

Daftar Pustaka

- [1] A Gunter,Glenda.,Kenny, Robert F and Vick, Erik Henry.(2006). *A Case for a Formal Design Paradigm for Serious Games*, Orlando :University of Central Florida.
- [2] Banos, R. M. et al. (2004).Immersion and emotion: Their impact of sense of presence.Cyber Psychology and Behavior,.
- [3] Brian M, Winn.(2006) *The Design, Play, and Experience Framework*, Michigan:Michigan State University
- [4] Buttler,Rhett ., (2004). *How Can We Save Rainforest*.[Online] Tersedia dari:
<http://kids.mongabay.com/elementary/601.html>.[Di akses:13 Oktober 2013].
- [5] Chen, M., Kolko, B., Cuddihy, E., & Medina, E. (2005). *Modeling and measuring engagement in computer games. Presentation at the annual conference for the Digital Games Research Association (DiGRA)*, Vancouver, Canada.
- [6] Clark, L.A., Watson, D., & Leeka, J. (1989). *Diurnal variation in the positive affects.Motivation and Emotion*,13, 205–234.
- [7] Csikszentmihalyi, M., & LeFevre, J. (1989). *Optimal experience in work and leisure.Journal of Personality and Social Psychology*, 56, 815–822
- [8] Kamus Oxford online.(2013) *Definition of competence in English*[Online] Tersedia dari:
http://www.oxforddictionaries.com/us/definition/american_english/competence
[Diakses:15 November 2013].
- [9] Feil, J., & Scattergood, M. (2005). *Beginning Game Level Design*, Muska and Lipman/Premier-Trade.
- [10] Frederik ,De Grove., Jan ,Van Looy., & Cédric ,Courtois . *Towards a Serious Game Experience Model: Validation, Extension and Adaptation of the GEQ for Use in an Educational Context*, Ghent University
- [11]Gileade, Kiel M dan Dix Alan.(2004) *Using Frustation in the Design of Adaptive Games.*, United Kingdom: Lancaster University.
- [12] Hasil Seminar Dagstul, (2010), “*Demarcating User Experience” User Experience White Paper* . <http://www.allaboutux.org/uxwhitepaper>, Diakses tanggal 12 Oktober 2013.
- [13] Hornsby, Peter. (2010) *Hierarchical Task Analysis*. [Online] Tersedia dari:
<http://www.uxmatters.com/mt/archives/2010/02/hierarchical-task-analysis.php>.
[Diakses : 14 Oktober 2013].
- [14] Knemeyer, Dirk and Svoboda, Eric (2006). *User Experience - UX*.[Online] Tersedia dari: http://www.interaction-design.org/encyclopedia/user_experience_or_ux.html.
[Diakses : 15 Oktober 2013].
- [15] Lieberman, D.A. (2006). *What can we learn from playing interactive games?* In P. Vorderer & J. Bryant (Eds.), *Playing video games: Motives, responses, and consequences*. Mahwah, NJ: Lawrence Erlbaum Associates.
- [16]Serious Games Now A Multibillion Dollar Industry, (2012).
<http://www.hypergridbusiness.com/2012/08/serious-games-now-a-multi-billion-dollar-industry>. Di akses tanggal 10 Oktober 2013.
- [17] Sørensen ,Birgitte Holm & Meyer, Benter.(2007) *Serious Games in language learning and teaching – a theoretical perspective*,The Danish University of Education,Denmark
- [18] South and Central Kalimantan Production Forest Project (2001), *Pengintegrasian Pendidikan Pelestarian Hutan dalam Kurikulum Muatan Lokal* , Banjarbaru,Indonesia
- [19] Tahti, M., Arhippainen, L., (2004). *A Proposal of collecting Emotions and Experiences. Volume 2 in Interactive Experiences in HCI*, pp. 195–198

- [20] Wirth, W., Hartmann, T., Bocking, S., Vorderer, P., Klimmt, C., Schramm, H., et al.(2007). A process model of the formation of spatial presence experiences. *Media Psychology*, 9, 493–525
- [21] Syaodih, Ernawulan(2008) *Psikologi Perkembangan*, Bandung :Universitas Pendidikan Indonesia.
- [22] Wu, Cheng-chih, Dale, Nell B.Bethel Lowell J, (1994)*Conceptual Models and Cognitive Learning Styles in Teaching Recursion*, Taiwan: National Taiwan Normal Univ.Taipei.