

## Daftar Pustaka

Karsenti, T. (2019). Can students learn history by playing Assassin's Creed? Montreal: CRIFPE.

Dawn Spring (2014): Gaming history: computer and video games as historical scholarship, *Rethinking History: The Journal of Theory and Practice*, DOI: 10.1080/13642529.2014.973714

Jatmiko, R. (2017). Fictional Characters' Heroism in Assassin's Creed III Video Game in the Perception of Indonesian Video Gamers. *NOBEL: Journal of Literature and Language Teaching*. <https://doi.org/10.15642/nobel.2017.8.1.35-48>

Martens, S. (2016). Struggle for the universe: Maneuvering the narrative world of assassin's creed. *International Journal of Gaming and Computer-Mediated Simulations*. <https://doi.org/10.4018/IJGCMS.2016040102>

Arjoranta, J. (2017). Narrative Tools for Games: Focalization, Granularity, and the Mode of Narration in Games. *Games and Culture*. <https://doi.org/10.1177/1555412015596271>

Lisa Gilbert (2019): "Assassin's Creed reminds us that history is human experience": Students' senses of empathy while playing a narrative video game, *Theory & Research in Social Education*, DOI: 10.1080/00933104.2018.1560713

'Nothing is true, everything is permitted' - The Portrayal of the Nizari Isma'ilis in the Assassin's Creed Game Series. (2016). Online - *Heidelberg Journal of Religions on the Internet*. <https://doi.org/10.17885/heiup.rel.23546>

Gilbert, L. (2017). "The Past is Your Playground": The Challenges and Possibilities of Assassin's Creed: Syndicate for Social Education . *Theory & Research in Social Education*. <https://doi.org/10.1080/00933104.2017.1228812>

Hammar, E. L. (2017). Counter-hegemonic commemorative play: marginalized pasts and the politics of memory in the digital game *Assassin's Creed: Freedom Cry*. *Rethinking History*. <https://doi.org/10.1080/13642529.2016.1256622>

Leffler, C. (2019). Memory games: History, memory, and anachronism in the Paris of *Assassin's Creed Unity*. *Contemporary French Civilization*. <https://doi.org/10.3828/cfc.2019.5>

Murti B. (2013). *Desain dan Ukuran Sampel untuk Penelitian Kuantitatif dan Kualitatif di Bidang Kesehatan*. Yogyakarta: Gadjah Mada University.

Sugiyono. (2017). *Metode Penelitian Kualitatif. Untuk Penelitian yang Bersifat: Eksploratif, Enterpretif, Interaktif, dan Konstruktif*. Bandung: Alfabeta.

Zamili M. Menghindari dari Bias: Praktik Triangulasi dan Kesahihan Riset Kualitatif. *J Lisan Al-Hal*. 2015; 7 (2): 283–302.

Rahmat PS. (2009). Penelitian Kualitatif. *J Equilibrium*; 5 (9): 1–8.

Hadi S. (2016). Pemeriksaan Keabsahan Data Penelitian Kualitatif pada Skripsi. *J Ilmu Pendidik*;22(1):74–9.

Bachri BS. (2010). Meyakinkan Validitas Data melalui Triangulasi pada Penelitian Kualitatif. *J Teknol Pendidik*;10( 1):46–62.

Mustari M, Rahman MT. (2012) *Pengantar Metode Penelitian*. Yogyakarta: LaksBang Pressindo.

Raco JR. (2010). *Metode Penelitian Kualitatif: Jenis, Karakteristik, dan Keunggulannya*. Jakarta: PT Grasindo.

Denzin, Norman K YSL. (2007). *The Sage Handbook of Qualitative Research*. Yogyakarta: Pustaka Belajar; 2011. 11. Rachmawati IN. Pengumpulan Data dalam Penelitian Kualitatif: Wawancara. *J Keperawatan Indonesia*; (1): 35– 40.

Hasanah H. (2016). Teknik-Teknik Observasi (Sebuah Alternatif Metode Pengumpulan Data Penelitian Kualitatif Ilmu-Ilmu Sosial). *J at-Taqaddum*; 8 (2): 21–46.

Salim. (2016). *Metodologi Penelitian Kualitatif*. Bandung: Citapustaka Media.

Nilamsari N. (2008). Memahami Studi Dokumen dalam Penelitian Kualitatif. *J Wacana*. 2014; 8 (2): 177–181. 15. Afiyanti Y. Validitas dan Reliabilitas dalam Penelitian Kualitatif. *J Keperawatan Indonesia*;12 (2):137–141.

Media Pembelajaran: Buku Bacaan Wajib Dosen, Guru dan Calon Pendidik. (2017). (n.p.): Pustaka Abadi.

TEORI BELAJAR DAN PEMBELAJARAN. (2020). (n.p.): NLC.

Mekarisce, A. A. (2020). Teknik Pemeriksaan Keabsahan Data pada Penelitian Kualitatif di Bidang Kesehatan Masyarakat. *Jurnal Ilmiah Kesehatan Masyarakat*, 12(3), 145–151.

