

## DAFTAR PUSTAKA

- Andrianto, R. E. (2021). Pelajaran komputer dan jaringan dasar kelas x jurusan multimedia di pengembangan multimedia interaktif materi perakitan komputer mata pelajaran komputer dan jaringan dasar kelas x jurusan multimedia di smkn 1 jombang. 1–7.
- Blattgerste, J., Behrends, J., & Pfeiffer, T. (2022). A Web-Based Analysis Toolkit for the System Usability Scale. In *ACM International Conference Proceeding Series* (Vol. 1, Issue 1). Association for Computing Machinery. <https://doi.org/10.1145/3529190.3529216>
- Çelik, B., Bilgin, R., & Yıldız, Y. (2022). An Evaluation of Positive and Negative Aspects of Educational Games: A Case Study in Erbil Brayaty Primary School. *International Journal of Social Sciences & Educational Studies*, 9(1), 227–243. <https://doi.org/10.23918/ijsses.v9i1p227>
- Fameska, E., Okra, R., Supriadi, S., & Antoni Musril, H. (2023). Perancangan Media Pembelajaran Berbasis Game Edukasi Menggunakan Mit App Inventor Pada Pelajaran Pai. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 7(1), 657–664. <https://doi.org/10.36040/jati.v7i1.6179>
- Frialdo, D., Helmina, A., Oktaviani Melianti, E., Jalinus, N., Abdullah, R., Sarjana, P., Negeri Padang, U., Hamka, J., Tawar Bar, A., & Barat, S. (2023). Rancang Bangun Media Pembelajaran Sistem Operasi Jaringan Materi Instalasi Debian Berbasis Android. *Journal on Education*, 05(02), 2003–2010.
- Hussain, F., Hussain, A., Shakeel, H., Uddin, N., & Ghouri, T. L. (2020). Unity Game Development Engine: A Technical Survey. *University of Sindh Journal of Information and Communication Technology (USJICT)*, 4(2), 73–81. <http://sujo.usindh.edu.pk/index.php/USJICT/>
- Hyzy, M., Bond, R., Mulvenna, M., Bai, L., Dix, A., Leigh, S., & Hunt, S. (2022). System Usability Scale Benchmarking for Digital Health Apps: Meta-analysis. *JMIR MHealth and UHealth*, 10(8), 1–11. <https://doi.org/10.2196/37290>
- Nassif, A. B., Abutalib, M., & Capretz, L. F. (2020). Software Effort Estimation from Use Case Diagrams Using Nonlinear Regression Analysis. *Canadian Conference on Electrical and Computer Engineering, 2020-August*. <https://doi.org/10.1109/CCECE47787.2020.9255712>
- Pangestu, I. F., Widowati, S., & Effendy, V. (2024). Perancangan Antarmuka Aplikasi Pembelajaran Pemodelan UML Sequence Diagram menggunakan Metode User Centered Design. *E-Proceeding of Engineering*, 11(4), 4950–4963.
- Ponggawa, V. V., Santoso, U. B., Talib, G. A., Lamia, M. A., Manuputty, A. R. ., & Yusuf, M. F. (2024). Comparative Study of C++ and C# Programming Languages. *Jurnal Syntax Admiration*, 5(12), 5743–5748. <https://doi.org/10.46799/jsa.v5i12.1926>
- Rachmat, I. F. M., & Gazali. (2021). Development of an Android-Based. *JUITA: Jurnal Informatika*, 9(1), 57.

- Rokhman, N., & Ahmadi, F. (2020). Pengembangan Game Edukasi si Gelis Berbasis Android Untuk Meningkatkan Kosakata Bahasa Inggris Siswa. *Edukasi*, 14(2), 166–175. <https://doi.org/10.15294/edukasi.v14i2.27477>
- Suddin, S., & Deda, Y. N. (2020). Education Game based on Timor Local Wisdom as an Android-Based Mathematics Learning Media. *Al-Jabar : Jurnal Pendidikan Matematika*, 11(2), 227–246. <https://doi.org/10.24042/ajpm.v11i2.6958>
- Trisiana, A., & Pancasila, P. (2020). *KEWARGANEGARAAN MELALUI DIGITALISASI MEDIA PEMBELAJARAN*. 10(November), 31–41.
- Utami, M. Z., Setiawan, I., & Risdianto, E. (2021). Analisis Kebutuhan Pengembangan Media Pembelajaran Komik Digital Berbasis Pendekatan Kontekstual Untuk Meningkatkan Motivasi Belajar Pada Materi Alat-Alat Optik. In *PROSIDING SEMINAR NASIONAL PROGRAM PASCASARJANA UNIVERSITAS PGRI PALEMBANG*, 334–350. <https://jurnal.univpgri-palembang.ac.id/index.php/Prosidingpps/article/view/5700%0Ahttps://jurnal.univpgri-palembang.ac.id/index.php/Prosidingpps/article/download/5700/4937>
- Widyantoro, A., Faradisa Al Bina, F., Prayoga, T., Safei, R., & Akmal Arrasid, M. (2025). Systematic Literature Review: Membandingkan Pendekatan Metode Agile dan Waterfall Dalam Pengembangan Perangkat Lunak. *Journal of Comprehensive Science (JCS)*, 4(1), 183–193. <https://doi.org/10.59188/jcs.v4i1.2969>
- Windawati, R., & Koeswanti, H. D. (2021). Pengembangan Game Edukasi Berbasis Android untuk Meningkatkan hasil Belajar Siswa di Sekolah Dasar. *Jurnal Basicedu*, 5(2), 1027–1038. <https://doi.org/10.31004/basicedu.v5i2.835>