



## Daftar Pustaka

- Antonietti, A., & Colombo, B. (2012). Mental Imagery as a Strategy to Enhance Creativity in Children. *Imagination, Cognition and Personality*, 31(1), 63–77. doi:10.2190/ic.31.1-2.g.
- Boccia, M., Piccardi, L., Palermo, L., Nori, R., & Palmiero, M. (2015). Where do bright ideas occur in our brain? Meta-analytic evidence from neuroimaging studies of domain-specific creativity. *Frontiers in Psychology*, 6.
- Cabra, J. F., & Uribe-Larach, D. (2013). Creative Behavior. *Encyclopedia of Creativity, Invention, Innovation and Entrepreneurship*, 266–271. doi:10.1007/978-1-4614-3858-8\_7.
- Camarda, A., Salvia, É., Vidal, J., Weil, B., Poirel, N., Houdé, O., & Cassotti, M. (2018). Neural basis of functional fixedness during creative idea generation: An EEG study. *Neuropsychologia*. doi:10.1016/j.neuropsychologia.2018.03.009.
- Ceratto, A., Siano, G., De Marco, A., & Ricci, C. (2019). *The importance of spatial abilities in creativity and their assessment through tangible interface*. Doi: 10.1007/978-3-030-23884-1\_12.
- Chavez, R. A. (2016). Imagery as a core process in the creativity of successful and awarded artists and scientists and its neurobiological correlates. *Frontiers in Psychology*, 7. doi:10.3389/fpsyg.2016.00351.
- Chrysikou, E. G., Wertz, C., Yaden, D. B., Kaufman, S. B., Bacon, D., Wintering, N. A., & Newberg, A. B. (2020). Differences in Brain Morphometry Associated With Creative Performance in High and Average Creative Achievers. *NeuroImage*, 116921. doi:10.1016/j.neuroimage.2020.116921.
- Deanne, & Gute, G. (2015). *How creativity works in the brain*. Library of Congress Cataloging in Publication Data.
- Dharmayani, P. N. A., & Kusrohmaniah, S. (2017). Pengaruh aktivitas fisik terhadap berpikir kreatif. *Skripsi*. Fakultas psikologi Universitas Gadjah Mada.
- Dimnwobi, S. K., Ekesiobi, C. S., & Mgbemena, E. M. (2016). Creativity, innovation, and competitiveness in Nigeria: An economic exploration. *International Journal of Academic Research in Economics and Management Sciences*, 5(03): 29 – 52.
- Dolan, R. J. (2002). Emotion, Cognition, and Behavior. *Science*, 298(5596), 1191–1194. doi:10.1126/science.1076358.
- Erp, V. E. A. M. (2009). Aging and its effect on creative performance at work. *Thesis master*. Maastricht University, Netherlands.
- Farah, M. J. (1989). The neural basis of mental imagery. *Trends in Neurosciences*, 12(10), 395–399. doi:10.1016/0166-2236(89)90079-9.
- Guo, J., Jiang, G., Liu, Y., Tian, Y., & Zhou, B. (2016). The influence of visual cues and human spacial ability on intra-vehicular orientation performance. *Springer international publishing switzerland*, pp. 290-300: doi: 10.1007/978-3-319-40030-3\_29.
- He, K. (2017). *A Theory of creative thinking: Construction and verification of the dual circulation model*. Singapore: Springer Nature. doi 10.1007/978-981-10-5053-4.
- International Data Corporation. (2009). *Statistic data of professional developers in Asia Pasific from 2001 – 2008*. [www.idc.com](http://www.idc.com) diakses pada 30 Mei 2020.
- Iyyasi, F., & Alsa, A. (2013). Pengaruh program pilihanku untuk meningkatkan efikasi diri dalam keputusan pemilihan Korps Karbol AAU. *Thesis*. Magister Profesi Psikologi Universitas Gadjah Mada, Yogyakarta.



