

DAFTAR PUSTAKA

- AAP. (2016, Oktober 21). *American Academy of Pediatrics Announces New Recommendations for Children's Media Use*. Dipetik Mei 16, 2018, dari American Academy of Pediatrics: <https://www.aap.org/en-us/about-the-aap/aap-press-room/pages/american-academy-of-pediatrics-announces-new-recommendations-for-childrens-media-use.aspx>
- Bachri, B. S. (2005). *Pengembangan Kegiatan Bercerita, Teknik, dan Prosedurnya*. Jakarta: Depdikbud.
- Bancroft, T. (2016, February 29). *What is Character Design*. Dipetik February 3, 2018, dari Taught by a Pro: <http://taughtbyapro.com/what-is-character-design/>
- Bodmer, G. (1992). Approaching the illustrated text. G.E. Sadler (Ed.), *Teaching children's literature: Issues, pedagogy, resources*, 72-79. New York: The Modern Language Association of America.
- Cavanaugh, T. (2005). The digital reader: Using e-books in k-12 education. Eugene, OR: International Society for Technology in Education (ITSE).
- Denslow, P. (1997). What is Animation and Who Needs to Know? Dalam J. Pilling (Penyunt.), *Fourth Society for Animation Studies Conference* . London: A Reader in Animation Studies.
- Eltin, J. (2011). Upaya Meningkatkan Kedisiplinan Anak di Kelas melalui Cerita. <http://www.bpkpenabur.or.id>.
- Fang, Z. (1996). Illustrations, Text, and the Child Reader: What are Pictures in Children's Storybooks for? *Reading Horizon*, 37(2). The Berkeley Electronic Press (bepress).
- Gordon, B., & Gordon, M. (2002). United Kingdom: Thames and Hudson.
- Hart, A. (2005). *Understanding the Media - A Practical Guide*. New York: Taylor & Francis e-Library.
- Kominfo. (2017, December 16). *Menkominfo: Ibu Pegang Peran Penting Konteks Digital dan Konten*. Dipetik February 2, 2018, dari Kominfo: https://kominfo.go.id/content/detail/12045/menkominfo-ibu-pegang-peran-penting-konteks-digital-dan-konten/0/berita_satker

- Long, D. (2016, October 21). *What to consider when writing stories for children*. Dipetik February 3, 2018, dari British Council: <https://www.britishcouncil.org/voices-magazine/what-consider-when-writing-stories-children>
- Lynch, C. (2001, May 28). The battle to define the future book in the digital world. *First Monday*.
- McLuhan, M. (1973). *Understanding Media*. London: Abacus.
- Miller, C. H. (2004). *Digital Storytelling - A Creator's Guide to Interactive Entertainment*. USA: Elsevier.
- Mueller, W. (2007). *Youth Culture 101*. Youth Specialties.
- New York Film Academy. (2017, March 17). *5 Types of Animation: Finding Inspiration In All Styles*. Diambil kembali dari New York Film Academy : <https://www.nyfa.edu/student-resources/5-types-of-animation-finding-inspiration-in-all-styles/>
- Nodelman, P. (1996). *The pleasure of children's literature* (2nd Edition ed.). New York: Longman.
- Pixar. (t.thn.). *Character Design*. Dipetik February 3, 2018, dari Pixar Animation: <http://pixar-animation.weebly.com/character-design.html>
- Raising Children Network. (2017, February 23). *Reading and storytelling with babies and children*. Dipetik February 3, 2018, dari Raising Children: <http://raisingchildren.net.au/articles/reading.html>
- Ruth S. Kadarmanto, M. (2012). *Tuntunlah ke Jalan yang Benar : Panduan Mengajar Anak di Jemaat* (6th Edition ed.). Jakarta: Gunung Mulia.
- Thomas, F., & Johnston, O. (1981). *Disney Animation: The Illusion of Life*. United States: Abbeville Press.