

DAFTAR GAMBAR

Gambar II. 1 Huruf Utama Carakan Madura(Moh. Sutomo, 2011).....	24
Gambar II. 2 Tahapan Penelitian pada Design Science Research Methodology(Paul Johannesson & Erik Perjons, 2021)	27
Gambar II. 3 Model SDLC Prototype(Sumber: Alfath et al., 2019)	27
Gambar III. 1 Impelementasi methodology DSRM.....	37
Gambar IV. 1 Use-case Diagram	44
Gambar IV. 2 Diagram Activity Register.....	47
Gambar IV. 3 Diagram Activity Login	48
Gambar IV. 4 Sequence Diagram Register	49
Gambar IV. 5 Sequence Diagram Login	50
Gambar IV. 6 Wireframe Register	50
Gambar IV. 7 Wireframe Login	51
Gambar IV. 8 Diagram activity menampilkan modul carakan	60
Gambar IV. 9 Diagram activity kuis	61
Gambar IV. 10 Diagram activity gamifikasi mencocokkan	62
Gambar IV. 11 Diagram activity melengkapi kata	63
Gambar IV. 12 Diagram activity Menyusun okara.....	64
Gambar IV. 13 Sequence diagram memutar suara	65
Gambar IV. 14 Sequence diagram Kuis	65
Gambar IV. 15 Sequence diagram gamifikasi mencocokkan okara	66
Gambar IV. 16 Sequence diagram permainan melengkapi kata	67
Gambar IV. 17 Sequence diagram permainan Menyusun kata	68
Gambar IV. 18 Wireframe Main menu	69
Gambar IV. 19 Wireframe Materi	70
Gambar IV. 20 Wireframe Kuis	71
Gambar IV. 21 Wireframe Skor	72
Gambar IV. 22 Wireframe mencocokkan okara	72
Gambar IV. 23 Wireframe melengkapi aksara	73
Gambar IV. 24 Wireframe Menyusun aksara.....	74
Gambar IV. 25 Diagram activity mengaktifkan streak	78
Gambar IV. 26 Diagram activity membagikan streak	79
Gambar IV. 27 Diagram Activity mengubah sandi	80
Gambar IV. 28 Diagram activity logout	81
Gambar IV. 29 Sequence Diagram aktifkan streak	82
Gambar IV. 30 Sequence diagram bagikan streak	83
Gambar IV. 31 Sequence diagram ubah sandi.....	84
Gambar IV. 32 Sequence diagram logout.....	85
Gambar IV. 33 Wireframe profil.....	86
Gambar V. 1 UI Register	87
Gambar V. 2 UI Login	88
Gambar V. 3 Front-end Register	89
Gambar V. 4 Front-end Login.....	90
Gambar V. 5 UI Main Menu	92

Gambar V. 6 UI Materi	92
Gambar V. 7 UI Kuis	93
Gambar V. 8 UI Permainan Mencocokkan Kata	94
Gambar V. 9 UI Melengkapi Kata	95
Gambar V. 10 UI Menyusun Okara	96
Gambar V. 11 Front-end Main Menu.....	97
Gambar V. 12 Front-end Materi.....	97
Gambar V. 13 Front-end Kuis.....	98
Gambar V. 14 Front-end Mencocokkan Okara dan Aksara.....	99
Gambar V. 15 Front-end Melengkapi Kata	100
Gambar V. 16 Front-end Menyusun Okara	101
Gambar V. 17 UI Profil.....	104
Gambar V. 18 Front end mengaktifkan streak.....	105
Gambar V. 19 Front-end Profile.....	106
Gambar V. 20 Back-End Firebase.....	108
Gambar V. 21 Skala Penilaian (Rachmawati & Setyadi, 2023)	109