- Jung, R. E., Flores, R. A., & Hunter, D. (2016). A New Measure of Imagination Ability: Anatomical Brain Imaging Correlates. *Frontiers in Psychology*, 7. doi:10.3389/fpsyg.2016.00496.
- Jung, R. E., Wertz, C. J., Meadows, C. A., Ryman, S. G., Vakhtin, A. A., & Flores, R. A. (2015). Quantity yields quality when it comes to creativity: a brain and behavioral test of the equal-odds rule. *Front. Psychol.* 6:864. doi: 10.3389/fpsyg.2015.00864.
- Khalil, R., Karim, A. A., Kondinska, A., & Godde, B. (2020). Effects of transcranial direct current stimulation of left and right inferior frontal gyrus on creative divergent thinking are moderated by changes in inhibition control. *Brain Structure and Function*, 225(6), 1691–1704.
- Kirkpatrick, D. L., & Kirkpatrick, J. D. (2007). *Implementing The Four Levels: A Practical Guide For Effective Evaluation Of Training Programs*. San Fransisco: Berrett-Koehler Publishers.
- Kupritz, V. W., & Cowell, E. (2010). Productive Management Communication: Online and Face-to-Face. *Journal of Business Communication*, 48(1), 54–82. doi:10.1177/0021943610385656
- Leigh, E., Chiu, K., & Clark, D. M. (2020). *The effects of modifying mental imagery in adolescent social anxiety*. *PLOS ONE*, 15(4), e0230826. doi:10.1371/journal.pone.0230826
- Light, R. J. (1971). Measures of response agreement for qualitative data: Some generalizations and alternatives. *Psychological Bulletin*, 76(5), 365-377.
- M.Kapp, K., Blair, L., & Mesch, R. (2014). *The Gamification of Learning and Instruction Fieldbook : Ideas Into Practice*. In *The Gamification of Learning and Instruction Fieldbook : Ideas Into Practice* (pp. 137-149). San Fransisco: Wiley.
- Miller, A. L. (2009). Cognitive processes associated with creativity: scale development and validation. *A dissertation*. Submitted To The Graduate School In Partial Fulfillment Of The Requirements for The Degree Doctor Of Philosophy. Ball State University Muncie, Indiana.
- Mitchell, A., Smith, C. S. (2004). *The use of computer and video games for learning*. Learning and skills development agency.
- Moghim, S., & Subramaniam, D. I. (2013). Employees' Creative Behavior: The Role of Organizational Climate in Malaysian SMEs. *International Journal of Business and Management*, 8(5). doi:10.5539/ijbm.v8n5p1.
- Necka, E., Żak, P., & Gruszka, A. (2016). Insightful Imagery is Related to Working Memory Updating. *Frontiers in Psychology*, 7. doi:10.3389/fpsyg.2016.00137.
- New Century Group. (Tanpa tahun). *Research of software house growth in Indonesia*. [www.ncgrp.com](http://www.ncgrp.com) diakses pada 30 Mei 2020.
- Oei, A. C., & Patterson, M. D. (2013). Enhancing cognition with video games: A multiple game training study. *PLoS ONE*, 8(03): doi:10.1371/journal.pone.0058546.
- Palmiero, M., & Srinivasan, N. (2015). *Creativity and Spatial Ability: A Critical Evaluation*. In: Cognition, experience and creativity, pp. 189 – 214.
- Palmiero, M., Di Giacomo, D., and Passafiume, D. (2012). Creativity and dementia: a review. *Cogn. Process.* 13, 193–209. doi: 10.1007/s10339-012-0439-y.
- Palmiero, M., Di Giacomo, D., and Passafiume, D. (2012). Creativity and dementia: a review. *Cogn. Process.* 13, 193–209. doi: 10.1007/s10339-012-0439-y



