

DAFTAR PUSTAKA

- Agustin, R. D. (2017). Kerangka Analisis Komponen Konsep dan Desain Game. *Electronic Journal Widayatama University (UTama)*, 3(2), 86-95.
- Amalia, R., Akbar, Z., & Nurani, Y. (2022). Pengembangan Media Game Edukasi Adventure Cooking untuk Meningkatkan Perilaku Prososial Anak Usia Dini. *Jurnal Obsesi*, 6(3), 1501-1513.
- Annisa, N. A., Rusdiyani, I., & Nulhakim, L. (2022). Meningkatkan Efektivitas Pembelajaran melalui Aplikasi Game Edukasi Berbasis Android. *Akademika - Jurnal Teknologi Pendidikan*, 11(1), 201-213.
- Bahri, S., & Wahdian, A. (2021). Penguatan Nilai-Nilai Pendidikan Karakter Melalui Game Edukasi Icanododi Sekolah Dasar. *Jurnal Pendidikan Dasar Nusantara*, 6(2), 23-41.
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. New York: Springer Science & Business Media.
- Cardinot, A., & Fairfield, J. (2019). Game-Based Learning to Engage Students with Physics and Astronomy Using a Board Game. *International Journal of Game-Based Learning (IJGBL)*, 9(1), 42-57.
- Cavallari, B., Hedberg, J., & Harper, B. (1992). Adventure games in education: A review. *Australian Journal of Educational Technology*, 8(2), 172-184.
- Chuang, T.-Y., Yeh, M. K.-C., & Lin, Y.-L. (2021). The Impact of Game Playing on Students' Reasoning Ability, Varying According to Their Cognitive Style. *Educational Technology & Society*, 24(3), 29-43.
- Çildir, S. (2021). Opinions of Prospective Teachers about Physics-Technology and Physics Teaching. *Journal of Physics: Conference Series*, 1-9.
- Cutter-Mackenzie, A., & Roussel, D. (2019). Education for What? Shaping the Field of Climate Change Education with Children and Young People as co-researcher. *Children's Geographies*, 17(1), 90-104.
- Dillon, T. (2005). *Adventure Games For Learning and Storytelling*. UK: Futurelab Prototype.
- Duke, R. D. (2011). Origin and evolution of policy simulation: a personal journey. *Simulation and Gaming*, 42(3).

- Fernandez-Vara, C., & Osterweil, S. (2010). The Key to Adventure Game Design: Insight and Sense-making. *Meaningful Play 2010*, 1-24.
- Foltz, A., Williams, C., Gerson, S. A., Reynolds, D. J., Pogoda, S., Begum, T., et al. (2019). Game Developers' Approaches to Communicating Climate Change. *Frontiers in Communication*, 4(28), 1-14.
- Gall, M., Gall, J., & Borg, R. (2007). *Educational research: An Introduction (8th ed.)*. New York.
- Garneli, V., Patiniotis, K., & Chorianopoulos, K. (2021). Designing Multiplayer Serious Games with Science Content. *Multimodal Technologies and Interaction*, 5(8), 1-17.
- Huang, S.-Y., Kuo, Y.-H., & Chen, H.-C. (2020). Applying digital escape rooms infused with science teaching in elementary school: Learning performance, learning motivation, and problem-solving ability. *Thinking Skills and Creativity*, 37, 1-17.
- Huizenga, J., Admiraal, W., Dam, G. T., & Voogt, J. (2019). Mobile game-based learning in secondary education: Students' immersion, game activities, team performance and learning outcomes. *Computers in Human Behavior*, 137-145.
- Jasson. (2009). *Role Playing Game (RPG) Maker (Software penampung kreatifitas, inovasi, dan imajinasi bagi game designer)*. Yogyakarta: CV ANDI OFFSET.
- Kartikeyan, S., & Malgaonkar, A. A. (2019). Case-based learning in integrated management of neonatal and childhood illness. *International Journal of Contemporary Pediatrics*, 6(3),1163-1167.
- Kortemeyer, G. (2020). Game development for teaching physics. *Journal of Physics: Conference Series*, 1512(1), 1-8.
- Kurup, P. M., Levinson, R., & Li, X. (2021). Informed-Decision Regarding Global Warming and Climate Change Among High School Students in the United Kingdom. *Canadian Journal of Science, Mathematics and Technology Education*, 21, 166-185.
- Low, J. Y., & Balakrishnan, B. (2024). Game-Based Learning: Current Practices and Perceptions of Secondary School Physics Teachers in Malaysia. *The International Journal of Science, Mathematics and Technology Learning*, 3(1), 1-21.

