

DAFTAR PUSTAKA

- Asniati, Pasrahmayana, W. O. H., & Fatimah, S. (2016). Aplikasi Edukasi Interaktif Berbasis Android Sebagai, 5(1), 3–6.
- Bare Conductive. (2017a). Electric Paint 50ml. Retrieved from <https://www.bareconductive.com>
- Bare Conductive. (2017b). Touch Board. Retrieved from <https://www.bareconductive.com>
- Putra, D. W., Nugroho, A. P., & Puspitarini, E. W. (2016). Game Edukasi Sebagai Media Pembelajaran Pendidikan Anak Usia Dini. *Jurnal Informatika Merdeka Pasuruan*, 1(1), 1–8.
- Raihan, A., & Shamim, R. (2013). Emerging Educational Technologies for TVET to Boost Learning: Issues , Trends , and Horizons. *International Journal of Innovative Research in Science, Engineering and Technology*, 2(7), 3213–3222.
- Tjahjana, A., & Irawan, D. (2010). Sistem Smart Class Room Berbasis Smart Card Dan Bahasa Pemrograman C ++. *Snati 2010*, 2010(Snati), 1–7.
- Wahyudi, S., & Robbi, M. I. A. (2015). VISUALISASI MASJID AGUNG RANGKASBITUNG BERBASIS 3D DENGAN MENGGUNAKAN GOOGLE SKETCHUP & AFTER EFFECT, 2(2).
- Wei, W. J., & Lee, L. C. (2015). Interactive technology for creativity in early childhood education. *Jurnal Teknologi*, 75(3), 121–126. <https://doi.org/10.11113/jt.v75.5054>