

DAFTAR PUSTAKA

- Adawiyah, A. R. (2021). Analisis kebutuhan pengembangan permainan kartu domino sebagai media pembelajaran operasi hitung perkalian siswa kelas IV SD. *Ideas: Jurnal Pendidikan, Sosial, dan Budaya*, 7(3), 115-120.
- Ariesto, S. H. (2020). *Pengembangan Educational Game*. Banten: Topazart.
- Arsyad, A. (2014). *Media Pembelajaran*. Jakarta: Rajawali Pers.
- Astiti, K. A. (2017). *Evaluasi pembelajaran*. Jakarta: Penerbit Andi.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. New York: Springer.
- Breslin, S. (2009). "The History and Theory of Sandbox Gameplay". GameDeveloper.
- Budianto, N., & Ratnasari, K. I. (2020). Memperkuat Pendidikan Islam di Era (Four Point Zero/4.0). *FALASIFA: Jurnal Studi Keislaman*, 11(1), 62-78.
- Capone, A. (2022). *Tertarik Bermain The Sandbox Game? Berikut Penjelasan Lengkapnya!* <https://news.tokocrypto.com/apa-itu-the-sandbox-game/>.
- Cardinot, A., & Fairfield, J. A. . (2022). Game-based learning to engage students with physics and astronomy using a board game. In *Research Anthology on Developments in Gamification and Game-Based Learning* , (pp. 785-801). IGI Global.
- Daryanto. (2013). *Inovasi Pembelajaran Efektif*. Bandung: Yrma Widya.
- Gall, M. D. (2007). *Educational research: an introduction* (8. utg.). AE Burvikovs, Red.) : USA: Pearson.
- Giancoli. (2001). *Fisika Edisi Kelima Jilid 1*. Jakarta: Erlangga.
- Greipl, S., Moeller, K., & Ninaus, M. . (2020). Potential and limits of game-based learning. *International Journal of Technology Enhanced Learning*, 12(4), 363-389.
- Habibulloh, M., & Sifaunajah, A. (2019). IMPLEMENTATION OF FOUR BASIC PHYSICAL LAWS IN THE ADVENTURE GAME "ESCAPE LAND". *JARES (Journal of Academic Research and Sciences)*, 4(1), 43-54.
- Halliday, D. d. (2016). *Fisika Dasar Edisi 7 Jilid 1*. Bandung: Alfabeta.
- Henry, S. (2010). *Cerdas dengan Game: Panduan Praktis Bagi Orangtua dalam Mendampingi Anak Bermain Game* . Jakarta: PT. Gramedia Pustaka Utama.
- Huang, Y. M. (2015). Embedding diagnostic mechanisms in a digital game for learning mathematics. *Education Technology Research and Development*, 62(2), 187-207.
- Ismail, A. (2009). *Education Games*. Yogyakarta: Pro-U Media.

- Karumbaiah, S. B. (2018). Predicting quitting in students playing a learning game. In *11th International Conference on Educational Data Mining*, pp. 1–10. Buffalo, NY.
- Ke, F. X. (2015). Game base learning engagement: a theory and data driven exploration. *British journal of educational technology*, 1-20.
- Killi, K., & Ketamo, H. (2017). Evaluating cognitive and affective outcomes of a digital game-based math test. *IEEE transactions on learning technologies*, 11(2), 255-263.
- Lase, D. (2019). Pendidikan di era revolusi industri 4.0. *SUNDERMANN: Jurnal Ilmiah Teologi, Pendidikan, Sains, Humaniora dan Kebudayaan*, 12(2), 28-43.
- Lengel, J. G. (2013). *Education 3.0: Seven steps to better schools*. Teachers College Press.
- Maryanti, N. R. (2020). The principal's strategy in preparing students ready to face the industrial revolution 4.0. *International Journal of Educational Review*, 2(1), 54-69.
- Moore, D. (2006). E-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning. *Educational Technology Research and Development*, 54, 197-200.
- Mulyati, D., Wahdaniyah, N., & Bakri, F. (2021). Development of Educational Adventure Game on Fluid Physics Material. In *Journal of Physics: Conference Series*, (Vol. 2019, No. 1, p. 012062). IOP Publishing.
- Nissa, C. D. (2021). Pengembangan media pembelajaran Phygamtion (Physics Game Education) berbasis android pada materi fluida dinamis. In *Prosiding Seminar Nasional Fisika (SNF)*, Vol. 5, pp. 68-74.
- Pinto, C. A. (2023). Characteristics of Education 4.0 and its Application in Industry 4.0. *Journal of Engineering Education Transformations*, 37(1).
- Qureshi, M. I. (2021). Digital technologies in education 4.0. Does it enhance the effectiveness of learning? *International Journal of Interactive Mobile Technologies*, Vol. 15, No. 04.
- Ramadhani, P. M., & Sugianto, S. (2020). el Educational Games Guna Meningkatkan Minat Belajar Melalui Rolling Box (Ro-Box) Bagi Peserta Didik Kelas X SMA N 2 Semarang. *UPEJ Unnes Physics Education Journal*, 9(2), 217-226.
- S.H, A., A. P., & Risdianto, E. (2024). Pengembangan Media Pembelajaran Game Edukasi Fisika (GEMIKA) Berbantuan Wordwall Untuk Meningkatkan Motivasi Belajar Siswa SMA. *Jurnal Penelitian Pembelajaran Fisika*, Vol. 15 No. 2.
- Santoso, T. N. (2021). Pengembangan Media Game Edukasi Sebagai Sistem Informasi Alternatif Ice Breaking Pembelajaran Di Masa Pandemi. *Ecodunamika*, 4 (1).

