DAFTAR PUSTAKA

[1] Nazir. Moh, 2005. "Metodologi Penelitian". Bogor : Ghalia Indonesia.

[2] Sunarto, 2010 "Pembelajaran Berbantuan Komputer (PBK)", Yogyakarta : PT. Elex Media Komputindo.

[3] http://staff.uny.ac.id/sites/default/files/131568300/PEMBELAJARAN %20 BERBANTUAN%20KOMPUTER-2.pdf, [Accessed 23 Mei 2017].

[4] Munir, 2009 "Multimedia Konsep & Aplikasi dalam Pendidikan", Bandung : Alfabeta.

[5] Munir, 2012 "Media Pembelajaran", Bandung : Alfabeta.

[6] Sugiyono, 2012 "skala likert untuk memahami penelitian kualitatif" Bandung : Alfabeta.

[7] https://www.scribd.com/doc/55468895/Pengertian-Flowmap-dan-Flowchart-Beserta-Simbol [Accessed 23 Mei 2017]

[8] Gaston C. Hillar. Learning Object Oriented Programming (2015). http://www.packt.com [Accessed 23 Mei 2017]

[9] Rosa A. S M.Shalahuddin, 2013. "Rekayasa Perangkat Lunak" , Bandung : Informatika

[10] http://www.hermantolle.com/class/docs/unity-3d-game-engine/ [Accessed 23 Mei 2017]

[11] http://www.blender.org [Accessed 23 Mei 2017]

[12] http://www.maniacms.web.id/2012/01/pengertian-xampp.html [Accessed 23 Mei 2017]

[13] http://www.academia.edu/6217761/Pengertian-dan-sejarah-mysql [Accessed 23 Mei 2017]