

DAFTAR PUSTAKA

- Akbari, H., Abdoli, B., Shafizadeh, M., & Khalaji, H. (2009). *The Effect of Traditional Games in Fundamental Motor Skill Development in 7-9 Year-Old Boys*. <https://www.researchgate.net/publication/43559972>
- Andini, S., Anjarini, T., & Khaq, M. (2022). Ensiklopedia Digital Berbasis HOTS Terintegrasi Karakter pada Materi IPA Kelas 5 SD. *Jurnal Educatio FKIP UNMA*, 8(2), 605–614. <https://doi.org/10.31949/educatio.v8i2.2258>
- Arisman, Suhermon, & Ferri Hendriyanto. (2024). *Nostalgia yang Terabaikan Permainan Tradisional Mulai Hilang dari Kehidupan Anak-Anak*. 8.
- Chochev, N., Hristov, H. T., & Hristov, H. (2022). *DESIGN TECHNIQUES AND PRACTICES OF GRID LAYOUTS AND CONTENT OF WEB PAGES*. XX. <https://www.researchgate.net/publication/360181044>
- Dela Puspita Ayu, Y., & Ngazizah, N. (2021). *Ensiklopedia Digital Berbasis Problem Solving dan Karakter Tema 6 Kelas 3 SD*. 7(4), 1759–1765. <https://doi.org/10.31949/educatio.v7i4.1439>
- Fatmawati, & Sholikin. (2019). *LITERASI DIGITAL, MENDIDIK ANAK DI ERA DIGITAL BAGI ORANG TUA MILENIAL*.
- Galitz, W. O. (n.d.). *The Essential Guide to User Interface Design An Introduction to GUI Design Principles and Techniques Third Edition*.
- Garg, M. S., & Singh, M. S. (2025). *INTERNATIONAL JOURNAL OF RESEARCH CULTURE SOCIETY The Role Of Piaget's Stages Of Development in Understanding the Cognitive Growth Of Children in the Digital Age*. <https://doi.org/10.2017/IJRCS/202504010>
- GÜNAY, M. (2024). THE IMPACT OF TYPOGRAPHY IN GRAPHIC DESIGN. *International Journal Of Eurasia Social Sciences*. <https://doi.org/10.35826/ijoess.4519>
- Hadi, A. (2018). Bridging Indonesia's Digital Divide: Rural-Urban Linkages? *Jurnal Ilmu Sosial Dan Ilmu Politik*, 22(1), 17. <https://doi.org/10.22146/jsp.31835>
- Hasanah, A., & Utami, L. (2017). PENGARUH PENERAPAN MODEL PROBLEM BASED LEARNING TERHADAP KETERAMPILAN PROSES SAINS SISWA. In *Jurnal Pendidikan Sains (JPS)* (Vol. 5, Issue 2). <http://jurnal.unimus.ac.id/index.php/JPKIMIA>
- Hidayati, R., & Lestari, I. (2021). Permainan Tradisional Jawa Tengah dalam Meningkatkan Kemampuan Motorik Anak Usia Dini. *Prosiding Seminar Nasional Bimbingan*, 14–24.

- Karimah, N., Ngazizah, N., & Ratnaningsih, A. (2021). Pengembangan Ensiklopedia Digital Berbasis Keterampilan Proses dan Karakter pada Kelas V Tema Lingkungan Sahabat Kita. *Syntax Idea*, 3(8), 1924–1936. <https://doi.org/10.46799/syntax-idea.v3i8.1429>
- Kozak, O. (2020). *Analysis of illustration influence on Human-Computer Interaction*. <https://doi.org/10.13140/RG.2.2.24793.95845>
- Kurniawan Ari. (2019). *buku-olahraga-dan-permainan-tradisional*.
- Kurniawan, H., Purwoko, R. Y., & Setiana, D. S. (2024). Integrating cultural artifacts and tradition from remote regions in developing mathematics lesson plans to enhance mathematical literacy. *Journal of Pedagogical Research*, 8(1), 61–74. <https://doi.org/10.33902/JPR.202423016>
- Landa, R. (2021). *Graphic Design Solution*.
- Landa, Robin. (2014a). *Graphic design solutions*. Wadsworth, Cengage Learning.
- Landa, Robin. (2014b). *Graphic design solutions*. Wadsworth, Cengage Learning.
- Lintangkawuryan, Y., & Adiati, M. P. (2017). *Recognition of Traditional Games in Indonesia as Cultural Preservation Efforts Through Special Event*.
- Lukmanulhakim. (2022). TEACHER PROFESSIONAL DEVELOPMENT IN THE PERSPECTIVE OF TECHNOLOGY PEDAGOGICAL CONTENT KNOWLEDGE THEORETICAL FRAMEWORK. *Pendidikan Guru Pendidikan Anak Usia Dini*, 14(1), 1. <https://doi.org/10.26418/jvip.v14i1.49334>
- Luther, L., Tiberius, V., & Brem, A. (2020). User experience (UX) in business, management, and psychology: A bibliometric mapping of the current state of research. *Multimodal Technologies and Interaction*, 4(2). <https://doi.org/10.3390/mti4020018>
- Male A (2007) Illustration. A Theoretical & Contextual Perspective
- M. Husein. MR. (2021). *LUNTURNYA PERMAINAN TRADISIONAL*. 5.
- Phillips, J. (2005). Planning an online encyclopedia of a nation: The example of Te Ara, the Encyclopedia of New Zealand. *Literary and Linguistics Computing*, 20(4), 451–461. <https://doi.org/10.1093/lc/fqi051>
- Prasetya, Y., & Sarmini. (2023). *PERMAINAN TRADISIONAL SEBAGAI SUMBER NILAI KARAKTER BAGI ANAK DI KELURAHAN SIMOKERTO SURABAYA* (Vol. 11).
- Prastiasa, F. R., Bahmiati, S., Ananda, T., Putri, Y., Nugroho, Y. A., Friko, A., Nasiruddin, H., Khusna, I. L., Cuhazriansyah, R., & Pd, M. T. (2021).