- Saputra, I. G. (2021). PENGARUH GAME EDUKASI ADVENTURE BERBANTUAN ONLINE HOTS TEST TERHADAP KETERAMPILAN BERPIKIR KRITIS SISWA. *Jurnal Didaktika Pendidikan Dasar*, Vol. 5, No. 2.
- Shute, V. J. . (2011). Stealth assessment in computer-based games to support learning. In S. Tobias & J. D. Fletcher (Eds.), *Computer games and instruction* , (pp. 503–524). Charlotte, NC: Information Age Publishers.
- Shute, V. J. (2019). Game-based learning analytics in Physics Playground. In M. Chang & A. Tlili (Eds.), *Data analytics approaches in educational games and gamification systems*, (pp. 69-93). New York, NY: Springer.
- Smith, G. (2021). Core, an accessible game creation platform, is out in early access now. *Rock Paper Shotgun*, Retrieved from <https://www.rockpapershotgun.com/core-an-accessible-game-creation-platform-is-out-in-early-access-now>.
- Smith, Graham . (2021). "Core, an accessible game creation platform, is out in early access now". *Rock Paper Shotgun* ., Retrieved December 19, 2023.
- Softonic. (2023). *The Sandbox Game untuk Windows*. <https://the-sandbox-game.softonic-id.com/>.
- Songkram, N. C. (2021). Education 3.0 system to enhance twenty-first century skills for higher education learners in Thailand. *Interactive Learning Environments*, 29(4), 566-582.
- Surjono, H. (2017). *Multimedia Pembelajaran Interaktif Konsep dan Pengembangan*. Yogyakarta: UNY Press.
- Wati, W; H, Istiqomah. (2019). Game edukasi fisika berbasis smartphone android sebagai media pembelajaran fisika. *Indonesian Journal of Science and Mathematics Education*, 2(2), 162-167.
- Webster, A. (2020). Core is Aiming to be the New YouTube of Game Development. *The Verge*, Retrieved from <https://www.theverge.com/2020/3/2/21158189/core-free-game-creation-tool-pc-youtube-twitch>.
- Widaningsih, I. (2019). *Strategi dan inovasi pembelajaran bahasa indonesia di era revolusi industri 4.0*. Indonesia: Uwais Inspirasi.
- Widyastuti, R. P. (2020). Pengembangan Media Pembelajaran Berbasis Game Edukasi Pada MatPel IPA Tematik Kebersihan Lingkungan. *Jurnal Paradigma*, 22 (1), 95-100.
- Wilde, T. (2020). Core is a multiplayer game creation and sharing tool, now in free open alpha. *PC Gamer*, Retrieved from <https://www.pcgamer.com/core-is-a-multiplayer-game-creation-and-sharing-tool-now-in-free-open-alpha/>.
- Yolanda, Y. (2021). Pengembangan Modul Ajar Fisika Termodinamika Berbasis Kontekstual. *Jurnal Jendela Pendidikan*, Vol. 01 No. 03.
- Young, H. D. (2002). *Fisika Universitas Edisi 10 Jilid 1*. Jakarta: Erlangga.

- Zakariah, M. A. (2020). *METODOLOGI PENELITIAN KUALITATIF, KUANTITATIF, ACTION RESEARCH, RESEARCH AND DEVELOPMENT (R n D)*. Yayasan Pondok Pesantren Al Mawaddah Warrahmah Kolaka.
- Zeng, H. Z. (2020). Evaluation of Interactive Game-Based Learning in Physics Domain. *Journal of Baltic Science Education*, 19(3), 484-498.
- Zubaidah, S. (2020). Self Regulated Learning: Pembelajaran dan Tantangan pada Era Revolusi Industri 4.0. In *Prosiding SNPBS (Seminar Nasional Pendidikan Biologi dan Saintek)*, (pp. 1-19).

