

DAFTAR PUSTAKA

- [1] C. Keller, A. K. Döring, and E. Makarova, "Factors Influencing the Effectiveness of Serious Gaming in the Field of Vocational Orientation," *Educ Sci (Basel)*, vol. 13, no. 1, Jan. 2023, doi: 10.3390/educsci13010016.
- [2] H. T. Hou, "Diverse Development and Future Challenges of Game-Based Learning and Gamified Teaching Research," *Educ Sci (Basel)*, vol. 13, no. 4, Apr. 2023, doi: 10.3390/educsci13040337.
- [3] S. K. Kubro, N. Khoir, T. Yulia, and R. Artikel, "Penerapan Permainan Tambang untuk Pembelajaran Matematika dalam Peningkatan Kemampuan Kognitif-Matematis pada Anak Kelompok A di TK Diponegoro Srimulyo Dampit-Malang," *Jurnal Lingkup Anak Usia Dini*, vol. 3, no. 2, pp. 2022–2031, 2022.
- [4] F. Zikrillah, "Aplikasi Game 3D First Person Shooter (FPS) Survive From Death," Universitas Komputer Indonesia, Bandung, 2013.
- [5] J. C. Putra, M. R. Much, and M. Rizqi, "Kecerdasan Buatan Virtual Assistant Pada Permainan Menggunakan Metode Finite State Machine," *Journal of Animation & Games Studies*, vol. 7, no. 2, pp. 85–100, 2021.
- [6] M. K. Barokum, A. R. Amna, and A. P. Armin, "Game Pembelajaran Rambu Lalu Lintas Berbasis Android," *Konvergensi*, vol. 14, no. 1, pp. 6–12, 2019.
- [7] A. Setiawan, H. Praherdhiono, and Sulthoni, "Penggunaan Game Edukasi Digital Sebagai Sarana Pembelajaran Anak Usia Dini," *JINOTEP*, vol. 6, no. 1, pp. 39–44, 2019, [Online]. Available: <http://journal2.um.ac.id/index.php/jinotep/index>
- [8] A. A. Qaffas, "An operational study of video games' genres," *International Journal of Interactive Mobile Technologies*, vol. 14, no. 15, pp. 175–194, 2020, doi: 10.3991/IJIM.V14I15.16691.
- [9] R. Dwi Agustin, "Kerangka Analisis Komponen Konsep Dan Desain Game," *Ririn Dwi Agustin Jurnal Ilmiah Teknologi Informasi Terapan*, vol. III, no. 2, 2017.
- [10] D. Ariandy Putra and A. Atthariq, "Penentuan Pergerakan Non-Player Character Menggunakan Algoritma A* Pada Game Action-Role-Playing-Game," *Jurnal Infomedia*, vol. 2, no. 2, 2017.
- [11] E. Yulsilviana and H. Ekawati, "Penerapan Metode Finite State Machine (FSM) Pada Game Agent Legenda Anak Borneo," *Sebatik*, vol. 23, no. 1, pp. 116–123, 2019.
- [12] J. Wahyudi, "Rancang Bangun Game Edukasi 3 Dimensi Perawatan Orang Utan Berbasis Game Maker: Studio," *Bitnet: Jurnal Pendidikan Teknologi Informasi*, vol. 6, no. 1, pp. 24–32, 2021, [Online]. Available: <http://journal.umpalangkaraya.ac.id/index.php/bitnet>
- [13] A. Nailannaja, "Pengawasan Tambang Mineral Komoditas Batuan Bahan Galian Jenis Pasir, Batu, Dan Kerikil (Sirtukil) Di Kabupaten Padang Pariaman," 2016.