

DAFTAR PUSTAKA

- Centre for Learning Innovation. (2006). *A basic introduction to child development theories*. State of New South Wales: Department of Education and Training.
- Chang, R. dan Overby, J. (2011). *General Chemistry: The Essential Concepts* (Sixth ed.). New York: McGraw-Hill.
- Chee, Y. S. dan Tan, K. C. D. (2012). "Becoming chemists through game-based inquiry learning: the case of legends of alkhimia". *Electronic Journal of e-Learning*. **10**, (2), 185-198.
- Creswell, J.W. dan Clark, V.L.P. (2007). *Designing and Conducting Mixed Methods Research*. USA: Sage Publications.
- Firman, H. (2000). *Penilaian Hasil Belajar dalam Pengajaran Kimia*. Bandung: Jurusan Pendidikan Kimia UPI.
- Fitri, A.Z. (2012). *Reinventing Human Character: Pendidikan Karakter berbasis Nilai & Etika di Sekolah*. Jogjakarta: Ar-Ruzz Media.
- Harwood, R. dan Lodge, I. (2012). *Chemistry Coursebook* (Third ed.). Cambridge: University Press.
- Ismail, A. (2006). *Education Games: Menjadi Cerdas dan Ceria dengan Permainan Edukatif*. Yogyakarta: Pilar Media.
- Kavak, N. (2012a). "ChemPoker". *Journal of Chemical Education*. **89**, 522-523.
- Kavak, N. (2012b). "ChemOkey: A Game to Reinforce Nomenclature". *Journal of Chemical Education*. **89**, 1047-1049.
- Kirikkaya, E. B., Iseri, S. dan Vurkaya, G. (2010). "A Board Game About Space and Solar System For Primary School Students". *The Turkish Online Journal of Educational Technology*. **9**, (2), 1-13.

- Lawshe, C.H. (1975). "A Quantitative Approach To Content Validity". *Content Validity II, a conference held at Bowling Green State University, July 18, 1975*. **28**, 563-575.
- Lean, J. *et al.* (2006). "Simulation and Games: Use and Barriers in Higher Education". *Active Learning in Higher Education*. **7**, (3), 227-242.
- Lin, C-H. *et al.* (2013). "Game-Based Remedial Instruction in Mastery Learning for Upper-Primary School Students". *Educational Technology & Society*. **16** (2), 271–281.
- Moursund, D. (2009). *Introduction to Using Games in Education A Guide for Teachers and Parents*. Eugene: Information Age Education.
- Munegumi, T. (2013). "Where is the Border Line between Strong Acids and Weak Acids?". *World Journal of Chemical Education*. **1**, (1), 12-16.
- Pippins, T. *et al.* (2011). "Element Cycles: An Environmental Chemistry Board Game". *Journal of Chemical Education*. **88**, 1112-1115.
- Priatama, G.A. (2011). *Pengembangan Media Pembelajaran Kimia Berbasis Permainan Monopoli pada Sub Materi Zat Aditif pada Makanan*. Skripsi Sarjana pada FPMIPA UPI Bandung: tidak diterbitkan.
- Royal. K. (2011). "Understanding Reliability in Higher Education Student Learning Outcomes Assessment". *Quality Approaches in Higher Education*. **2**, (2), 8-15.
- Shalaes, A. (2010). The Rules of Game and Economic Recovery. *Imprimis* [Online], Vol 39 (9), 7 halaman. Tersedia: <http://imprimis.hillsdale.edu> [21 Maret 2014]
- Silverstein, T. P. (2000). "Weak vs Strong Acids and Bases: The Foolball Analogy". *Journal of Chemical Education*. **77**, (7), 849-850.
- Sugiyarto, K. H. (2004). *Kimia Anorganik I*. Yogyakarta: Jurusan Pendidikan Kimia, FMIPA, Universitas Negeri Yogyakarta.

Geyra Andet Priatama, 2014

Pengembangan media belajar kimia berbasis permainan monopoli pada materi asam-basa tingkat SMP

Universitas Pendidikan Indonesia | repository.upi.edu

- Tao, Y. H., Hong, W.J., dan Yeh, R. C. (2010). "Designing a Monopoly-Mechanism Online Game Platform for Business Education". *The 2010 International Conference on e-Commerce, e-Administration, e-Society, e-Education, and e-Technology*. Macau, January 25-27.
- Taufiqrohman. (2014). *Pengaruh Media Pembelajaran Kimia Berbasis Permainan Monopoli pada Sub Materi Zat Aditif pada Makanan terhadap Hasil Belajar Siswa SMP Kelas VIII*. Skripsi Sarjana pada FPMIPA UPI Bandung: tidak diterbitkan.
- Tüysüz, C. (2009). "Effect of the computer based game on pre-service teachers' achievement, attitudes, metacognition and motivation in chemistry". *Academic Journals*. **4**, (8), 780-790.
- Uno, H.B. (2011). *Teori Motivasi dan Pengukurannya: Analisis di Bidang Pendidikan*. Jakarta: Bumi Aksara.
- Waren, W. (2011). "Using *Monopoly* to Introduce Concepts of Race and Ethnic Relations". *The Journal of Effective Learning*. **11**, (1), 28-35.
- Yang, J. C., Chien, K. H. dan Liu, T. C. (2012). "A Digital Game-Based Learning System For Energy Education: An Energy Conservation PET". *The Turkish Online Journal of Educational Technology*. **11**, (2), 27-37.
- Yien, J. M. *et al.* (2011). "A Game-Based Learning Approach to Improving Students' Learning Achievements in A Nutrition Course". *The Turkish Online Journal of Educational Technology*. **10**, (2), 1-10.
- Wasis *et al.* (2008). *Contextual Teaching and Learning Ilmu Pengetahuan Alam: SMP/MTs Kelas VII* (Edisi Keempat). Jakarta: Pusat Perbukuan Departemen Pendidikan Nasional.
- Wilson. *et al.* (2012). Recalculation Of The Critical Values For Lawshe's Content Validity Ratio. *Measurement and Evaluation in Counseling and Development*. **45**, (3), 197-210.

Geyra Andet Priatama, 2014

Pengembangan media belajar kimia berbasis permainan monopoli pada materi asam-basa tingkat SMP

Universitas Pendidikan Indonesia | repository.upi.edu