

## DAFTAR PUSTAKA

- Arsyad, A. (2011). Media pembelajaran.
- Arsyad, A. (2016) Media Pembelajaran. Jakarta: Rajawali Pers, 2016
- Arikunto, S. (2013). Prosedur penelitian suatu pendekatan praktik..
- .Bourke, B. (2006). *STRATEGY INVENTORY FOR LEARNING KANJI (SILK)*  
*Test Instrument for Identifying Strategies in Use for Learning Kanji.*  
*Queensland University of Technology, Brisbane, Australia.*
- Branch, R. M. (2009). Instructional design: The ADDIE approach (Vol. 722).  
Springer Science & Business Media.
- Mayer, R. E. (2002). Multimedia learning. In Psychology of learning and  
motivation (Vol. 41, pp. 85-139). Academic Press. Daryanto. 2015. Media  
Pembelajaran. Bandung: Satu Nusa.
- Djamarah, S.B. (1997). Strategi belajar mengajar [Strategy of learn and teach].  
Jakarta: Rineka Cipta
- Emzir. (2009). *Metodologi Penelitian Pendidikan*. Jakarta. Pt Raja Grafindo  
Persada.
- Fekete, L. (2015). *Guidelines for creating tablet based learning games of  
compound kanji for non native learners.*
- Gay. (1990). *Educational Research and Development. USA: American Journal of  
Research.*

- Glück, R., & Kaarsgaard, R. (2018). *A categorical foundation for structured reversible flowchart languages*. *Electronic Notes in Theoretical Computer Science*, 336, 155-171.
- Guigon, G., Vermeulen, M., & Humeau, J. (2019, May). *A creation tool for serious puzzle games*. In *CSEDU 2019 (Vol. 2, pp. 556-561)*.
- Hamdani. (2011). *Strategi Belajar Mengajar*. Bandung: CV Pustaka Setia.
- Hamalik, O (1980). *Media Pendidikan*. Bandung : Transito Alumni
- Huan, T. Q. M. (2019). *Japanese language learners' perceptions of strategies use and their effectiveness in kanji learning*. *HO CHI MINH CITY OPEN UNIVERSITY JOURNAL OF SCIENCE-SOCIAL SCIENCES*, 9(2), 65-74..
- Inoue Y, Iwai M. (1999). *Nihongo Nouryoku Shiken Kanji Handbook*. Tokyo: Asuku
- Jauhari, M. I. (2018). *Peran Media Pembelajaran dalam Pendidikan Islam*. *Jurnal Piwulang*, 127
- Jaka Pramana. (2014). *Tutorial Belajar AdobeFlash*. Diakses dari [http://www.jakapramana.com/2014/04/download-gratis-ebook-tutorialbelajar\\_17.html](http://www.jakapramana.com/2014/04/download-gratis-ebook-tutorialbelajar_17.html) . Pada tanggal 15 agustus 2022, Jam 20:22 WIB.
- Khoiriyah, A. R. (2014). *Mengenal Lebih Dekat Mengenai Bushu Kanji*. *Diglossia: Jurnal Kajian Ilmiah Kebahasaan dan Kesusastraan*, 5(2).

