

DAFTAR PUSTAKA

Buku

- Gummer, A. & Taylor, A. (2021). *Toy Assessment Framework*. The Toy Association.
- Hardani, H., Andriani, H., Ustiawaty, J., & Utami, E. F. (2020). *Metode penelitian kualitatif & kuantitatif*.
- Haryono, C. G. (2020). *Ragam Metode Penelitian Kualitatif Komunikasi*. CV Jejak (Jejak Publisher).
- Landa, R. (2018). *Graphic design solutions*. Cengage Learning.
- Mudlofir, A. dan Rusydiyah, E. F., (2021). *Desain Pembelajaran Inovatif: dari Teori ke Praktik - Rajawali Pers*. PT. RajaGrafindo Persada.
- Nurchahyo, Rudi dan Mulyati, Lin., (2019). *Desain Media Interaktif*. Quantum Book.
- Nurlan, F. (2019). *Metodologi penelitian kuantitatif*. CV. Pilar Nusantara.
- Palwanto, M. (2020). *Modul Pembelajaran SMA Seni Budaya: Seni Rupa Tiga Dimensi Kelas X*. Kemdikbud.
- Sugiyono. (2016). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: PT Alfabet.
- Unger, R., & Chandler, C. (2023). *A Project Guide to UX Design: For user experience designers in the field or in the making*. New Riders.

Jurnal

- Azizah, N. (2018). Interaksi Sosial Anak Tunagrahita Di Sd Negeri 1 Ngulakan Kulon Progo. *Basic Education*, 7(23), 2-193.
- Besio, S. (2018). What is play?. *Guidelines for Supporting Children with Disabilities' Play*, 1–12. doi:10.1515/9783110613445-005

- Burgstahler, S. (2021). *Universal Design: Process, Principles, and Applications. DO-IT.*
- Boat, T. F. (2015a, October 28). Clinical characteristics of intellectual disabilities. *Mental Disorders and Disabilities Among Low-Income Children.*
<https://www.ncbi.nlm.nih.gov/books/NBK332877/>
- Dostál, Jiří. (2015). Traditional Toy and its Significance to a Child. *Turkish Online Journal of Educational Technology.* 2015. 2146-7242.
- GUSTINA, G. (2016). LINGKUNGAN KELUARGA SEBAGAI WAHANA SOSIALISASI DAN INTERAKSI EDUKATIF BAGI ANAK (SUATU TINJAUAN SOSIO-EDUKASI RELIGIUS TERHADAP PENDIDIKAN DALAM KELUARGA). *Ta'dib, 12(2).*
- Hai-Jew, S. (2019). Alpha Testing, Beta Testing, and Customized Testing. *In: Designing Instruction For Open Sharing. Springer, Cham.*
https://doi.org/10.1007/978-3-030-02713-1_9
- Johry, Aakash & Poovaiah, Ravi. (2019). Playfulness through the lens of toy design: a study with Indian preschool children with intellectual disability. *International Journal of Play.* 8. 1-21. 10.1080/21594937.2019.1684155.
- Kartiningrum, E. D. (2015). Panduan penyusunan studi literatur. *Lembaga Penelitian Dan Pengabdian Masyarakat Politeknik Kesehatan Majapahit, Mojokerto, 1-9.*
- Kudrowitz, Barry & Wallace, David. (2010). The play pyramid: A play classification and ideation tool for toy design. *Int. J. Arts and Technology.* 3. 10.1504/IJART.2010.030492.
- Lang, L. J. (2021). Research on Design Method of Children's Teaching Assisted Toys Based on STEAM Education. *Open Journal of Social Sciences, 9,* 628-635. <https://doi.org/10.4236/jss.2021.99046>

- Liu, S., Xie, W., Han, S., Mou, Z., Zhang, X., & Zhang, L. (2018). Social Interaction Patterns of the Disabled People in Asymmetric Social Dilemmas. *Frontiers in psychology, 9*, 1683.
<https://doi.org/10.3389/fpsyg.2018.01683>
- Mertala, P., Karikoski, H., Tähtinen, L., & Sarenius, V.-M. (2016). *The value of toys: 6–8-year-old children's toy preferences and the functional analysis of popular toys. International Journal of Play, 5(1), 11–27.*
doi:10.1080/21594937.2016.1147291
- Mikton, C. & Shakespeare, T. (2014). Introduction to Special Issue on Violence Against People With Disability. *Journal of interpersonal violence, 29*.
10.1177/0886260514534531.
- Mursalim, M., Jusmin, J., & Wulandari, N. (2020). Pola Asuh Orang Tua Terhadap Kemampuan Bersosialisasi Pada Siswa Kelas IV DI SD INPRES 102 MALANU Kota Sorong. *Jurnal Papeda: Jurnal Publikasi Pendidikan Dasar, 2(1), 1-9.*
- Qiu, J. (2024). Explore The Development and Innovative Design of Children's Toys. *Journal of Education, Humanities and Social Sciences, 28*, 227-231.

Website

- Consumer Product Safety Commission United States. (2007). Think Toy Safety. Diakses pada 15 Maret 2024, dari
<https://www.cpsc.gov/Regulations-Laws--Standards/Voluntary-Standards/Topics/Toys>
- Lembaga Penelitian dan Pengabdian Masyarakat Universitas Medan Area. (2022). Purposive Sampling–Definisi, Keuntungan dan Cara Melakukannya. Diakses pada 16 Maret 2024, dari
<https://lp2m.uma.ac.id/2022/05/31/purposive-sampling-definisi-keuntungan-dan-cara-melakukannya/>

Maulana, Dwi Fajri. (2023). Teori Georg Simmel tentang Interaksi Sosial. Diakses pada 1 Mei 2024, dari

<https://www.cahayailmusosial.com/relasi-sosial-georg-simmel/>

Data Pokok Pendidikan Direktorat Jenderal Pendidikan Anak Usia Dini, Pendidikan Dasar dan Pendidikan Menengah. (2024). Diakses pada 7 Mei 2024, dari <https://dapo.kemdikbud.go.id/sekolah/DFC3864C78E40A64502A>