- Palmeri, M., Piccardi, L., Nori, R., Palermo, L., Salvi, C., & Guariglia, C. (2016). Editorial: Creativity and Mental Imagery. *Frontiers in Psychology*, 7. doi:10.3389/fpsyg.2016.01280.
- Parmenter, D. (2015). *Developing, implementing, and using winning KPIs third edition*. New Jersey: John Wiley & Sons Inc.
- Pearson, J., & Keogh, R. (2019). Redefining Visual Working Memory: A Cognitive-Strategy, Brain-Region Approach. *Current Directions in Psychological Science*, 096372141983521. doi:10.1177/0963721419835210.
- Pearson, J., & Kosslyn, S. M. (2013). Mental imagery. *Frontiers in Psychology*, 4. doi:10.3389/fpsyg.2013.00198.
- Pearson, J., & Kosslyn, S. M. (2015). The heterogeneity of mental representation: Ending the imagery debate: Fig. 1. *Proceedings of the National Academy of Sciences*, 112(33), 10089–10092. doi:10.1073/pnas.1504933112.
- Petridis, P., Hadjicosta, K., Dunwell, I., Lameris, P., Baines, T., Shi, V. G., Ridgway, K., Baldin, J., & Lightfoot, H. (2014). *Gamification: using gaming mechanics to promote a business*. The Serious Games Institute, Coventry University, UK.
- Pylyshyn, Z. W. (2002). Mental imagery: In search of a theory. *Behavioral and Brain Sciences*, 25(02). doi:10.1017/s0140525x02000043.
- Robbins, S. (2010). *Teori Organisasi: Struktur, Desain dan Aplikasi*. Jakarta: Arcan.
- Rook, L. (2008). *Imitation in creative task performance*. ERIM Electronic Series Research in Management 125 Erasmus University Rotterdam.
- Salvi, C., & Bowden, E. M. (2016). Looking for Creativity: Where Do We Look When We Look for New Ideas?. *Frontiers in Psychology*, 7. doi:10.3389/fpsyg.2016.00161.
- Shadish, W. R., Cook, T. D., & Campbell, D. T. (2002). *Experimental and quasi-experimental designs for generalized causal inference*. Houghton, Mifflin and Company.
- Shibata, S., & Suzuki, N. (2004). Effects of an indoor plant on creative task performance and mood. *Scandinavian Journal of Psychology*, 45, 373–381.
- Spence, I., & Feng, J. (2010). Video games and spatial cognition. *Review of General Psychology*, 14(2), 92-104.
- Stevens, C. E., & Zabelina, D. L. (2020). Classifying Creativity: Applying Machine Learning Techniques to Divergent Thinking EEG Data. *NeuroImage*, 116990. doi:10.1016/j.neuroimage.2020.116990.
- Suh, J., & Young Cho, J. (2020). Linking Spatial Ability, Spatial Strategies, and Spatial Creativity: A Step to Clarify the Fuzzy Relationship Between Spatial Ability and Creativity. *Thinking Skills and Creativity*, 100628. doi:10.1016/j.tsc.2020.100628.
- Sweetman, D., Luthans, F., Avey, J. B., & Luthans, B. C. (2010). Relationship between positive psychological capital and creative performance. *Canadian Journal of Administrative Sciences/Revue Canadienne Des Sciences de l'Administration*, 28(1), 4–13. doi:10.1002/cjas.175.
- Thakral, P. P., Madore, K. P., Kalinowski, S. E., & Schacter, D. L. (2020). Modulation of hippocampal brain networks produces changes in episodic simulation and divergent thinking. *PNAS June 9, 2020 117 (23) 12729-12740*; first published May 26, 2020 <https://doi.org/10.1073/pnas.2003535117>.
- Thomas, V. (2020). *Using mental imagery to enhance creative and work-related process*. New York: Routledge.



- Winter, Y. D. (2017). Playing creative games enhances convergent thinking. *Thesis*. Msci Applied Cognitive Psychology.
- Yuen, E. Y., Wei, J., Liu, W., Zhong, P., Li, X., & Yan, Z. (2012). Repeated Stress Causes Cognitive Impairment by Suppressing Glutamate Receptor Expression and Function in Prefrontal Cortex. *Neuron*, 73(5), 962–977. doi:10.1016/j.neuron.2011.12.033
- Zedelius, C. M., & Schooler, J. W. (2016). The Richness of Inner Experience: Relating Styles of Daydreaming to Creative Processes. *Frontiers in Psychology*, 6. doi:10.3389/fpsyg.2015.02063.
- Zilse, R., Rossanese, L., Tobias, R. & Arates, E. (2017). Validate and measure KPI effectiveness in design thinking for stratups. *e-Revista LOGO*, 6 (3).