

DAFTAR PUSTAKA

- [1] A. V. Vitianingsih, "Game Edukasi Sebagai Media Pembelajaran PAUD," *J. Inf.*, vol. 1, no. 1, pp. 1–8, 2016.
- [2] Permendikbud, "Permendikbud Menteri Pendidikan dan Kebudayaan Nomor 22 Tahun 2016," vol. 53, no. 9, pp. 1689–1699, 2016.
- [3] S. Esper, S. R. Foster, and W. G. Griswold, "On the nature of fires and how to spark them when you're not there," *SIGCSE 2013 - Proc. 44th ACM Tech. Symp. Comput. Sci. Educ.*, pp. 305–310, 2013, doi: 10.1145/2445196.2445290.
- [4] & D. R. A. Yeni Kustiyahningsih, "Perancangan sistem informasi inventarisasi aset berbasis web menggunakan metode waterfall," *J. Manajemen Inform. Jakarta*, vol. 1, no. 1, p. 36, 2021, doi: 10.52362/jmijakarta.v1i1.415.
- [5] M. (2018) Siregar, H. F., Siregar, Y. H., & Melani, "Perancangan Aplikasi Komik Hadist Berbasis Multimedia. JurTI (Jurnal Teknologi Informasi), 2(2), 113-121.," *JurTI (Jurnal Teknol. Informasi)*, vol. 2, no. 2, pp. 113–121, 2018, [Online]. Available: <http://www.jurnal.una.ac.id/index.php/jurti/article/view/425>
- [6] Rahmat Hidayat, "Penerapan Sistem Informasi Manajemen Sebagai Alat Pelaksanaan Sistem Administrasi Akademik ," *Ilm. Pendidik. Tinggi*, vol. 2, no. 2, pp. 56–59, 2009.
- [7] R. Agustina and A. Chandra, "Analisis Implementasi Game Edukasi 'the Hero Diponegoro' Guna Meningkatkan Hasil Belajar Siswa Di Mts. Attaroqie Malang," *J. Teknol. Inf.*, vol. 8, no. 1, pp. 2086–2989, 2017.
- [8] D. Aditra Nugroho and . Uminingsih, Harmastuti, "3 1,2,3," vol. 2, no. 1, pp. 67–77, 2019.
- [9] W. Angela and A. Gani, "Rancang Bangun Game Edukasi Berbasis Web Dan Android Menggunakan Adobe Flash Cs5 Dan Action Script 3.0," *IJIS - Indones. J. Inf. Syst.*, vol. 1, no. 2, p. 78, 2016, doi: 10.36549/ijis.v1i2.19.
- [10] I. Rohmawati, Sudargo, and I. Menarianti, "Development of the Archipelago Cultural Education Game 'TANARA' Using Unity 3D Based on Android," *J. Sist. Inf. dan Teknol.*, vol. 2, no. 2, pp. 173–184, 2019.

- [11] S. C. R. Riady, S. Sentinuwo, and S. Karouw, "Rancang Bangun Aplikasi Mobile Learning Anak Sekolah Minggu dengan Teknologi Augmented Reality Berbasis Android," *J. Tek. Inform.*, vol. 9, no. 1, pp. 20–25, 2016, doi: 10.35793/jti.9.1.2016.14807.
- [12] . P. and A. Sanjaya, "Rekayasa Perangkat Lunak Perhitungan Harga Pokok Produksi Metode Full Costing Pada Umkm Mitra Cake Di Bandar Lampung," *J. Inf. dan Komput.*, vol. 9, no. 2, pp. 154–162, 2021, doi: 10.35959/jik.v9i2.243.
- [13] D. Saputra and A. Rafiqin, "Pembuatan Aplikasi Game Kuis 'Pontianak Punye' Berbasis Android," *J. Khatulistiwa Inform.*, vol. 5, no. 2, pp. 71–84, 2017.
- [14] S. Aisa and A. Akhriana, "Perancangan Aplikasi Pembelajaran Bahasa Inggris Berbasis Android," *e-Jurnal JUSITI (Jurnal Sist. Inf. dan Teknol. Informasi)*, vol. 82, no. 2, pp. 100–110, 2019, doi: 10.36774/jusiti.v8i2.611.
- [15] R. Azwar, D. S. Lestari, and H. Fadilah, "Technologia" Vol 9, No.1, Januari – Maret 2018 51," vol. 9, no. 1, pp. 51–58, 2018.
- [16] S. Budiharjo and A. D. Yulianto, "Rancang bangun aplikasi quiz telekomunikasi berbasis android," *ICT Penelit. dan Penerapan Teknol.*, pp. 70–79, 2014.
- [17] D. Polanda, R. Watrianthos, and I. Purnama, "Perancangan Kuis Berbasis Android Sebagai Media Pembelajaran Di Smk Swasta Al-Azis," *J. Inform.*, vol. 5, no. 2, pp. 21–26, 2019, doi: 10.36987/informatika.v5i2.726.
- [18] W. Suryn, *Software Quality Engineering: A Practitioner's Approach*, vol. 9781118592. 2014. doi: 10.1002/9781118830208.