



Daftar Pustaka

- Alnabhan, M. (2011). How does Moral Judgement Change with Age and Giftedness? *Gifted and Talented International*, 26 (1-2), 25-30.
- Arko, C.A.J., (2012). Museum & Institution for Cartoon & Comic Art (MICCA). *Thesis Abstract*. Bachelor of Architecture, BRAC University, India.
- Arnold, G.B. (2017). *Animation and the American Imagination: A Brief History*. Praeger, California.
- Asosiasi Penyelenggara Jasa Internet Indonesia (2017). Survei Penetrasi dan Perilaku Pengguna Internet Indonesia. *APJII Annual Infographic*. Tersedia di www.teknopreneur.com, diakses pada 2 November 2018.
- Badan Ekonomi Kreatif (2015). *Rencana Pengembangan Animasi Nasional 2015-2019*. PT. Republik Solusi, Jakarta.
- Barlow dan Butler (2018). Child and Adult Orientated Breakfast Cereals: A Cross Sectional Analysis of Nutrient Profile. *Proceedings of the Nutrition Society*, 77 (OCE4), E197.
- Badan Kependudukan dan Keluarga Berencana Nasional (Bkkbn). (2018). *Infografis Bonus Demografi Menyongsong Indonesia Emas Tahun 2045*. Tersedia di <https://keluargaIndonesia.id/infografik/bonus-demografi-menyongsong-indonesia-emas-2045> dan www.bkkbn.go.id
- Christiani, Angeline. (2013). Karakter Animasi Doraemon sebagai Soft Power Jepang. *Makalah dan Kertas Kerja*. Tersedia di <http://lib.ui.ac.id/>, diakses pada 7 September 2018.
- Dennis dan Marc (2016). Method and System for Detecting Violation of Intellectual Property Rights of a Digital File. *US Patent Application Publication*, 1-4. New York.
- Eker, C dan Karadeniz, O. (2014). The Effects of Educational Practice with Cartoons on Learning Outcomes. *International Journal of Humanities and Social Science*, 4 (14).
- Fuad et al. (2006). *Pengantar Bisnis*. PT Gramedia Pustaka Utama. Jakarta.
- Ghilzai, S., et al. (2017). Impact of Cartoon Programs on Children's Language and Behavior. *Insights in Language Society and Culture*, 2 (1), 104-126.
- Habib dan Soliman (2015). Cartoons' Effect in Changing Children Mental Response and Behavior. *Journal of Social Sciences*, 3 (09), 248-264.
- Hansen, B. (2016). A Study in the Theory of Inflation. *Routledge Library Editions: Inflation, Volume 5*. Routledge, New York.



- Hendriyani, et al. (2011). Children's Television in Indonesia: Broadcasting Policy and The Growth of an Industry. *Journal of Children and Media*, 5 (1), 86-101.
- Hendriyani, et al. (2012). Children's Media Use in Indonesia. *Asian Journal of Communication*, 22 (3), 304-319.
- Hendriyani, et al. (2016). Changes in Cultural Representations On Indonesian Children's Television from The 1980s to The 2000s (versi elektronik). *Asian Journal of Communication*, 26 (4), 371-386.
- Ismawan, A. (2018). Cartoon Story Maker as The Developed Learning Media in Writing Descriptive Text for Junior High school Students. *Doctoral Dissertation*. Universitas Negeri Medan.
- J.H., Thomas et al. (2015). The Development of Adaptive Conformity in Young Children: Effects of Uncertainty and Consensus. *Journal of Developmental Science*, 18 (4)
- Jain, S, et al. (2019). Building A Culturally-Responsive, Family-Driven Early Childhood System of Care: Understanding The Needs and Strengths of Ethnically Diverse Families of Children with Social-Emotional and Behavioral Concerns. *Children and Youth Services Review*, 100 (1), 31-38.
- Kamila, et al. (2019). Impact of Educational Intervention In Promoting Knowledge Attitude And Practice For Prevention Of Common Childhood Diseases Among 9-11-Year-Old School Children In Rural Bangalore. *International Journal of Community Medicine and Public Health*, 6, 644.
- Kewalramani, N. dan Sandeep, H. (2012). Character Merchandising. *Journal of Intellectual Property Rights, India*, 17. (454-462).
- Khotimah, H dan Sutiono. (2014). Analisis Kelayakan Finansial Usaha Budidaya Bambu. *Jurnal Ilmu Kehutanan*, 8 (1).
- Komisi Penyiaran Indonesia (KPI). (2018). Laporan akhir tahun 2018 Komisi Penyiaran Indonesia (KPI). *Laporan Akhir Tahun KPI*. Tersedia di <http://kpi.go.id/index.php/id/publikasi/laporan-akhir-tahun>
- Lewis, J. (2017). *Types of Digital Content Revenue Models*. Tersedia di <https://bizfluent.com>, diakses pada 9 April 2019.
- Liling, P. (2014). Implikasi Perlindungan Hukum Hak Kekayaan Intelektual terhadap Perolehan Manfaat Ekonomi. *Thesis Abstract*. Program Pascasarjana Universitas Atma Jaya, Yogyakarta.
- Malaysia Digital Economy Corporation (2018). South East Asia Animation Report 2018. *MDEC Annual Report*. Tersedia di <https://www.mdec.my/media-and-downloads>, diakses pada 16 Oktober 2018.



