

## DAFTAR PUSTAKA

- Abdelhak, A., & Mohammed, T. (2015). Quality Management In Vocational Training : Evaluation Of A Specialized Institution In Ict. *Procedia - Social and Behavioral Sciences*, 191, 1928–1933. <https://doi.org/10.1016/j.sbspro.2015.04.261>
- Achtenhagen, F., & Winther, E. (2014). Workplace-based competence measurement: developing innovative assessment systems for tomorrow's VET programmes. *Journal of Vocational Education & Training*, 66(3), 281–295. <https://doi.org/10.1080/13636820.2014.916740>
- Agrawal, T. (2012). Vocational education and training in India: challenges, status and labour market outcomes. *Journal of Vocational Education & Training*, 64(4), 453–474. <https://doi.org/10.1080/13636820.2012.727851>
- Agrawal, T., & Agrawal, A. (2017). Vocational education and training in India: a labour market perspective. *Journal of Vocational Education & Training*, 6820(June), 1–20. <https://doi.org/10.1080/13636820.2017.1303785>
- Ananda, A. F., & Mukhadis, A. (2016). Production unit as edupreneurship, cooperation business and industrial world with the school for the development of vocational student entrepreneurship mindset. *AIP Conference Proceedings*, 1778. <https://doi.org/10.1063/1.4965782>
- Arikunto, S. (2007). *Manajemen Penelitian*. Jakarta: PT. Rineka Cipta.
- Arina, H. (2015). Relevansi Kompetensi Lulusan Sekolah Menengah Kejuruan Dengan Kebutuhan Dunia Usaha dan Industri. In *Seminar Nasional Pendidikan Ekonomi dan Bisnis* (p. 12). Surakarta.
- Bachtiar, H. (2012). Pendidikan Kejuruan di Indonesia. In *Pendidikan Vokasi* (pp. 1–8). Bandung.
- Basir, S. 2011. *Soft Skill vs Hard skill*. Jakarta Timur: Kantor Akuntan Publik Syarief Basir dan Rekan.
- Baskoro, R., Widhiyasa, A., Suradi, H., & Wulandari, A. (2015). *Rencana Pengembangan Permainan Interaktif Nasional*.
- Billett, S. (2011). *Vocational Education : Purposes, Traditions and Prospects*. New York: Springer. <https://doi.org/10.1007/978-94-007-1954-5>
- Bukit, M. (2014). *Strategi Dan Inovasi Pendidikan Kejuruan* (1st ed.). Bandung: CV. Alfabeta.
- Buligina, I., & Sloka, B. (2013). Matching Vocational Training and Labour Market Demands–The Opinion Of Public Administrations. *Ekonomiska Istraživanja*, 9664(1), 299–310.

Yusep Zaeni Miraj, 2018

ANALISIS FAKTOR PENDUKUNG KOMPETENSI KEAHLIAN MULTIMEDIA DI SMK BERDASARKAN KEBUTUHAN INDUSTRI PERMAINAN INTERAKTIF

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

<https://doi.org/10.1080/1331677X.2013.11517653>

- Burke, J. (1995). *Competency Based Education and Training*. The Falmer Press. London: The Falmer Press.
- Coates, Dennis E. 2007. *Enhance the Transfer of Training*. America: American Society for Training and Development.
- Corey, Gerald. 1986. *Theory and Practice of Counseling and Psychotherapy*. Third Edition. Monterey, California : Brooks/Cole Publishing Company.
- Creswell, J. W. (2012). *Educational research: Planning, conducting, and evaluating quantitative and qualitative research*. *Educational Research* (Fourth Edi, Vol. 4). Boston: Pearson Education, Inc. <https://doi.org/10.1017/CBO9781107415324.004>
- Direktorat pemberdayaan industri Informatika, K. (2015). *Peta industri game Indonesia. peta industri game indonesia* (Vol. xx).
- Eulàlia Juvé, M., Huguet, M., Monterde, D., José Sanmartín, M., Martí, N., Cuevas, B., ... Alvarez, G. (2007). Marco teórico y conceptual para la definición y evaluación de competencias del profesional de enfermería en el ámbito hospitalario. Parte I. *Nursing (Ed. Española)*, 25(4), 56–61. [https://doi.org/10.1016/S0212-5382\(07\)70907-X](https://doi.org/10.1016/S0212-5382(07)70907-X)
- Fahsani, D. H. (2012). *Universitas indonesia. Rancangan Kurikulum Bahasa Inggris Untuk Sebuah Sekolah Tinggi Ilmu Ekonomi di Jawa Barat*. Universitas indonesia.
- Finch, C. R., & Crunkilton, J. R. (1999). *Curriculum Development in Vocational and Technical Education*. Sydney: Allyn and Bacon.
- Fraenkel, J. R., & Wallen, N. E. (2009). *How to Design and Evaluate Research in Education. Qualitative Research*. New York: McGraw-Hill.
- Ghozali, Imam. 2005. *Aplikasi Analisis Multivariate dengan SPSS*. Semarang: Badan Penerbit UNDIP.
- Gibb, J. (2004). *Generic skills in vocational education and training*. Adelaide SA: National Centre for Vocational Education Research Ltd.
- Gibbs, R. (2012). *Embodiment and cognitive science*. New York : Cambridge University Press.
- Guskey, T. R. (2002). Professional development and teacher change. *Teachers and teaching*, 8(3), 381-391.
- Hair, Jr., J.F., Black, W.C., Babin, B.J., Anderson, R.E., & Tatham, R.L. (2006). *Multivariate data analysis*. 6th edition. New Jersey: Pearson Education, Inc.