- Masykhur, M. A., & Risnani, L. Y. (2020). Pengembangan Uji Kelayakan Game Edukasi Digital Sebagai Media Pembelajaran Biologi SMA Kelas X pada Materi Animalia. *BIOEDUKASI Jurnal Pendidikan Biologi*, 11(2), 90-104.
- Mohanty, A., Alam, A., Sarkar, R., & Chaudhury, S. (2021). Design and Development of Digital Game-Based Learning Software for Incorporation into School Syllabus and Curriculum Transaction. *Design Engineering*, 8, 4864-4900.
- Mokoagow, F. M., Hadjaratic, L., & Dai, R. H. (2021). Pengembangan Game Edukasi Berbasis Android untuk Meningkatkan Hasil Belajar Siswa pada Mata Pelajaran Geografi. *INVERTED: Journal of Information Technology Education*, 1(1), 40-50.
- Muhammad, N. (2023, Juni 15). *databoks*. Retrieved Januari 13, 2024, from <https://databoks.katadata.co.id/>: <https://databoks.katadata.co.id/datapublish/2023/06/15/mayoritas-konsumen-game-online-main-lebih-dari-4-jam-sehari>
- Mulyati D, F. F. (2022). "Fire Phyghter" - The Development of Educational Games for Exploring Dynamic Fluids Topic. *Journal of Physics*.
- Najuah, Sidiq, R., & Simamora, R. S. (2022). *Game Edukasi Strategi dan Evaluasi Belajar Sesuai Abad 21*. Medan: Yayasan Kita Menulis.
- Okpatrioka. (2023). Research And Development(R&D) PenelitianYang Inovatif Dalam Pendidikan. *DHARMA ACARIYA NUSANTARA : Jurnal Pendidikan, Bahasa dan Budaya*, 1(1), 86-100.
- Partovi, T., & Razavi, M. R. (2019). The effect of game-based learning on academic achievement motivation of elementary school students. *Learning and Motivation*, 1-9.
- Pérez-Colado, V. M., Pérez-Colado, I. J., Freire-Morán, M., Baltasar, F.-M., & Iván, M.-O. (2019). uAdventure: Simplifying Narrative Serious Games Development. *2019 IEEE 19th International Conference on Advanced Learning Technologies (ICALT)*, 2161, 119-123.
- Pfirman, S., O'Garra, T., Simon, S. B., Brunacini, J., Reckien, D., Lee, J. J., et al. (2021). "Stickier" learning through gameplay: An effective approach to climate change education. *JOURNAL OF GEOSCIENCE EDUCATION*, 69(2), 192-206.
- Plass, J. L., Mayer, R. E., & Homer, B. D. (2020). *Handbook Game Based Learning*. London, England: The MIT Press.

