

DAFTAR PUSTAKA

- Adillah, R., Arfika, N., Purba, F. P. Y., & Yus, A. (2023). Analisis Media Belajar Digital di Generasi Alpha Era Society 5.0 Mendukung Kurikulum Merdeka. *Jurnal Generasi Ceria Indonesia*, 1(2), 84–88. <https://doi.org/10.47709/geci.v1i2.3177>
- Anwar, F. (2022). Generasi Alpha: Tantangan dan Kesiapan Guru Bimbingan Konseling dalam Menghadapinya. *At-Taujih : Bimbingan Dan Konseling Islam*, 5(2), 68–80. <https://jurnal.araniry.ac.id/index.php/Taujih/article/view/16093>
- Apaydin, Ç., & Kaya, F. (2020). Conjoint analysis of attitudes of psychological counselors toward people with disabilities. *European Journal of Education Studies*, 7(3), 254–272. <https://doi.org/10.5281/zenodo.3627158>
- Asakavičiūtė, V., & Valatka, V. (2020). Martin Buber's dialogical communication: Life as an existential dialogue. *Filosofija, Sociologija*, 31(1), 51–60. <https://doi.org/10.6001/fil-soc.v31i1.4178>
- Association Montessori Internationale. (n.d.-a). *A Better Way to Promote Montessori in the USA*. Association Montessori Internationale. <https://montessori-ami.org/>
- Association Montessori Internationale. (n.d.-b). *Montessori Parent Aspiration & Motivations: Research Summary*. Association Montessori Internationale. <https://montessori-ami.org/>
- Atay, A., & Fassett, D. L. (2020). *Mediated Critical Communication Pedagogy*. Lexington Books. <https://books.google.co.id/books?id=e8mUyAEACAAJ>
- Barbieru, I. T. C. (2016). The Role of the Educator in a Montessori Classroom. *Revista Romaneasca Pentru Educatie Multidimensională*, VIII(I), 107–123. <https://doi.org/10.18662/rrem/2016.0801.07>
- Bhushan, N. (2021). Computer-Mediated Reality Communication for Richer Human Interaction in Post Abnormal. *Global Media Journal-Indian Edition*, 13(2), 1–10.
- Buber, M. (1970). *I and Thou* (W. Kaufmann (Trans.)). Charles Scribner's Sons.

- Chattin-McNichols, J. (1992). *The Montessori Controversy*. Delmar Publishers.
- Choudhary, Y., Gaurav, Gope, L. M., Gupta, A. K., Sehgal, A., & Virdi, K. (2023). *Augmented Reality in Education*. 11(XI), 1830–1836.
- Desstya, A., Novitasari, I. I., Razak, A. F., & Sudrajat, K. S. (2018). MODEL PENDIDIKAN PAULO FREIRE, REFLEKSI PENDIDIKAN IPA SD DI INDONESIA (Relevansi Model Pendidikan Paulo Freire dengan Pendidikan IPA di Sekolah Dasar). *Profesi Pendidikan Dasar*, 1(1), 1. <https://doi.org/10.23917/ppd.v1i1.2745>
- Dewi, L., & Fauziati, E. (2021). Pembelajaran Tematik di Sekolah Dasar dalam Pandangan Teori Perenialisme Plato. *Jurnal Papeda: Jurnal Publikasi Pendidikan Dasar*, 3(2), 163–174. <https://doi.org/10.36232/jurnalpendidikandasar.v5i1.3104>
- Eremeeva, G. R., & Khamisovna, I. F. (2020). Dialogic communication between teachers and students as a condition for interaction of subjects of the higher school educational process. *International Journal of Higher Education*, 9(8), 46–51. <https://doi.org/10.5430/ijhe.v9n8p46>
- Freire, P. (1970). *Pedagogy of the Oppressed*. Continuum.
- Grazzini, C. (1996). 4 Planes of development.Pdf. In *The NAMTA Journal* (Vol. 21, Issue 2, pp. 27–61).
- Gusteti, M. U., Rahmalina, W., Azmi, K., Mulyati, A., Wulandari, S., Hayati, R., Syariffan, S., & Nurazizah, N. (2023). Penggunaan Augmented Reality dalam Pembelajaran Matematika: Sebuah Analisis Berdasarkan Studi Literatur. *Edukatif: Jurnal Ilmu Pendidikan*, 5(6), 2735–2747. <https://doi.org/10.31004/edukatif.v5i6.5963>
- Hanacaraka Montessori School*. (n.d.). Hanacaraka Montessori. Retrieved December 8, 2024, from <https://hanacarakamontessori.sch.id/>
- Hevi, S. S., Agbenorxevi, C. D., Malcalm, E., Owusu, N. O., Nkrumah, G., & Osei, C. (2023). Digital learning space experience and learner continuous use in institutions of higher learning: a moderated-mediation model. *Journal of Research in Innovative Teaching and Learning*. <https://doi.org/10.1108/JRIT-04-2023-0045>