Yusep Zaeni Miraj, 2018

ANALISIS FAKTOR PENDUKUNG KOMPETENSI KEAHLIAN MULTIMEDIA DI SMK BERDASARKAN KEBUTUHAN INDUSTRI PERMAINAN INTERAKTIF

Universitas Pendidikan Indonesia | [repository.upi.edu](https://repository.upi.edu) | [perpustakaan.upi.edu](https://perpustakaan.upi.edu)

- Hawkins, M. (1999). *Leadership Development and Sales Performance Improvement*. Retrieved Juni 09, 2015, from Alpine Link Corporation: [www.alpinelink.com](http://www.alpinelink.com)
- Hsiao, H.-C., Chen, M.-N., & Yang, H.-S. (2008). Leadership of vocational high school principals in curriculum reform: A case study in Taiwan. *International Journal of Educational Development*, 28(6), 669–686. <https://doi.org/10.1016/j.ijedudev.2007.12.002>
- <https://www.republika.co.id/berita/pendidikan/eduaction/17/10/31/oyou0g284-guru-harus-melek-teknologi-media-informasi>
- Hurd, A., & Anderson, D. M. (2017). *Kraus' Recreation & Leisure in Modern Society*. Jones & Bartlett Learning.
- Islami, Faizal Alam. 2012. *Analisis Pengaruh Hard skill, Soft Skill, Dan Motivasi Terhadap Kinerja Tenaga Penjualan (Studi Pada Tenaga Kerja Penjualan Pt. Bumiputera Wilayah Semarang*. Semarang: Fakultas Ekonomika dan Bisnis Universitas Diponegoro
- Indonesia, P. R. Peraturan Pemerintah Republik Indonesia Nomor 23 Tahun 2004 Tentang Badan Nasional Sertifikasi Profesi (2004). Indonesia.
- Indonesia, R. Undang - Undang Republik Indonesia Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional, Jakarta: Direktorat Pendidikan Menengah Umum § (2003). Indonesia.
- Ivanova, O. (2016). Translation and ICT Competence in the Globalized World. *Procedia - Social and Behavioral Sciences*, 231(May), 129–134. <https://doi.org/10.1016/j.sbspro.2016.09.081>
- Kamin, Y., Ahmad, A., & Cartledge, D. (2013). Students ' Perceptions On The Relevance Of a Diploma In an Automotive Curriculum to The Workplace. *Procedia - Social and Behavioral Sciences*, 93, 90–96. <https://doi.org/10.1016/j.sbspro.2013.09.157>
- Kemenaker. SKKNI Multimedia (2007).
- Kemenkoperekonomian. (2016). Rencana strategis 2015-2019.
- Kuswana, W. S. (2013). *Dasar - Dasar Pendidikan Vokasi dan Kejuruan*. Bandung: CV. Alfabeta.
- Lindberg, V. (2003). Learning Practices in Vocational Education. *Scandinavian Journal of Educational Research*, 47(2), 157–179. <https://doi.org/10.1080/00313830308611>
- Male, S. A., Bush, M. B., & Chapman, E. S. (2011). An Australian study of generic competencies required by engineers. *European Journal of Engineering Education*, 36(2), 151–163.

Yusep Zaeni Miraj, 2018

ANALISIS FAKTOR PENDUKUNG KOMPETENSI KEAHLIAN MULTIMEDIA DI SMK BERDASARKAN KEBUTUHAN INDUSTRI PERMAINAN INTERAKTIF

Universitas Pendidikan Indonesia | [repository.upi.edu](http://repository.upi.edu) | [perpustakaan.upi.edu](http://perpustakaan.upi.edu)

