

DAFTAR PUSTAKA

- [1] Newzoo, “The Indonesian Gamer 2017,” Newzoo, Amsterdam, 2017.
- [2] M. Vivrou, “Combining Software Games with Education: Evaluation of Its Educational Effectivinnes. Journal Educational Technology and Society.,” 2005.
- [3] C. Solehudin, “ Pembuatan Game Edukasi Strategi Bajak laut Untuk Anak-Anak Dengan Menggunakan Macromedia Flash 8.0”.
- [4] S. Pierre-Louis, “Essential Facts About the Computer and Video Game Industry,” Entertaiment Software Association, 2019.
- [5] Anggara, “Memahami Teknik dasar pembuatan game berbasis Flash,” 2008.
- [6] J. P. Gee, What Video Games Have to Teach Us About Learning and Literacy, University of Wisconsin-Madison , 2003.
- [7] S. L. B. Ginting, Y. R. Ginting dan T. Prabudi, “PENERAPAN ALGORITMA BEST-PATH PLANNING UNTUK APLIKASI PENCARIAN RUTE TRANSPORTASI PUBLIK BERBASIS ANDROID,” *Jurnal Teknologi dan Informasi (JATI)*, vol. 5, no. 2, pp. 49-62, 2015.
- [8] R. S. Pressman dan B. R. Maxim, Process models, 2010.
- [9] J. Von Neumann dan O. Morgenstern, Theory of Games and Economic Behavior, Princeton: Princeton University Press, 1953.
- [10] Kartono, Teori Permainan, Yogyakarta: Andi Offset, 1994.

- [11] A. Esha Nugraha, “Pembangunan game maze edukasi Ilmu Pengetahuan Sosial (IPS),” 2014.
- [12] H. K. Rosen, Discrete Mathematics and its Applications, USA: McGraw-Hill, 1999.
- [13] S. L. Br. Ginting dan R. Rainaldi, “APLIKASI PETUNJUK LOKASI SARANA UMUM DI KOTA BANDUNG MENGGUNAKAN ALGORITMA DIJKSTRA BERBASIS ANDROID,” p. 8, 2017.
- [14] CheeseyChips, “Math Help Forum,” 7 Maret 2009. [Online]. Available: <https://mathhelpforum.com/threads/network-problem.77382/>. [Diakses 11 July 2020].
- [15] S. Arifianto, “SISTEM APLIKASI PENENTUAN RUTE TERPENDEK PADA JARINGAN MULTI MODA TRANSPORTASI UMUM MENGGUNAKAN ALGORITMA DIJKSTRA,” pp. 6-9, 2012.
- [16] S. Axon, “ARS Technica,” 27 September 2016. [Online]. Available: <https://arstechnica.com/gaming/2016/09/unity-at-10-for-better-or-worse-game-development-has-never-been-easier/>.
- [17] M. Fauji dan J. Adler, “Pemanfaatan Augmented Reality Untuk Buku Pembelajaran Pengenalan Hewan Pada Anak Usia Dini Berbasis Android,” 2016.
- [18] F. Remondino dan A. M. Manferdini, “A Review of Reality-Based 3D Model Generation, Segmentation and Web-Based Visualization Methods,” vol. 1, no. 1, pp. 103-123, 2012.
- [19] K. P. “UML Demystified,” 2005.