- Höfrová, A., Balidemaj, V., & Small, M. A. (2024). A systematic literature review of education for Generation Alpha. *Discover Education*, 3(125). <https://doi.org/10.1007/s44217-024-00218-3>
- Husserl, E. (1913). *Ideen zu einer reinen Phänomenologie und phänomenologischen Philosophie* (Issue v. 1). M. Niemeyer. <https://books.google.co.id/books?id=fHo4AAAAYAAJ>
- Hutajulu, J. M., Agustiani, H., & Setiawan, A. S. (2024). Special Characteristics of Alpha Generation Children Behavior in Dentistry: A Literature Review. *European Journal of Dentistry*. <https://doi.org/10.1055/s-0043-1776336>
- Iskandar, A. D., & Rosyad, S. (2024). KONTRUKS FENOMENOLOGI EDMUND HUSSERL DAN IMPLIKASINYA DALAM STUDI ISLAM A. *Jurnal Interdisipliner & Islamic Studies*, 1(1), 54–71.
- Jogjakarta Montessori School*. (n.d.). Jogjakarta Montessori School. Retrieved December 8, 2024, from <https://bambini.sch.id/about-jms>
- Juwita, J., Saputri, E. Z., & Kusmawati, I. (2021). Teknologi Augmented Reality (AR) Sebagai Solusi Media Pembelajaran Sains Di Masa Adaptasi Kebiasaan Baru. *Bioeduca: Journal of Biology Education*, 3(2), 124–134. <https://doi.org/10.21580/bioeduca.v3i2.6636>
- Kalyca. (n.d.). *Kalyca School Yogyakarta*. Retrieved December 8, 2024, from <https://kalyca.sch.id/>
- Kanti, L., Rahayu, S. F., Apriana, E., & Susanti, E. (2022). Analisis Pengembangan Media Pembelajaran Berbasis Augmented Reality dengan Model POE2WE Pada Materi Teori Kinetik Gas: Literature Review. *Jurnal Pendidikan Dan Ilmu Fisika*, 2(1), 75. <https://doi.org/10.52434/jpif.v2i1.1731>
- Kementerian Pendidikan dan Kebudayaan Republik Indonesia. (2016a). *Panduan Implementasi Kurikulum 2013*. <https://www.kemdikbud.go.id/kemdikbud/dokumen/Paparan/Paparan Mendikbud pada Workshop Pers.pdf>
- Kementerian Pendidikan dan Kebudayaan Republik Indonesia. (2016b). *Pedoman Penilaian Kurikulum 2013*.
- Kementerian Pendidikan Kebudayaan, R. dan T. (2021). *Profil Pelajar Pancasila*.

- <https://puskur.kemdikbud.go.id>
- Kementerian Pendidikan Kebudayaan, R. dan T. (2022). *Panduan Pembelajaran dan Asesmen*. <https://kurikulum.kemdikbud.go.id/wp-content/uploads/2022/06/Panduan-Pembelajarn-dan-Asesmen.pdf>
- Khamza, A., Zhanguttin, B., Omarbekova, A., & Nurman, S. (2024). Digital technologies in education. *Scientific Herald of Uzhgorod University. Series Physics*, 0(55), 1955–1964. <https://doi.org/10.54919/physics/55.2024.195bw5>
- Knapp, M. L., & Hall, J. A. (2010). *Nonverbal Communication in Human Interaction* (7th ed.). Wadsworth Cengage Learning.
- Kocabas, H. U., & Bavl, B. (2022). The montessori educational method: Communication and collaboration of teachers with the child. *Participatory Educational Research*, 9(1), 443–462. <https://doi.org/10.17275/per.22.24.9.1>
- KotaJogja. (2024). *Rekomendasi TK Montessori di Jogja Lengkap dengan Alamat & Biayanya*. <https://www.wargajogja.com/threads/rekomendasi-tk-montessori-di-jogja-lengkap-dengan-alamat-biayanya.3885/> Wargajogja.Com.
- Laine, T. H., Nygren, E., Dirin, A., & Suk, H. J. (2016). Science Spots AR: a platform for science learning games with augmented reality. *Educational Technology Research and Development*, 64(3), 507–531. <https://doi.org/10.1007/s11423-015-9419-0>
- Laksmi, N. M. S., Suardana, I. M., & Arifin, I. (2021). Implementasi Pembelajaran dan Penilaian Berbasis Metode Montessori. *Jurnal Pendidikan: Teori, Penelitian, Dan Pengembangan*, 6(5), 827. <https://doi.org/10.17977/jptpp.v6i5.14862>
- Li, N., Huijser, H., Zhang, S., Zhang, T., & Zhang, X. (2024). Putting the flesh on the bones: using a fishbone digital learning design method to align educational objectives. *Education and Information Technologies*, 0123456789. <https://doi.org/10.1007/s10639-024-12799-5>
- Lillard, A. S. (2011). *Montessori: The Science Behind the Genius* (2nd ed.). Oxford University Press.
- Magdalena, I., Jannati, A. R., Munaroh, W., & Tangerang, U. M. (2023).

