

## Daftar Pustaka

- [1] A. Turner and T. J. Martinek, "Teaching for Understanding: A Model for Improving Decision Making During Game Play," Taylor & Francis, no. 1, pp. 44-63, 1995.
- [2] T. Hopper and D. Kruisselbrink, "Teaching Games for Understanding: What does it look like and how does it influence student skill learning and game performance?," *Journal of Teaching Physical Education*, no. 1, 2001.
- [3] H. Pasolong, *Teori Pengambilan Keputusan*, Bandung: Alfabeta, 2023.
- [4] F. Pratiwi and M. , "Pengembangan Media Pembelajaran Boardgame Untuk Meningkatkan Keterampilan Berbicara Dan Sikap Peduli Lingkungan Pada Siswa Kelas IV Sekolah Dasar," pp. 12-14, 2019.
- [5] J. P. Hinebaugh, *A Board Game Education*, New York: Rowman & Littlefield Education, 2009.
- [6] J. k. Ahn, "A Study on Game Dynamics of Battle Royale Genre," *Journal of Korea Game Society*, pp. 27-38, 2017.
- [7] W. M. Inayah, "SOCIAL ADVENTURE GAMES BERBASIS ROLE PLAYING GAME (RPG) MAKER XP SEBAGAI SUMBER BELAJAR IPS SMP KELAS VII MATERI MANUSIA, TEMPAT, DAN LINGKUNGAN SOCIAL ADVENTURE GAMES BASED ON ROLE PLAYING GAME (RPG) MAKER XP AS A SOCIAL," *SOCIAL STUDIES*, vol. III, no. 3, 2018.
- [8] C. D. Stenström and S. Björk, "Understanding Computer Role-Playing Games: A Genre Analysis Based on Gameplay Features in Combat Systems," *Digitala Vetenskapliga Arkivet*, no. 6, 2013.
- [9] F. I. F. Abdillah, E. M. AdamsJonemaro and M. A. Akbar, "Implementasi Adaptive AIPada Game Turn-Based RPGDengan Menggunakan Metode Hierarchial Dynamic Scriptin," *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komput*, vol. II, no. 2,

pp. 703-714, 2018.

- [10] F. S. Sulaeman and D. P. Aji, "Turn Based Strategy Games to Hone Your Knowledge of Indonesian Culture Based on Android," 1st Paris Van Java International Seminar on Health, Economics, Social Science and Humanities, pp. 47-50, 2020.
- [11] Tabletop creator: Tabletop games creation made easy, fast and fun (2023) Pixelatto.
- [12] "Steam annual game releases 2022 | Statista." Statista.
- [13] "How many people use Steam? — 2023 statistics | LEVVVEL." LEVVVEL.
- [14] D. Lin, C. P. Bezemer, Y. Zou and A. . E. Hassan , "An empirical study of game reviews on the Steam platform," Empirical Software Engineering, p. 170–207, 2019.
- [15] "Rapid Application Development: Advantages and Disadvantages – NIX United." NIX United – Custom Software Development Company in US.
- [16] P. B. Davies and H. Mackay, "Rapid application development (RAD): an empirical review," European Journal of Information Systems , vol. VIII, no. 3, pp. 211-223, 1999.