*World Video Game Hall of Fame - A History of Video Games in 64 Objects-Dey Street Books* (2018). (n.d.).

Mukherjee, S. (2015). Video Games and Storytelling: Reading Games and Playing Books. In *Video Games and Storytelling: Reading Games and Playing Books*. <https://doi.org/10.1057/9781137525055>

Suharsaputra, U. (2012). *Metode Penelitian Kuantitatif, Kualitatif, dan Tindakan*.

Dangnga dan Muis. (2015). Teori Belajar dan Pembelajaran Inovatif. In *Didakti Tauhidi: Jurnal Pendidikan Guru Sekolah Dasar* (Vol. 2, Issue 1).

MEDIA PEMBELAJARAN UNTUK GENERASI MILENIAL Tinjauan Teoritis dan Pedoman Praktis. (2021). (n.p.): SCOPINDO MEDIA PUSTAKA.

Nurdyansyah. (2021). *Media Pembelajaran Inovatif*. Umsida Press, 1-105. <https://doi.org/10.21070/2019/978-602-5914-71-3>

MEDIA PEMBELAJARAN Berbasis MULTIMEDIA Interaktif. (2019). (n.p.): Penerbit Lakeisha.

- Gildea, R. (2002). Review: The French Revolution: A Very Short Introduction. *French Studies*, 56(4), 532–533. <https://doi.org/10.1093/fs/56.4.532>
- Thomas Carlyle, J. D. R. (n.d.). *The French Revolution: A History (Modern Library Classics)*.
- Fikri, H., & Sri Madona, A. (2018). Pengembangan Media Pembelajaran Berbasis Multimedia Interaktif. In Samudra Biru: Vol. (Issue). PENGEMBANGAN TEKNOLOGI PENDIDIKAN Peranan pendidik dalam menggunakan media pembelajaran. (2021). (n.p.): Penerbit Lakeisha.
- <https://www.windowcentral.com/assassins-creed-story-so-far>, diakses pada Senin, 18 – 4 – 2022, 8.28 PM
- <https://www.historyhit.com/gaming/assassins-creed-games-in-order/>, diakses pada Senin, 18 – 4 – 2022, 8.28 PM
- [https://www.worldhistory.org/The\\_Assassins/](https://www.worldhistory.org/The_Assassins/), diakses pada Senin, 18 – 4 – 2022, 8.28 PM
- Sepinwall, A. G. (2021). *Slave Revolt on Screen: The Haitian Revolution in Film and Video Games*. United States: University Press of Mississippi.
- Allison, T. (2021). The world war ii video game, adaptation, and postmodern history. *Literature-Film Quarterly*, 49(1), 183–193.
- Apperley, T. H. (2006). Genre and game studies: Toward a critical approach to video game genres. *Simulation and Gaming*, 37(1), 6–23. <https://doi.org/10.1177/1046878105282278>
- Hensen, D. (2016). *GAME ON! VIDEO GAME HISTORY FROM PONG AND PAC-MAN TO MARIO, MINECRAFT, AND MORE*. Library of Congress.
- Karsenti, T., Bugmann, J., & Parent, S. (2019). Can students learn history by playing Assassin's Creed? *Canada Research Chair on Technologies and Education*.
- 'Nothing is true, everything is permitted' - The Portrayal of the Nizari Isma'ilis in the Assassin's Creed Game Series. (2016). *Online - Heidelberg Journal of Religions on the Internet*. <https://doi.org/10.17885/heiup.rel.23546>
- Purnomo, H. (2019). Psikologi Pendidikan. In *Lembaga Penelitian, Publikasi, dan Pengabdian Masyarakat (LP3M) Universitas Muhammadiyah Yogyakarta (Pertama, Vol. 66)*. LP3M UMY.
- Release, F. I. (2006). *LOUIS XVI ' S LAST WORDS – REDISCOVERED EXECUTIONER ' S ACCOUNT TO BE OFFERED AT CHRISTIE ' S April*.

