

DAFTAR PUSTAKA

- Barros, B., Marisa, F., & Wijaya, I. D. (2018). Pembuatan Game Kuis Siapa Pintar. *J I M P - Jurnal Informatika Merdeka Pasuruan*, 3(1), 44–52. doi:10.37438/jimp.v3i1.88
- Charles, J., Pribadi, O., & Juliandy, C. (2022). Game Development" Kill Corona Virus" for Education About Vaccination Using Finite State Machine and Collision Detection. *Kinetik: Game Technology, Information System, Computer Network, Computing, Electronics, and Control*.
- Cinde, C. Y., & Pinandita, T. (2023). The Development Of Android-Based Plane Figure Educational Game Using Unity 2D With Fisher Yates Shuffle Algorithm (A Case Study At Sekolah Dasar Negeri 1 Brobot). *Journal of Games, Game Art, and Gamification*, 8(2), 48–52.
- Dewi, D. A. I. C., & Murpratiwi, S. I. (2020). Game development of “kwace adat bali” for the socialization of balinese traditional dress-up ethics. *Kinetik: Game Technology, Information System, Computer Network, Computing, Electronics, and Control*, 243–252.
- Diharjo, W., Sani, D. A., & Arif, M. F. (2020). Game Edukasi Bahasa Indonesia Menggunakan Metode Fisher Yates Shuffle Pada Genre Puzzle Game. *Journal of Information Technology*, 5(2), 23–35.
- Enterprise, J. (2019). *Belajar Pemrograman dengan Visual Studio*. Elex media komputindo.
- Harisa, A. B., Umami, Z., & Saputra, F. O. (2022). *Board Game Design for Conservation Organization A study on the Board Game for Campaign on Indonesian Javan Hawk-Eagle Conservation Foundation*. *Journal of Games, Game Art and Gamification* (Vol. 07).
- Hicks, D., Eagle, M., Rowe, E., Asbell-Clarke, J., Edwards, T., & Barnes, T. (2016). Using Game analytics to evaluate puzzle design and level progression in a serious game. *ACM International Conference Proceeding Series*, 25-29-April, 440–448. doi:10.1145/2883851.2883953
- Kania, M. (2021). Aplikasi Game Edukasi Puzzle Dengan Kecerdasan Buatan Berbasis Android. *Jurnal Ilmiah Ilmu Komputer*, 7(2), 62–69. doi:10.35329/jiik.v7i2.205

- Khalifa, A., Perez-Liebana, D., Lucas, S. M., & Togelius, J. (2016). General video game level generation. *GECCO 2016 - Proceedings of the 2016 Genetic and Evolutionary Computation Conference*, 253–259.
doi:10.1145/2908812.2908920
- Krisdiawan, R. A. (2018). Implementasi Model Pengembangan Sistem Gdlc Dan Algoritma Linear Congruential Generator Pada Game Puzzle. *Nuansa Informatika*, 12(2).
- Kristensen, J. T., & Burelli, P. (2020). Strategies for Using Proximal Policy Optimization in Mobile Puzzle Games. *ACM International Conference Proceeding Series*. doi:10.1145/3402942.3402944
- Lay, C. I., & Talakua, A. C. (2023). *Universitas Kristen Wira Wacana Sumba Fakultas Sains dan Teknologi SATI: Sustainable Agricultural Technology Innovation PERANCANGAN GAME EDUKASI WORD SEARCH PUZZLE BERBASIS ANDROID*.
- Lestari, N., & St Muthmainnah Yusuf, dan. (2018). Efektifitas Media Pembelajaran Word Search Puzzle dalam Meningkatkan Daya Ingat Siswa pada Materi Ekosistem Kelas VII di SMP Muhammadiyah Kupang. *Jurnal Biosains Dan Edukasi*, 2(1), 1–4.
- Mufarroha, A. J. D. R. A. F. A. (2022). *Rekayasa Perangkat Lunak*. Media Nusa Creative (MNC Publishing). Retrieved from <https://books.google.co.id/books?id=7LqeEAAAQBAJ>
- Nugraha, A. A., & Mansoor, A. Z. (2022). *Designing Educational Games as Learning Media for Lontara/Bugis Script for Children 7-8 Years old Memory Game with Aksara Lontara Content*. *Journal of Games, Game Art and Gamification* (Vol. 06).
- Pratalaharja, E., & Dirgantoro, B. P. (2021). *Reintroducing Indonesian Traditional Games through an Interactive Multiplayer Table Game-Gobak Sodor*. *Journal of Game, Game Art and Gamification* (Vol. 06).
- Ryanto, B., Rahaningsih, N., & Purnamasari, A. I. (2022). GAME PUZZLE HEWAN UNTUK PENINGKATAN KEMAMPUAN BAHASA INGGRIS SISWA PAUD MENGGUNAKAN METODE ADDIE. *JURSIMA (Jurnal Sistem Informasi Dan Manajemen)*, 10(1), 211–221.
- Wahyuni, S. (2018). Pengembangan Media Pembelajaran Word Search Puzzle Pada Kelas X IIS SMA Negeri 16 Surabaya Tahun Pelajaran 2017/2018. *Jurnal Pendidikan Ekonomi (JUPE)*, 6(3).

Wicaksana, R. A., & Pangaribuan, H. (2020). Rancang Bangun Aplikasi Game Edukasi Pengenalan Huruf Alfabet dengan Teknologi Augmented Reality Berbasis Android. *Computer and Science Industrial Engineering (COMASIE)*, 3(2), 75–82.