DAFTAR PUSTAKA

[1] S. Nur Kholifah, N. Fadillah, H. As, T. D. Hidayat Program Studi III Keperawatan Kampus Sutopo Jurusan Keperawatan Poltekkes Kemenkes Surabaya Penulis korespondensi, and P. Kemenkes Surabaya Alamat, "Perkembangan Motorik Kasar Bayi Melalui Stimulasi Ibu Di Kelurahan Kemayoran Surabaya," pp. 106–122.

[2] S. D. Richard, "Jurnal STIKES Volume 6, No. 1, Juli 2013," vol. 6, no. 1, pp. 63–73, 2013.

[3] P. Studi, I. Gizi, F. Kedokteran, and U. Diponegoro, "Perbedaan Perkembangan Motorik Kasar, Motorik Halus, Bahasa, Dan Personal Sosial Pada Anak Stunting Dan Non Stunting," *J. Nutr. Coll.*, vol. 5, no. 4, pp. 412–418, 2016.

[4] A. goleman, daniel; boyatzis, Richard; Mckee, "PENGARUH LATIHAN EGRANG DAN GOBAG SODOR TERHADAP KESEIMBANGAN TUBUH PADA SISWA SDN 1 SUBANG," *J. Chem. Inf. Model.*, vol. 53, no. 9, pp. 1689–1699, 2019.

[5] K. Breitbarth, M. Menz, S. Grodd, and M. Lucht, "Teaching Refugees," *2018 IEEE Glob. Eng. Educ. Conf.*, pp. 308–313, 2018.

[6] "1 penambahan latihan," pp. 1–11

[7] I. Maryani, A. Ishaq, and D. S. Mulyadi, "Sistem Informasi Pemesanan Minuman Berbasis Client Server Pada Kampung Dahar Purwokerto," *Evolusi J. Sains dan Manaj.*, vol. 6, no. 2, pp. 84–90, 2018.

[8] N. Kristianti, "Pengaruh Internet of Things (Iot) Pada Education Business Model : Studi Kasus Universitas Atma Jaya Yogyakarta," *J. Teknol. Inf.*, vol. 13, no. 2, pp. 47–53, 2019.

[9] R. Hafid Hardyanto, "Konsep Internet Of Things Pada Pembelajaran Berbasis Web," *J. Din. Inform.*, vol. 6, no. 1, pp. 87–97, 2017.

[10] M. A. Bakri, "Studi Awal Implementasi Internet Of Things Pada Bidang Pendidikan," *JREC (Journal Electr. Electron.*, vol. 4, no. 1, pp. 18–23, 2018.

[11] J. Wellings and M. Levine, "The digital promise: Transforming learning with innovative uses of technology," *New York Joan Ganz Cooney Cent. Sesame*, 2009.

[12] A. Muhson, "Pengembangan Media Pembelajaran Berbasis Teknologi Informasi," *J. Pendidik. Akunt. Indones.*, vol. 8, no. 2, 2010.

[13] F. Khair, "Sistem Jaringan Computer Based Test," *J. Ilm. Teknol. Inf.*, vol. IV, no. 3, pp. 62–66, 2015.

[14] D. A. Wiranti and I. Artikel, "KEMAMPUAN MOTORIK KASAR ANAK USIA DINI Dwiana Asih Wiranti , dan Diah Ayu Mawarti," vol. 9, 2018.

[15] M. Hidayanti, "Peningkatan Kemampuan Motorik Kasar Anak Melalui Permainan Bakiak," *Pendiidkan Anak Usia Dini*, vol. 7, pp. 195–200, 2013.

[16] B. A. B. Ii, "Motorik Kasar Dan Halus," pp. 9–38, 2007.

[17] L. Tiara, N. Zulkifli, D. Risma, and F. T. Training, "INFLUENCE GAME OF TRADITIONAL HOPSCOTCH MOTOR SKILLS OF ROUGH CHILDREN AGES 4-5 YEARS IN KINDERGARTEN ANANDA IN DISTRICT OF TAMPAN CITY PEKANBARU PENGARUH PERMAINAN TRADISIONAL ENGKLEK TERHADAP KEMAMPUAN MOTORIK KASAR ANAK USIA 4-5," pp. 1–11.

[18] W. Wilianto and A. Kurniawan, "Sejarah, Cara Kerja Dan Manfaat Internet of Things," *Matrix J. Manaj. Teknol. dan Inform.*, vol. 8, no. 2, p. 36, 2018.

[19]- Kevin Asthon, "That ' Internet of Things ' Thing," *RFID J.*, p. 4986, 2010.

[20] V. Bhuvaneswari and R. Porkodi, "The internet of things (IOT) applications and communication enabling technology standards: An overview," *Proc. - 2014 Int. Conf. Intell. Comput. Appl. ICICA 2014*, no. October 2017, pp. 324–329, 2014.

[21] J. Gómez, J. F. Huete, O. Hoyos, L. Perez, and D. Grigori, "Interaction system based on Internet of things as support for education," *Procedia Comput. Sci.*, vol. 21, pp. 132–139, 2013.

[22] M. O. Yusuf, "Information and communication technology and education: Analysing the Nigerian national policy for information technology," *Int. Educ. J.*, vol. 6, no. 3, pp. 316–321, 2005.

[23] H. Chaidar, "Pemanfaatan Teknologi Informasi dan Komunikasi dalam Pembelajaran di SMA Muhammadiyah Tarakan," *J. Kebijak. dan Pengemb. Pendidik.*, vol. 2, no. 2, pp. 184–192, 2014.

[24] G. Motors and W. Europe, "UPAYA MENINGKATKAN KESEIMBANGAN TUBUH ANAK MELALUI BERMAIN ENGKLEK PUTAR DI TK B BUNGA BANGSA TAHUN AJARAN 2015/2016," no. June, pp. 136–146, 2016.

[25] M. E. S. Games, "Customize," pp. 1–2, 2008.

[26] D. A. Limantara, Y. Cahyo, and S. W. Mudjanarko, "Pemodelan Sistem Pelacakan LOT Parkir Kosong Berbasis Sensor Ultrasonic Dan Internet Of Things (IOT) Pada Lahan Parkir Diluar Jalan," *Semin. Nas. Sains dan Teknol.*, vol. 1, no. 2, pp. 1–10, 2017.

[27] B. Purwanto, Adi, "Model Sistem Peringatan Dini Banjir Di Kecamatan Satui Menggunakan Sensor Kapasitif Aluminium Foil," vol. 3, no. 2, pp. 545–552, 2014.

[28] I. N. Rahmanto, N. A. Suwastika, and R. Yasirandi, "How Can IoT Applicable to Practice Gross Motor Skill Through Hopscotch Game?," *J. RESTI (Rekayasa Sist. dan Teknol. Informasi)*, vol. 4, no. 3, pp. 584–590, 2020.

[29] H. Y. Mir and A. K. Khosla, "Kinect Based Game for Improvement of Sensory, Motor and Learning Skills in Autistic Children," *Proc. 2nd Int. Conf. Intell. Comput. Control Syst. ICICCS 2018*, no. Iciccs, pp. 1670–1674, 2019.

[30] M. R. Wibisono *et al.*, "(Tuna Grahita) Berbasis Android."