALITY UNTUK DUNIA PENDIDIKAN', *JMM (Jurnal Masyarakat Mandiri)*, 5(5), pp. 2524–2536. Available at: <https://doi.org/10.31764/jmm.v5i5.5285>.
- Suhendra, A.A. *et al.* (2023) 'APLIKASI PENGENALAN HEWAN BERBASIS AUGMENTED REALITY MENGGUNAKAN METODE MARKER BASED TRACKING BERBASIS ANDROID', *Jurnal Rekayasa Sistem Informasi dan Teknologi*, 1(2), pp. 108–117. Available at: <https://doi.org/10.59407/jrsit.v1i2.174>.
- Syahrwela, M. *et al.* (2024) 'Validitas dan Reliabilitas Instrumen Literasi Digital Mahasiswa dengan Confirmatory Factor Analysis', *Sulawesi Tenggara Educational Journal*, 4(3), pp. 173–180. Available at: <https://doi.org/10.54297/seduj.v4i3.830>.
- Teni and Yudiyanto, A. (2021) 'Pengaruh Motivasi Belajar Terhadap Hasil Belajar Siswa Kelas VII SMP Negeri 2 Kedokan Bunder Kabupaten Indramayu', *Jurnal Pendidikan Indonesia*, 2(01), pp. 105–117. Available at: <https://doi.org/10.59141/japendi.v2i01.73>.
- Theodoropoulos, A. and Lepouras, G. (2021) 'Augmented Reality and programming education: A systematic review', *International Journal of Child-Computer Interaction*, 30, p. 100335. Available at: <https://doi.org/10.1016/j.ijcci.2021.100335>.
- Wahyuningsih, W. (2021) 'Pengenalan Warna dan Bentuk Geometri Dengan Media Balok Pada Anak Usia 5-6 Tahun di TK Pertiwi 2 Jeron Nogosari Boyolali', *Jurnal Educatio FKIP UNMA*, 7(2), pp. 410–418. Available at: <https://doi.org/10.31949/educatio.v7i2.1055>.