

DAFTAR PUSTAKA

Buku

- Eiseman, L. (2017). *Color Harmony Pantone E Edition Eexpert Color Information for Professioanl Results* (Pantone Edition). Rockport Publishers.
- John W Creswell. (2015). Penelitian Kualitatif & Desain Riset Memilih Diantara 5 Pendekatan. In *Penelitian Kualitatif & Desain Riset Memilih Diantara 5 Pendekatan* (3rd ed.). Pustaka Pelajar.
- Landa, R. (2010). *Advertising by Design: Generating and Designing Creative Ideas Across Media* (2nd ed.). Wiley.
- Male, A. (2017). Illustration A Theoretical and Contextual Perspective. In *Bloomsbury Visual Arts* (2nd ed.). 147426302X.
- Robin Landa. (2014). Graphic design solutions. In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9).
- Sugiyama, K., & Andree, T. (2011). The Dentsu Way. In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9).
- Venus, A. (2009). Manajemen Kampanye: Panduan Teoritis dan Praktis dalam Mengefektifkan Kampanye Sosial. Bandung: Simbiosa Rekatama Media.
- Venus, A. (2018). Manajemen kampanye (Edisi revisi). Bandung, Indonesia: Simbiosa Rekatama.
- Zeegen, L. (2020). The Fundamentals of Illustration. In *The Fundamentals of Illustration*. <https://doi.org/10.5040/9781474240468>

Jurnal

- Allen, J. P., & Rasberry, C. N. (2017). The relationship between screen time and emotional dysregulation in adolescents. *Journal of Abnormal Child Psychology*, 45(1), 13-23. *Behavioral Nutrition and Physical Activity*, 16(1). <https://doi.org/10.1186/s12966-019-0881-7>
- Brushe, M. E., Lynch, J. W., Melhuish, E., Reilly, S., Mittinty, M. N., & Brinkman, S. A. (2023). Objectively measured infant and toddler screen time: Findings from a prospective study. *SSM - Population Health*, 22. <https://doi.org/10.1016/j.ssmph.2023.101395>

Gunawan, A. P. (2014). Genre Fotografi yang Diminati oleh Fotografer di Indonesia. *Humaniora*, 5(2). <https://doi.org/10.21512/humaniora.v5i2.3266>

P Putra Program Studi Pendidikan Jasmani, M. F., & dan Rekreasi, K. (2017). MIXED METHODS: PENGANTAR DALAM PENELITIAN OLAHRAGA. *Diterima: 1 Mei, 16–2017.* <http://ojs.unpkediri.ac.id/index.php/pjk/index>

Nirwana, Mappapoleonro, A. M., & Chairunnisa. (2018). Indonesian Journal of Early Childhood The Effect of Gadget Toward Early Childhood Speaking Ability. *Indonesian Journal of Early Childhood Education Studies*, 7(2).

Radesky, J. S., Kaciroti, N., Weeks, H. M., Schaller, A., & Miller, A. L. (2023). Longitudinal Associations between Use of Mobile Devices for Calming and Emotional Reactivity and Executive Functioning in Children Aged 3 to 5 Years. *JAMA Pediatrics*, 177(1). <https://doi.org/10.1001/jamapediatrics.2022.4793>

Rosaliza, M. (2015). Wawancara, Sebuah Interaksi Komunikasi dalam Penelitian Kualitatif. *Jurnal Ilmu Budaya*, 11(2). <https://doi.org/10.31849/jib.v11i2.1099>

Sanders, T., Parker, P. D., del Pozo-Cruz, B., Noetel, M., & Lonsdale, C. (2019). Type of screen time moderates effects on outcomes in 4013 children: Evidence from the Longitudinal Study of Australian Children.

Wulandari, D., & Lestari, T. (2021). Pengaruh gadget terhadap perkembangan emosi anak. *Jurnal Pendidikan Tambusai*, 5(1).

Website

Gard, A. (2021, April). *Post-screen-time anger & frustration in kids*. 2021. <https://www.allinahealth.org/healthysetgo/prevent/post-screen-time-anger-frustration-in-kids#:~:text=Post%2Dscreen%2Dtime%20anger%2C%20its%20causes&text=Over%2Dstimulation%20causes%20kids%20to,family%20and%20friends%20and%20nature>

George, A. (2021, May 18). *How conversational voice helps branding connect*. *Bunny Studio Blog*. <https://www.bunnystudio.com/blog/conversational-voice-helps-branding-connect/>

Legner, L. (2022, April 22). *Kids' screen time: How much is too much?* April 22, 2022. <https://www.osfhealthcare.org/blog/kids-screen-time-how-much-is-too-much/>

- Morgan, K. (2023, August 1). *Tone-of-voice words*. Nielsen Norman Group.
<https://www.nngroup.com/articles/tone-of-voice-words/>
- Napitupulu, E. (2023, June 19). *Mencegah Kecanduan Gawai Pada Anak*. 19 June 2023. <https://www.kompas.id/baca/humaniora/2023/06/19/perkuat-regulasi-diri-anak-untuk-hindari-kecanduan-gadget>
- Patriani, I. (2020, June 17). *Anak Tantrum dan 65% Orang Tua Ternyata Berikan Gadget*. 17 Juli 2020. <https://www.deparenting.com/anak-tantrum-dan-65-orang-tua-ternyata-berikan-gadget/>
- Rizaty, M. (2023, February 20). *Sebanyak 33,4% Anak Usia Dini di Indonesia Sudah Main Ponsel*. DataIndonesia.Id.
<https://dataindonesia.id/internet/detail/sebanyak-334-anak-usia-dini-di-indonesia-sudah-main-ponsel>
- Schwartz, C. (2023, April 25). *Screen time and children*. 2023.
<https://medlineplus.gov/ency/patientinstructions/000355.html>