*PEMANFAATAN GAME EDUKATIF BERBASIS DIGITAL DALAM
MENINGKATKAN MOTIVASI BELAJAR SISWA SEKOLAH DASAR.*

- Prihartanta, W. (2015). ENSIKLOPEDIA UMUM (NASIONAL). In *Universitas Islam Negeri Ar-raniry* (Vol. 5, Issue 85).
- Purnomo, & Pratiwi. (2023). *Engaging the Digital Native Generation in Cultural Digital Preservation: Strategies and Approaches fore Libraries and Librarians in the Digital Age 4.0.*
- Regiana, E., Dwiyoğa Widianoro, A., & Hendra Prasetya, F. X. (2020). Preservation of Indonesian Culture through Traditional Games Application. *SISFORMA: Journal of Information Systems (e-Journal)*, 7(1).
<https://doi.org/10.24167/Sisforma>
- Rello, L., Pielot, M., & Marcos, M. C. (2016). Make it big! The effect of font size and line spacing on online readability. *Conference on Human Factors in Computing Systems - Proceedings*, 3637–3648.
<https://doi.org/10.1145/2858036.2858204>
- Setiana, & Eliasa Eva. (2024). Karakteristik Perkembangan Fisik, Kognitif, Emosi Sosial, dan Moral Pada Anak Usia Sekolah Dasar (7-12 Tahun). *Eva Imania Eliasa Journal of Human And Education*, 4(6), 127–138.
- Sharp, H., Preece, J., & Rogers, Y. (2019). *Interaction design: Beyond Human-Computer Interaction*. John Wiley & Sons.
- Shi, A., Huo, F., & Han, D. (2021). Role of Interface Design: A Comparison of Different Online Learning System Designs. *Frontiers in Psychology*, 12.
<https://doi.org/10.3389/fpsyg.2021.681756>
- Shofiyah, N. C., Adhe, K. R., Maulidiyah, E. C., & Simatupang, N. D. (2022). Developing encyclopedia book of traditional games in Gresik City on learning my cultural theme in kindergarten. *Journal of Early Childhood Care and Education*, 5(1), 45–58. <https://doi.org/10.26555/jecce.v5i1.6185>
- Soegaard, M. (2018). *The Basics of User Experience Design BY INTERACTION DESIGN FOUNDATION.*
- Sugiyono. (2013). *METODE PENELITIAN KUANTITATIF.*
- Syaflin, S. L., Ayurachmawati, P., & Sunedi. (2023). Development of A Digital-Based Encyclopedia on Elementary School Science Content. *Jurnal Penelitian Pendidikan IPA*, 9(12), 11560–11567.
<https://doi.org/10.29303/jppipa.v9i12.5812>

- Tedi. (2015). *Perubahan Jenis Permainan Tradisional Menjadi Permainan Modern Pada Anak-Anak Di Desa Ijuk Kecamatan Belitang Hulu Kabupaten Sekadau*.
- Tidwell, Jenifer. (2006). *Designing interfaces*. O'Reilly.
- Tristiyono, D., & Carolina, H. S. (2024). PENGEMBANGAN ENSIKLOPEDIA DIGITAL PADA PELAJARAN EKOSISTEM BERBASIS KURIKULUM MERDEKA. *Jurnal Inovasi Pembelajaran Biologi*, 5(2), 53–65.
<https://journal.unesa.ac.id/index.php/jipb>
- Wilms, L., & Oberfeld, D. (2018). Color and emotion: effects of hue, saturation, and brightness. *Psychological Research*, 82(5), 896–914.
<https://doi.org/10.1007/s00426-017-0880-8>
- Wulandari, C. A. (2017). Game as a Means of Preserving the Culture of Central Java Sisformavol. In *WisataBudayaJawa Tengah* (Issue 2).

