

DAFTAR PUSTAKA

- Aisyah. (2010). *Perkembangan Konsep Dasar Pengembangan Anak*. Jakarta: Universitas Terbuka.
- Augusta. (2012). *Pengertian Anak Usia Dini*. Retrieved Februari 2012, from <http://infoini.com/pengertian-anak-usia-dini>
- Chen, X., Ran, L., Liu, Q., Hu, Q., Du, X., & Tan, X. (2020). *Hand Hygiene, Mask-Wearing Behaviors and Its Associated Factors during the COVID-19 Epidemic: A Cross-Sectional Study among Primary School Students among Primary School Students in Wuhan, China*. Retrieved from International Journal of Environmental Research and Public Health: <https://doi.org/10.3390/ijerph17082893>
- Cheng, e. a. (2020). The Role of Community-Wide Wearing of Face Mask For Control of Coronavirus Disease 2019 (COVID-19) Epidemic Due to SARS-CoV-2. *Journal of Infection*, 107–114.
- Duli, N. (2019). *Metodologi Penelitian Kuantitatif: Beberapa Konsep Dasar Untuk Penulisan Skripsi & Analisis Data Dengan SPSS*. Yogyakarta: Deepublish.
- Hadriyantini. (2009). *Permainan Edukatif (Educational Games) Berbasis Komputer untuk Siswa Sekolah*.
- Khedmat, L. (2020). *New Coronavirus (2019-nCoV): An Insight Toward Preventive Actions and Natural Medical*. Retrieved from International Travel Medicine Center of Iran: <https://doi.org/10.34172/ijtmgh.2020.07>
- padkkemkes. (2020, April 23). *Hindari Lansia dari COVID 19*. Retrieved from Kementrian kesehatan Republik Indonesia: <http://www.padk.kemkes.go.id/article/read/2020/04/23/21/hindari-lansia-dari-covid-19.html>
- Permana. (2015). *Pembangunan Aplikasi Game Android Pengenalan Pola Warna Pada Paud Posdaya*. Jakarta Selatan.
- Prensky, M. (2012). From digital natives to digital wisdom: hopeful essays for 21st century learning. *India: Corwin Press*.
- R. R., & W. Y. (2013). *Game development life cycle guidelines. 2013*

International Conference on Advanced Computer Science and Information Systems, 95-100.

- Rizal, J. G. (2020, Agustus 25). *Jangan Anggap Remeh Risiko Anak Tertular Virus Corona, Ini Alasannya!* Retrieved from www.kompas.com:
<https://www.kompas.com/tren/read/2020/08/25/071400065/jangan-anggap-remeh-risiko-anak-tertular-virus-corona-ini-alasannya-?page=all>
- Sadiman, A. S. (2010). *Media pendidikan: pengertian, pengembangan dan pemanfaatannya*. Jakarta: Rajawali Pers.
- Samat, M. F. (2019). Learning about Healthy Food through Interactive Game. *2nd Kelantan International Learning and Innovation Exhibition*, 28–30.
- Shen, K., Yang, Y., Wang, T., Zhao, D., & Jiang, Y. (2020). *Diagnosis , treatment , and prevention of 2019 novel coronavirus infection in children : experts ' consensus statement*. Retrieved from *World Journal of Pediatrics*, February: <https://doi.org/10.1007/s12519-020-00343-7>
- Simamora, B. (2005). *Analisis Multivariat Pemasaran*. Jakarta: Gramedia Pustaka Utama.
- Sulistyo, N. (2010). *Klasifikasi Game*. Retrieved from <https://sulistyonugroho.wordpress.com/2010/02/17/klasifikasi-game/>
- WHO. (2020). *QA for public*. Retrieved from World Health Organization Web site: <https://www.who.int/indonesia/news/novel-coronavirus/qa/qa-for-public>
- Yurianto, A. (2020, Juli 13). *Pedoman Pencegahan dan Pengendalian Coronavirus Disease*. Retrieved from <https://infeksiemerging.kemkes.go.id/>:
<https://infeksiemerging.kemkes.go.id/document/download/KpvOAX9r3j>