DAFTAR PUSTAKA

[1] Nasir, Moh. (1999). *Metodologi Penelitian*. Jakarta : Ghalia Indonesia.

[2] Pressman, Roger S. (2012), *Software Engineering: A Practitioner's Approach". 7th Edition. McGraw Hill Higher Education.*

[3] Sunarto, Sunaryo. (2008). *Pembelajaran Berbasis Komputer* (PBK). http://staff.uny.ac.id/sites/default/files/131568300/PEMBELAJARAN%20 BERBANTUAN%20KOMPUTER-2.pdf, diakses tanggal 27 September 2014.

[4] Khaeruddin. (2008). *Belajar Otodidak Adobe Photoshop Cs.* Yrama Widya : Bandung

[5] Husni Idris. (2008). *Pengembangan Multimedia Pembelajaran Berbantuan Komputer*. Januari. 51-52. http://jurnaliqro.files.wordpress.com/2008/08/05-husni-48-57-final.pdf. 27 april 2014.

[6] Wiswakarma, Komang. (2010). *Panduan Lengkap Menguasai Pemrograman CSS.* Lokomedia : Yogyakarta.

[7] Nugroho, Bunafit. (2013). *Dasar pemrograman Web Php Mysql Dengan Dreamweaver.* Gava Media : Yogyakarta

[8] Arsyad, Azhar. (2003). *Media Pembelajaran*. Jakarta : Rajawali.

[9] Al-Fatta, Hanif. (2007). Analisis dan Perancangan Sistem Informasi. Yogyakarta : Andi.

[10] http://www.tutorialized.com/tutorial/HitTest-AS3-for-collision-detection-Flash-Actionscript-3/68594