- Morgan, et al. (2015). Minorities are Disproportionately Underrepresented in Special Education: Longitudinal Evidence Across Five Disability Conditions. *Educational researcher, Washington, D.C.*, 44 (5), 278–292.
- Ofcom. 2017. Children and Parents: Media Use and Attitudes Report. *Yearly Report*. Tersedia di <https://www.ofcom.org.uk>.
- Onakpa, M. (2014). Cartoons, Cartoonists and Effective Communication in the Nigeria Print Media (versi elektronik). *An International Multidisciplinary Journal, Ethiopia*, 8 (1), 32-41.
- Osterwalder dan Pigneur. (2010). *Business Model Generation*. John Wiley & Sons, New Jersey.
- Pavlik. J.V. (2008). *Media in the Digital Age*. Columbia University Press, New York.
- Peckham, E. (2018). Business Models for Media Companies. *Analysis On the Business of Media*. Tersedia di <https://monetizingmedia.com>, diakses pada 9 April 2019.
- Poole, S. dan Snarey, J. (2011). Erikson's Stage of the Life Cycle dalam S. Goldstein dan J. Naglieri (Eds.) *Encyclopedia of Child Behavior Development*, 2, 599-603. Springer-Verlag, New York.
- Potter, W.J. (2018). *Media Literacy*, 9th edition. Sage Publication, California.
- QTL/Explornet. (2015). Media, Multimedia and Digital Media Basic Concept. *Teaching and Learning Course Materials*. Tersedia di <http://www.qtlcenters.org>, diakses pada 2 April 2019.
- Riper, B. (2011). *Learning from Mickey, Donald and Walt: Essays on Disney's Edutainment Films*. McFarland and Company Publishers, North Carolina.
- Rosenkrans, G. (2005). Online Auctions as Advertising Revenue in the Media Mix. *Journal of Interactive Advertising*. 6.
- Seymour. (2015). Cartooning. *Drawing and Painting 1 Course*. Tersedia di <https://www.seymour.k12.wi.us/faculty/shsart/Cartooning.pdf>
- Shah, S.B.A., et al. (2015). Role of Product Characteristics and Animated Spokesperson Characteristics On Children Buying Behavior. *City University Research Journal*, 5, 250.
- Smits, Roderik & W. Nikdel, E. (2018). Beyond Netflix and Amazon: MUBI and the curation of on-demand film. *Studies in European Cinema*. 16. (1-16).
- Steinbeis, N. (2016). The Role of Self-Other Distinction in Understanding Others' Mental and Emotional States: Neurocognitive Mechanisms in Children and Adults. *Philosophical transactions of the Royal Society of London. Series B, Biological sciences*, 371.



- Soegoto, E dan Semesta, R. (2018). Use of Google AdSense for Income Generating Activity. *IOP Conference Series: Materials Science and Engineering*, 407.
- Sulastri, L. (2016). *Studi Kelayakan Bisnis Untuk Wirausaha*. LGM - LaGood's Publishing.
- Thompson, et al. (2016). *Crafting and Executing Strategy*, 20th edition. McGraw-Hill Companies Inc., New York.
- Tien, T dan Weisert G. (2018). *Why the Subscription Model Will Be Your Company's Future - and What to do About it*. Penguin Random House LLC, New York.
- Umar, H. (2003). *Studi Kelayakan Bisnis*, Edisi 2, Teknik Menganalisis Kelayakan Rencana Bisnis secara Komprehensif. Gramedia Pustaka Utama, Jakarta.
- Undang-Undang Republik Indonesia No. 28 Tahun 2014 tentang Hak Cipta.
- Wattenhofer, et al. (2012). The YouTube Social Network. *ICWSM*.
- <http://shodhganga.inflibnet.ac.in>
- <http://www.YouTube.com/>
- <https://www.freelancer.com/>
- <https://www.kbbi.web.id/>
- <https://www.shopdisney.com>
- <https://www.wallsicecream.com>
- <https://www.wsj.com>