- Maulida, A. (2016). Analisis Faktor-Faktor Yang Mempengaruhi Perusahaan Manufaktur Di Indonesia Melakukan Auditor Switching (Doctoral dissertation, Universitas Brawijaya).
- Melero, J., & Hernandez-Leo, D. (2014). *A model for the design of puzzle-based games including virtual and physical objects*. *Journal of Educational Technology & Society*, 17(3), 192-207.
- Miarso, Y. (2004). Menyemai benih teknologi pendidikan. Kencana.
- Nesbitt, D., & Müller, A. (2016). Sustaining Motivation for Japanese" Kanji" Learning: Can Digital Games Help?. *JALT Call journal*, 12(1), 23-41.
- Newby, T. J. (2006). *Educational technology for teaching and learning*. Prentice Hall.
- Nilwan, A. (1998). *Pemrograman Animasi dan Game Profesional*. Jakarta: Elex Media Komputindo
- Nurjanah, S., & Triyono, M. B. (2020). *Game-Based Learning as Media Utilization for Student Feedback in Japanese Kanji Learning*. In *International Conference on Online and Blended Learning 2019 (ICOBL 2019) (pp. 174-177)*. Atlantis Press.
- Oxford, R.L (1990) *Language Learning Strategies : What every teacher should know*. Rowley, Mass : Newburry House
- Peterson, J. L. (2016). *Incidental learning of Japanese through reading online, in print, and in digital games*. Brigham Young University..

- Pribadi, B. A. (2009). *Desain sistem pembelajaran*. Jakarta: PT Dian Rakyat.
- Pribadi, A. B. (2010). *Model Desain Sistem Pembelajaran, Pendidikan*.
- Rasiban, L. M. (2021, January). *Web-Based Kanji Characters Learning: Undergraduate Students' Conception. In 4th International Conference on Sustainable Innovation 2020–Social, Humanity, and Education (ICoSIHESS 2020)* (pp. 398-401). Atlantis Press..
- Sadiman, A. S. (2001). *Media Pendidikan pengertian, pengembangan dan pemanfaatannya*.
- Sari, M. (2018). *Keefektifan Permainan Puzzle Kanji Pada Pembelajaran Kanji II Mahasiswa Program Studi Pendidikan Bahasa Jepang Angkatan 2017/2018*
- Setiana, S. M., Setiawati, L., & Mustaqim, M. (2019). *Hard Skills Versus Soft Skills: How Do they Affect Different Job Types of Japanese Language Graduates?. International Journal of Learning, Teaching and Educational Research*, 18(11), 176-192
- Sofyan, S. I. (2016). *Statistika Deskriptif untuk penelitian dilengkapi Perhitungan Manual dan Aplikasi SPSS Versi 17, Ed. I. Cet. II*.
- Spiro, R.J., Feltovich, P.J., Jacobson, M.J., & Coulson, R.L. (1992). *Cognitive flexibility, constructivism and hypertext: Random access instruction for advanced knowledge acquisition in ill-structured domains. In T. Duffy & D. Jonassen (Eds.), Constructivism and the technology of instruction* (p. 57–76). Hillsdale, NJ: Lawrence Erlbaum.

Sukmadinata, N.S. (2015). *Metode Penelitian Pendidikan*. Bandung: PT. Remaja Rosdakarya.

Sugiyono, M. (2012). *Metode Penelitian Kuantitatif, Kualitatif, dan Kombinasi*. Bandung: Alfabeta..

Sugiyono, S. (2015). *Metode penelitian pendidikan:(pendekatan kuantitatif, kualitatif*

Sudjianto, A. D., & Dahidi, A. (2004). *Pengantar linguistik bahasa jepang*. Jakarta: Kesaint Blanc, 250.dan R & D). Bandung: Alfabeta.

Sutedi, D. (2008). *Dasar-dasar Linguistik Jepang*. Bandung : Humaniora

Tekinbas, K. S., & Zimmerman, E. (2003). *Rules of play: Game design fundamentals*. MIT press.

Tonni, G. (2016). *Skeletal dysplasia with bowing long bones: Proposed flowchart for pretal diagnosis with case demonstration . Taiwanese Journal of Obstetrics & Gynecology, 771-776.*

Widyatmoko, H. (2019). *THE DEVELOPMENT OF EDUCATIONAL PUZZLE GAME BASED ON THE LOCAL WISDOM USING FLASH MEDIA TO EDUCATE THE STUDENTS'CHARACTERISTIC OF PRIMARY SCHOOL*. Refleksi Edukatika: Jurnal Ilmiah Kependidikan, 9(2)