- Fitriana. (2021). Media Pembelajaran. *Angewandte Chemie International Edition*, 6(11), 951–952., 2013–2015.
- B. R. Elliott, A. (2017). Simulations and Simulacra: History in Video Games. In *Práticas da História. Journal on Theory, Historiography and Uses of the Past* (Vol. 2017, Issue 5). <https://praticasdahistoria.pt/article/view/22580>
- Alomari, K. M., Alhamad, A. Q., Mbaidin, H. O., & Salloum, S. (2019). Prediction of the digital game rating systems based on the ESRB [Predicción de los sistemas de clasificación de juegos digitales basados en el sistema de calificación ESRB]. *Opcion*, 35(Special Issue 19), 1368–1393.  
<https://www.scopus.com/inward/record.uri?eid=2-s2.0-85068870131&partnerID=40&md5=646bdf7f8ad25726e514d0a48fb1818a>
- Chapman, A. (2016). Digital Games as History. In *Digital Games as History*.  
<https://doi.org/10.4324/9781315732060>
- Ip, B. (2011). Narrative structures in computer and video games: Part 1: Context, definitions, and initial findings. *Games and Culture*, 6(2), 103–134.  
<https://doi.org/10.1177/1555412010364982>
- Felini, D. (2015). Beyond today's video game rating systems: A critical approach to PEGI and ESRB, and proposed improvements. *Games and Culture*, 10(1), 106–122. <https://doi.org/10.1177/1555412014560192>
- Assassins Creed Limited Edition Art Book Prima Official Game Guide (N a) (David Hodgson, David Knight) (z-lib.org).pdf. (n.d.).
- Koenitz, H. (2020). Encyclopedia of Computer Graphics and Games. *Encyclopedia of Computer Graphics and Games*, January. <https://doi.org/10.1007/978-3-319-08234-9>
- Thompson, K. M., Tepichin, K., & Haninger, K. (2006). Content and ratings of mature-rated video games. *Archives of Pediatrics and Adolescent Medicine*, 160(4), 402–410. <https://doi.org/10.1001/archpedi.160.4.402>
- Laczniak, R. N., Carlson, L., Walker, D., & Brocato, E. D. (2017). Parental restrictive mediation and children's violent video game play: The effectiveness of the Entertainment Software Rating Board (ESRB) Rating system. *Journal of Public Policy and Marketing*, 36(1), 70–78. <https://doi.org/10.1509/jppm.15.071>
- O'Holleran, J. (2010). Blood Code: The History and Future of Video Game Censorship. *Journal on Telecommunications & High Technology Law*, 8(2), 571–612. <https://litigation->

[essentials.lexisnexis.com/webcd/app?action=DocumentDisplay&crawlid=1&doctype=cite&docid=8+J.+on+Telecomm.+%26+High+Tech.+L.+571&srctype=smi&srcid=3B15&key=14035aa664a838950a3490631499992b](https://essentials.lexisnexis.com/webcd/app?action=DocumentDisplay&crawlid=1&doctype=cite&docid=8+J.+on+Telecomm.+%26+High+Tech.+L.+571&srctype=smi&srcid=3B15&key=14035aa664a838950a3490631499992b)

- Aceh, I. A. B. (2013). Kementerian Agama Republik Indonesia (Issue 1, pp. 2012–2014).
- Tiara Dewi, Muhammad Amir Masruhim, R. S. (2021). Media pembelajaran untuk generasi milenial. In *Laboratorium Penelitian dan Pengembangan FARMAKA TROPIS Fakultas Farmasi Universitas Muallawarman, Samarinda, Kalimantan Timur* (Issue April).
- Schindhelm, K., Lustenberger, N., Nordmeyer, C., Farrell, P., & Stolte, H. (1982). Middle molecules in patients with pre-dialysis chronic renal failure: A comparative clearance study. In *Clinical Nephrology* (Vol. 17, Issue 4).
- Reineke, J. B., Blake, K., & Bratten, C. (2014). VIDEO GAMES AND HISTORY LEARNING by Kattika Prapajit A Thesis Submitted in Partial Fulfilment of the Requirements for the Degree of Master of Science in Mass Communication Middle Tennessee State University 2014 Thesis Committee :
- Mardianto. (2012). Psikologi Pendidikan Landasan bagi Pengembangan Strategi Pembelajaran. In *Book* (pp. 1–268).
- Dangnga dan Muis. (2015). Teori Belajar dan Pembelajaran Inovatif. In *Didakti Tauhidi: Jurnal Pendidikan Guru Sekolah Dasar* (Vol. 2, Issue 1).
- History, A. V., & Arms, O. F. (n.d.). *A Visual History of Arms and Armor*.
- Karsenti, T., Bugmann, J., & Parent, S. (2019). Can students learn history by playing Assassin's Creed? Canada Research Chair on Technologies and Education.
- Watson, W. R., Mong, C. J., & Harris, C. A. (2011). A case study of the in-class use of a video game for teaching high school history. *Computers and Education*, 56(2), 466–474. <https://doi.org/10.1016/j.compedu.2010.09.007>
- Release, For Immediate. “LOUIS XVI ’ S LAST WORDS – REDISCOVERED EXECUTIONER ’ S ACCOUNT TO BE OFFERED AT CHRISTIE ’ S,” no. April (2006).
- Safitri, D., Lestari, I., Maksum, A., Ibrahim, N., Marini, A., Zahari, M., & Iskandar, R. (2021). Web-Based Animation Video for Student Environmental Education at Elementary Schools. *International Journal of Interactive Mobile Technologies*, 15(11), 66–80. <https://doi.org/10.3991/ijim.v15i11.22023>

Ibrahim, N., Safitri, D., Zahari, M., Maksum, A., Marini, A., & Wahyudi, A. (2021). Implementing Simulation Games to Enhance Student Behavior. *Annals of the Romanian Society for Cell Biology*, 25(4), 18399–18404. <http://annalsofrscb.ro>

Suharsaputra, U. (2012). *Metode Penelitian Kuantitatif, Kualitatif, dan Tindakan*.