- Pengembangan Model Desain Pembelajaran Daring Berbasis Teknologi Informasi dan Komunikasi Di Era Budaya Digital Sekolah Dasar. *Masliq Jurnal Pendidikan Dan Sains*, 3(3), 390–395.
- Maheswari, D., & Abi, R. (2024). The Interplay between Education and Communication. *Shanlax International Journal of Arts, Science and Humanities*, 11(5), 26–28.
- McCindle, M., & Fell, A. (2020). *UNDERSTANDING GENERATION ALPHA*. McCindle Research. https://www.researchgate.net/publication/342803353_UNDERSTANDING_GENERATION_ALPHA
- Melliofatria. (2024). The Role of Augmented Reality (AR) Technology in Education: Impact on Material Comprehension. *Proceeding of International Conference on Science and Technology*, 205–209.
- Miles, B. M., & Huberman, M. (1992). *Analisis Data Kualitatif Buku Sumber Tentang Metode-metode Baru*. UIP.
- Mokoginta, H., Sojow, L., & Manggopa, H. K. (2021). Pengaruh Pembelajaran Menggunakan Video Tutorial Terhadap Hasil Belajar Mata Pelajaran Simulasi Dan Komunikasi Digital. *Edutik : Jurnal Pendidikan Teknologi Informasi Dan Komunikasi*, 1(3), 220–226. <https://doi.org/10.53682/edutik.v1i3.1337>
- Montessori, M. (1912). *The Montessori Method*. Frederick A. Stokes Company.
- Montessori, M. (1949). *The Absorbent Mind*. Henry Holt and Company.
- Montessori, M. (1967). *The Absorbent Mind*. Holt, Rinehart and Winston.
- North American Montessori Center. (n.d.). *Communicating With Young Children The Montessori Way*. North American Montessori Center. <https://www.montessoritraining.net/diploma-programs/upper-elementary-9-12/curriculum-samples>
- Nuresqi, A. I., Tasdiki, H., Putra, M. A. L., & Sopian, F. P. (2023). *Pemanfaatan Virtual Reality dan Augmented Reality dalam Bidang Pendidikan*. Jurusan Informatika UII. <https://informatics.uii.ac.id/2023/12/12/pemanfaatan-virtual-reality-dan-augmented-reality-dalam-bidang-pendidikan/>
- Nurwicaksono, A. S., & Swalaganata, G. (2023). Analisis dan perancangan aplikasi

- Augmented Reality anatomi tubuh manusia berbasis Android. *Journal of Information System and Application Development*, 1(1), 47–57. <https://doi.org/10.26905/jisad.v1i1.9866>
- Nuryadin, M. A., Fairuz, F., & Sembodo, J. J. (2024). Metode pembelajaran khusus untuk generasi alpha , generasi z dan generasi beta. *JPGI (Jurnal Penelitian Guru Indonesia)*, 9(4), 45–50.
- Oktarina, A., & Maemonah. (2019). FILSAFAT PENDIDIKAN MARIA MONTESSORI DENGAN PENDIDIKAN AUD Ani Oktarina , Maemonah 1 . Biografi Maria Montessori Maria Montessori dilahirkan pada tanggal 31 Agustus 1870 di kota Chiaravalle ,. *Bunnaya: Jurnal Pendidikan Anak*, VI(2), 64–88.
- Ozkan, M., & Solmaz, B. (2015). Mobile Addiction of Generation Z and its Effects on their Social Lives: (An Application among University Students in the 18--23 Age Group). *Procedia - Social and Behavioral Sciences*, 205, 92–98.
- Pase, F., Kobus, S., Gündüz, D., & Zorzi, M. (2023). Semantic Communication of Learnable Concepts. *IEEE International Symposium on Information Theory - Proceedings*, 2023-June, 731–736. <https://doi.org/10.1109/ISIT54713.2023.10206678>
- Patajangan, R., Hanasah, E., Hidayati, D., Pendidikan, M., Ahmad, U., Yogyakarta, D., & No, J. P. (2024). *Kompetensi Pedagogis Digital dalam Meningkatkan Efektifitas Pembelajaran*. 15(2), 1526–1534.
- Rahayu, N. S., Elan, & Mulyadi, S. (2021). Penggunaan Gadget pada Anak Usia Dini. *Jurnal PAUD Agapedia*, 5(2), 202–210. <https://doi.org/10.36418/syntax-imperatif.v1i5.159>
- Rainer, P. (2023). *Data Terbaru, Inilah Profil Usia Pengguna Internet Indonesia*. GoodStats. <https://data.goodstats.id/statistic/data-terbaru-inilah-profil-usia-pengguna-internet-indonesia-zyhve>
- Rakhmawati, Y. (2019). *Buku Ajar Metode Penelitian Komunikasi*.
- Randolph, J. J., Bryson, A., Menon, L., Henderson, D. K., Kureethara Manuel, A., Michaels, S., rosenstein, debra leigh walls, McPherson, W., O'Grady, R., & Lillard, A. S. (2023). Montessori education's impact on academic and

