

DAFTAR PUSTAKA

- [1] A. Epriliyansyah, W. Verina, and M. R. Tanjung, “Perancangan Game Edukasi Pengenalan Perhitungan Untuk Anak Usia Dini Dengan Metode RAD Berbasis Android,” *Jurnal Mahasiswa Fakultas Teknik dan Ilmu Komputer*, vol. 1, no. 1, pp. 629–638, 2020.
- [2] D. B. A. Dira and P. Kasih, “Game Edukasi Pengenalan Tokoh Pahlawan Indonesia Berbasis Android,” in *STAINS (SEMINAR NASIONAL TEKNOLOGI & SAINS)*, 2022, pp. 326–332.
- [3] D. Tresnawati, “Perancangan Game Edukasi Tebak Gambar,” *Jurnal Algoritma*, vol. 15, no. 1, pp. 14–21, 2018.
- [4] R. Soetam, “Konsep Dasar Rekaya Perangkat Lunak (Software Reengineering),” Penerbit: Pertasi Pustaka,” *Diperoleh dari http://repository. Machung. Ac. Id/350/1/51. _Soetam_BUKU_AJAR_konsep_dasar_rpl. Pdf*, 2011.
- [5] R. S. Pressman, *Software engineering: a practitioner's approach*. Palgrave macmillan, 2005.
- [6] N. Azis, “Analisis Perancangan Sistem Informasi,” 2022.
- [7] A. Koniyo and M. Kusrini, “Perancangan dan analisis tahapan,” *Microsoft Visual Basic*, vol. 6.
- [8] A. Ismail, “Education games,” *Yogyakarta: pilar media*, 2006.
- [9] E. Handriyantini, S. Kom, and M. Mt, “Permainan edukatif (educational games) berbasis komputer untuk siswa sekolah dasar,” *Malang: Sekolah Tinggi Informasi & Komputer Indonesia*, 2009.
- [10] R. B. Nalendra, “Pembuatan Game anak-anak kindergarten seek and seek,” *AMIKOM, Yogyakarta*, 2012.
- [11] J. Said and T. Wulandari, *Ensiklopedi pahlawan nasional*. Direktorat Jenderal Kebudayaan, 1995.
- [12] J. Hendrawan and I. D. Perwitasari, “Aplikasi Pengenalan Pahlawan Nasional dan Pahlawan Revolusi Berbasis Android,” (*JurTI Jurnal Teknologi Informasi*, vol. 3, no. 1, pp. 34–40, 2019.
- [13] S. Pratama, *Buku Pintar Mengenal Pahlawan Indonesia*. Ilmu Cemerlang Group, 2019.
- [14] N. J. Nilsson, *Artificial intelligence: a new synthesis*. Morgan Kaufmann, 1998.
- [15] P. H. Winston and K. A. Prendergast, “The AI Business: Commercial Use of Artificial Intelligence, 1984.” Cambridge, MA: The MIT Press.

- [16] M. Dahria, “Kecerdasan Buatan (Artificial Intelligence),” *Jurnal Saintikom*, vol. 5, no. 2, pp. 185–197, 2008.
- [17] M. Gargenta, *Learning android*. “ O'Reilly Media, Inc.,” 2011.
- [18] F. Ableson, C. King, and C. E. Ortiz, *Android in action*. Simon and Schuster, 2011.
- [19] Y. Efendi, “Rancangan aplikasi game edukasi berbasis mobile menggunakan app inventor,” *Jurnal Intra-Tech*, vol. 2, no. 1, pp. 39–48, 2018.
- [20] H.-E. Eriksson, M. Penker, B. Lyons, and D. Fado, *UML 2 toolkit*. John Wiley & Sons, 2003.
- [21] R. M. Kim Hamilton, “Learning UML 2.0,” *Publisher: O'Reilly, Pub Date: April, 2006*.
- [22] S. S. Alhir, *Learning Uml*. “ O'Reilly Media, Inc.,” 2003.
- [23] D. Pilone and N. Pitman, *UML 2.0 in a Nutshell*. “ O'Reilly Media, Inc.,” 2005.
- [24] L. Leonardo, R. J. Iskandar, and A. Antonius, “PERANCANGAN APLIKASI QUIZ INTERAKTIF BERTEMA G30SPKI DENGAN UNITY,” *MASITIKA*, vol. 7, 2022.
- [25] R. Roedavan, “Unity tutorial game engine,” *Bandung: Informatika*, 2014.
- [26] J. K. Haas, “A history of the unity game engine,” *Diss. Worcester Polytechnic Institute*, vol. 483, no. 2014, p. 484, 2014.
- [27] J. Enterprise, *pengenalan visual studio 2013*. Elex Media Komputindo, 2015.
- [28] A. P. Gehred, “Canva,” *J Med Libr Assoc*, vol. 108, no. 2, p. 338, 2020.
- [29] S. Al-Saqqa, S. Sawalha, and H. AbdelNabi, “Agile software development: Methodologies and trends.,” *International Journal of Interactive Mobile Technologies*, vol. 14, no. 11, 2020.
- [30] T. Ostrand, “White-Box Testing,” *Encyclopedia of Software Engineering*, 2002.
- [31] I. Rohmawati, S. Sudargo, and I. Menarianti, “Pengembangan Game Edukasi Tentang Budaya Nusantara ‘Tanara’ Menggunakan Unity 3D Berbasis Android,” *Jurnal SITECH: Sistem Informasi dan Teknologi*, vol. 2, no. 2, pp. 173–184, 2019.
- [32] A. Supena, “PERANCANGAN GAME EDUKASI PENGENALAN TOKOH PAHLAWAN INDONESIA DENGAN UNITY 3D PADA SD PEMBANGUNAN AL HIKMAH BERBASIS ANDROID,” *Eclipse Jurnal Sistem Informasi*, vol. 1, no. 1, 2022.
- [33] A. Hardiansyah and P. Mauliani, “Aplikasi Game Edukasi Mengenal Pahlawan Indonesia Berbasis Android Pada SDN Ciburuy,” *eProsiding Teknik Informatika (PROTEKTIF)*, vol. 2, no. 2, pp. 45–52, 2021.

- [34] M. A. Setiawan and A. Z. Falani, “Game Edukasi Pengenalan Pahlawan Nasional Berbasis Android,” *SPIRIT*, vol. 13, no. 2, 2021.
- [35] F. N. Azizi, “Perancangan Aplikasi Game Puzzle Pengenalan Tokoh Pahlawan Nasional Berbasis Android,” in *Prosiding Seminar Nasional Teknologi Informasi dan Komunikasi (SENATIK)*, 2021, pp. 545–553.