<https://doi.org/10.1080/03043797.2011.569703>

- Mcgrath, S. (2012). International Journal of Educational Development Vocational education and training for development: A policy in need of a theory? *International Journal of Educational Development*, 32(5), 623–631. <https://doi.org/10.1016/j.ijedudev.2011.12.001>
- Moleong. (2013). *Metode Penelitian Kualitatif*. Bandung : Rosda.
- Nawaz, A. (2013). Using E-learning as a Tool for Education for All in Developing States. *International Journal of Science and Technology Education Research*, 4(3), 38-46.
- Neraca, N. (2014). digital\_111677-Konten-Tiga-Hen.pdf, p. 1.
- Ott, V., Thomas, J. A., & Fernando, H. (2018). Nurse Education Today First-year success in a nursing baccalaureate plan of study: A descriptive research study. *Nurse Education Today*, 67(February), 108–113. <https://doi.org/10.1016/j.nedt.2018.05.005>
- Patterson, S. (Ed.). (2015). *Games and Gaming in Medieval Literature*. Springer.
- Robbins, S. (2013). *Organizational Behavior*. (S. Yagan, Ed.), *Zhurnal Eksperimental'noi i Teoreticheskoi Fiziki* (15th ed.). New York: Pearson Education, Inc. <https://doi.org/10.12737/4477>
- Romiszowski, A. J. (2016). *Designing instructional systems: Decision making in course planning and curriculum design*. Routledge.
- Rostam, K. (2009). Economic Globalisation and Change: Implications on Geographical Education in Malaysia. *European Journal of Social Sciences*, 9(4), 533–543.
- Rukmi, H. S., Fitria, L., & Zonda, F. (2012). Studi Tentang Kondisi Industri Kreatif Permainan Interaktif di Kota Bandung Berdasarkan Faktor-Faktor yang Dipersepsikan Penting oleh Produsen dan Konsumennya, *XVI*(1), 67–76.
- Ruth Eikhof, D., & Warhurst, C. (2013). The promised land? Why social inequalities are systemic in the creative industries. *Employee Relations*, 35(5), 495–508. <https://doi.org/10.1108/ER-08-2012-0061>
- Schön, D. A. (2017). *The reflective practitioner: How professionals think in action*. Routledge.
- Sermasuk, S., Chianchana, C., & Stirayakorn, P. (2014). 5 th World Conference on Educational Sciences 2013 A Study of Model of Vocational Curriculum Development Under Vocational Education Commission Using Cross-Impact Analysis. *Procedia - Social and Behavioral Sciences*, 116, 1896–1901. <https://doi.org/10.1016/j.sbspro.2014.01.491>

Yusep Zaeni Miraj, 2018

ANALISIS FAKTOR PENDUKUNG KOMPETENSI KEAHLIAN MULTIMEDIA DI SMK BERDASARKAN KEBUTUHAN INDUSTRI PERMAINAN INTERAKTIF

Universitas Pendidikan Indonesia | [repository.upi.edu](https://repository.upi.edu) | [perpustakaan.upi.edu](https://perpustakaan.upi.edu)

- Stevenson, J. (2003). *Developing Vocational Expertise*. Crows Nest: Allen & Unwin.
- Tinno, P., Rompas, D., & Sumual, H. (2017). Model of Vocational Education Learning Format to Comply Hopefulness in Companies and Industries, *I(49)*, 16–20.
- Undang Undang Republik Indonesia No.13 Tahun 2003. Ketenagakerjaan, Pub. L. No. Nomor 13 Tahun 2003 (2003). Indonesia.
- van der Vleuten, C. P. M., Schuwirth, L. W. T., Scheele, F., Driessen, E. W., & Hodges, B. (2010). The assessment of professional competence: building blocks for theory development. *Best Practice & Research Clinical Obstetrics & Gynaecology*, *24(6)*, 703–719. <https://doi.org/10.1016/j.bpobgyn.2010.04.001>
- Webster, N. S., & Sausner, E. B. (2017). A focused analysis of TVET: unique opportunities and strategies for investing in and engaging youth in Nicaraguan society. *Journal of Vocational Education and Training*, *6820(May)*, 1–22. <https://doi.org/10.1080/13636820.2017.1322128>
- Wheelahan, L., & Moodie, G. (2017). Vocational education qualifications' roles in pathways to work in liberal market economies. *Journal of Vocational Education and Training*, *69(1)*, 10–27. <https://doi.org/10.1080/13636820.2016.1275031>
- Yudistira, R., Ramadhani, N., Denny Indrayana, S., & Hadi, W. (2016). Studi Kurikulum SMK Berbasis Industri Kreatif di Indonesia Timur Yudistira,. *Higher Education Research & Development*, *X(1)*, 1–10.
- Žygaitienė, B., Barkauskaitė, M., & Miškinienė, M. (2013). Professional Competences of a Teacher during the Period of Educational Paradigm Transformation in Lithuania. *Procedia - Social and Behavioral Sciences*, *83*, 165–169. <https://doi.org/10.1016/j.sbspro.2013.06.032>