- nonacademic outcomes: A systematic review. *Campbell Systematic Reviews*, 19(3). <https://doi.org/10.1002/cl2.1330>
- Sari, D. N. (2020). *An Analysis of the Impact of the Use of Gadget on Children's Language and Social Development*. 449(Icece 2019), 201–204. <https://doi.org/10.2991/assehr.k.200715.041>
- Sarkawi, S., Zulkarnaen, I., Fadhli, A., & Mansyah, A. (2024). Negative Impact of Digital Communication. *Abdurrauf Journal of Islamic Studies (ARJIS)*, 3(2), 158–170. <https://doi.org/10.58824/arjis.v3i2.136>
- Shih, Y.-H. (2018). Rethinking Paulo Freire's Dialogic Pedagogy and Its Implications for Teachers' Teaching. *Journal of Education and Learning*, 7(4), 230. <https://doi.org/10.5539/jel.v7n4p230>
- Siahaan, F. M., & Hartono, A. (2022). Personal Social Responsibility (Psr) Model Miha Dan Kaitannya Dengan Teori Interaksi Simbolik (Studi Kasus Rumah Belajar Pelangi Nusantara Rawamangun). *Journal of Innovation Research and Knowledge*, 1(9), 1029–1038. <https://bajangjournal.com/index.php/JIRK/article/view/1443>
- Sokolova, G. E. (2019). Communicative Bases of Pedagogical Communication. *Bulletin of the Moscow State Regional University (Pedagogics)*, 4, 52–58. <https://doi.org/10.18384/2310-7219-2019-4-52-58>
- Sosiawan, E. A., & Ratnawati, R. (2023). Model Komunikasi Pembelajaran Pedagogik Pada Sekolah Menengah Pertama Dalam Pembelajaran Daring Pandemi COVID-19. *Jurnal Ilmu Komunikasi*, 21(1), 163. <https://doi.org/10.31315/jik.v21i1.6475>
- Sugiyono, & Lestari, P. (2021). *Metode Penelitian Komunikasi (Kuantitatif, Kualitatif dan Cara Mudah Menulis Artikel pada Jurnal Internasional)*. Alfabeta.
- Tavares dos Santos, G., & Da Silva, A. B. (2022). Phenomenography as a research method for Management education. *Contextus – Revista Contemporânea de Economia e Gestão*, 20, 42–53. <https://doi.org/10.19094/contextus.2022.71414>
- Thurlow, C., Lengel, L., & Tomic, A. (2004). *Computer Mediated Communication*.

- SAGE Publications. <https://books.google.co.id/books?id=bNaDc7EXJloC>
- Tripambudi, S., & Suparno, B. A. (2022). Model Komunikasi Pembelajaran Online Multidimensi Bagi Anak Sekolah Dasar di Masa Pandemi COVID-19. *Jurnal Ilmu Komunikasi*, 20(3), 413. <https://doi.org/10.31315/jik.v20i3.8049>
- Umar. (2024). *Komunikasi Pembelajaran Di Era Digital*. litnus.
- Vivitsou, M. (2016). *Social media and networks as communicative acts : vulnerabilities and possibilities for the pedagogies of the future : An empirical hermeneutical study of Finnish and Greek teachers and students experiences*. Helsingin yliopisto.
- Wen, Y. (2018). Chinese character composition game with the augment paper. *Educational Technology and Society*, 21(3), 132–145.
- Wong, J. T., & Hughes, B. S. (2023). Leveraging learning experience design: digital media approaches to influence motivational traits that support student learning behaviors in undergraduate online courses. In *Journal of Computing in Higher Education* (Vol. 35, Issue 3). Springer US. <https://doi.org/10.1007/s12528-022-09342-1>