- Rahmadania, N. (2022). Pemanasan Global Penyebab Efek Rumah Kaca dan Penanggulangannya. *Jurnal Ilmu Teknik*, 2(3), 1-13.
- Rahmat, A., Arif, M., Mirnawati, M., Azizah, S., Lestari, L. P., Aliyyah, R. R., et al. (2023). *Desain Pembelajaran Berbasis Kasus*. Gorontalo: Ideas Publishing.
- Rahmawati, E., & Ervanto, A. D. (2017). Pembelajaran Mata Kuliah Perpajakan Berbasis Kasus: Bukti Empiris dan Survei. *Neo-Bis*, 11(2), 102-120.
- Razali, N. E., Ramli, R. Z., & Mohamed, H. (2022). Identifying and validating game design elements in serious game guideline for climate change. *Heliyon*, 1-10.
- Sanjaya, R., Christanti, A. R., & Prayogo, M. S. (2016). *Mudah Membuat Game Edukasi Berbasis Android*. Jakarta: PT. Elex Media Komputindo.
- Serway, R. A., & Vuille, C. (2018). *College Physics (Eleventh Edition)*. Canada: Nelson Educations.
- Shaffer D W, H. R. (2005). Video Games and the Future of Learning. 1-13.
- Simaremare, A., Pronomo, N. A., Putri, D. S., Mallisa, F. P., Nabila, S., & Zahra, F. (2022). Pengembangan Game Edukasi Fisika Berbasis Augmented Reality pada Materi Kinematika untuk Siswa SMA. *Jurnal Ilmiah Pendidikan Fisika*, 6(1), 203-213.
- Stenros, J. (2016). The Game Definition Game: A Review. *Game and Culture*, 1-22.
- Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta, CV.
- Sulkan, M. (2019). *Pemanasan Global dan Masa Depan Bumi*. Semarang: ALPRIN.
- Surjono, H. D. (2017). *MULTIMEDIA PEMBELAJARAN INTERAKTIF Konsep dan Pengembangan*. Yogyakarta: UNY Press.
- Susilo, Y. O., Joewono, T. B., & Vandebona, U. (2015). Reasons underlying behaviour of motorcyclists disregarding traffic regulations in urban areas of Indonesia. *Accident Analysis & Prevention*, 7(5), 272-284.
- Tsai, M.-H., Chang, Y.-L., Shiau, J.-S., & Wang, S.-M. (2020). Exploring The Effects Of A Serious Game-Based Learning Package For Disaster Prevention Education: The Case Of Battle Of Flooding Protection. *International Journal of Disaster Risk Reduction*, 43.

- Turan, G. Y., Köklükaya, A. N., & Yıldırım, E. G. (2020). Improving Matter and Heat Subjects Learning Through Genuine Designed Educational Games. *International Journal of Science and Mathematics Education*, 18, 19-42.
- Utina, R. (2009). Pemanasan global: dampak dan upaya meminimalisirnya. *Jurnal Saintek UNG*, 3(3), 1-11.
- Utomo, W. A., Nugroho, E. C., & Asmara, N. N. (2023). Pengembangan Game Multiplayer "Wibu Quest" dengan Menggunakan RPG Maker MZ. *JURNAL GO INFOTECH*, 29(1), 61-74.
- Vinuesa, A. G., Mucova, S. A., Azeiteiro, U. M., Cartea, P. Á., & Pereira, M. (2020). Mozambican students' knowledge and perceptions about climate change: an exploratory study in Pemba City. *International Research in Geographical and Environmental Education*, 1-17.
- Wang, M., & Zheng, X. (2021). Using Game-Based Learning to Support Learning Science: A Study with Middle School Students. *The Asia Pacific Education Researcher*, 30, 167-176.
- Wibawanto, W. (2020). *Game Edukasi RPG (Role Playing Game)*. Semarang: LPPM UNNES.
- Winaryati, E., Munsarif, M., Mardiana, & Suwahono. (2021). *Cercular Model of RD&D (Model RD&D Pendidikan dan Sosial)*. Yogyakarta: PENERBIT KBM INDONESIA.
- Xu, Z., Zdravkovic, A., Moreno, M., & Woodruff, E. (2022). Understanding optimal problem-solving in a digital game: The interplay of learner attributes and learning behavior. *Computers and Education Open*, 2-11.
- Yakan, S. A. (2022). Analysis of Development of Artificial Intelligence in the Game Industry. *International Journal of Cyber and IT Service Management (IJCITSM)*, 2(2), 111-116.
- Yu, Z., Gao, M., & Wang, L. (2020). The Effect of Educational Games on Learning Outcomes, Student Motivation, Engagement and Satisfaction. *Journal of Educational Computing Research*, 1-25.
- Zeng, H., Zhou, S.-N., Hong, G.-R., Li, Q.-y., & Xu, S.-Q. (2020). EVALUATION OF INTERACTIVE GAME-BASED LEARNING IN PHYSICS DOMAIN. *Journal of Baltic Science Education*, 19(3), 484-498.

- Zeng, J., Parks, S., & Shang, J. (2020). To learn scientifically, effectively, and enjoyably: A review of educational games. *Human Behavior and Emerging Technologies*, 2,186–195.
- Zulfikar, F. (2018). Model Pembelajaran Studi Kasus untuk Meningkatkan Pengetahuan Siswa dan Respon Siswa. *Prosiding Seminar Nasional PPKn 2018*, 1-8.

