

**REFERENCES**

- [1] H. N. Fauzi, V. Effendy, and D. Junaedi, "User Interface Model of Jigsaw Puzzle Based on User Experience on Early Children with Children -Centered Design Methods," vol. 119, no. 15, pp. 2989–2996, 2018.
- [2] W. Mao, Y. Cui, M. M. Chiu, and H. Lei, "Effects of Game-Based Learning on Students' Critical Thinking: A Meta-Analysis," *J. Educ. Comput. Res.*, vol. 59, no. 8, pp. 1682–1708, 2022, doi: 10.1177/07356331211007098.
- [3] S. A. Rachman, "Strategi Pembelajaran Pendidikan Anak Usia Dini Dalam Mendukung Pembelajaran Masa Pandemi Covid 19," *J. Ilm. Glob. Educ.*, vol. 75, pp. 104–108, 2021, doi: 10.55681/jige.v2i1.84.
- [4] A. Krouska, C. Troussas, and C. Sgouropoulou, "Mobile game-based learning as a solution in COVID-19 era: Modeling the pedagogical affordance and student interactions," *Educ. Inf. Technol.*, vol. 27, no. 1, pp. 229–241, 2022, doi: 10.1007/s10639-021-10672-3.
- [5] W. E. Jayanti and N. Fahriza, "Game E • ž " Šœ ' 1 Kids Learning 1 Ž ‹ Š • Š ' 1 edia Pembelajaran Dasar Untuk Anak Usia Dini Berbasis Android," vol. VI, no. 1, pp. 78–86, 2018.
- [6] S. Alfadhli and A. Alsumait, "Game-based learning guidelines: Designing for learning and fun," *Proc. - 2015 Int. Conf. Comput. Sci. Comput. Intell. CSCI 2015*, no. 2014, pp. 595–600, 2016, doi: 10.1109/CSCI.2015.37.
- [7] T. T. Wu, "Improving the effectiveness of English vocabulary review by integrating ARCS with mobile game-based learning," *J. Comput. Assist. Learn.*, vol. 34, no. 3, pp. 315–323, 2018, doi: 10.1111/jcal.12244.
- [8] S. L. Lisan, E. Veronikha, and H. Anisa, "Model User Interface Aplikasi Pembelajaran Doa-doa Harian Sesuai User Experience Anak Usia Dini Menggunakan Metode User Centered Design," *e-Proceeding Eng.*, vol. 4, no. 3, pp. 4866–4873, 2017.
- [9] H. Al Fatta, Z. Maksom, and M. H. Zakaria, "Game-based learning and gamification: Searching for definitions," *Int. J. Simul. Syst. Sci. Technol.*, vol. 19, no. 6, pp. 41.1-41.5, 2018, doi: 10.5013/IJSSST.a.19.06.41.
- [10] J. L. Tan, D. H. L. Goh, R. P. Ang, and V. S. Huan, "Child-centered interaction in the design of a game for social skills intervention," *Comput. Entertain.*, vol. 9, no. 1, pp. 1–17, 2011, doi: 10.1145/1953005.1953007.
- [11] L. A. Hasan and K. T. Al-Sarayreh, "An Integrated Measurement Model for Evaluating Usability Attributes," pp. 1–6, 2015, doi: 10.1145/2816839.2816861.
- [12] A. C. P. Wibawa, H. Q. Mumtaziah, L. A. Sholaihah, and R. Hikmawan, "Game-Based Learning ( Gbl ) Sebagai Inovasi Dan Solusi Percepatan Adaptasi Belajar Pada Masa New Normal," *Integrated*, vol. 3, no. 1, pp. 17–22, 2021.
- [13] T. T. Mukarromah and P. Agustina, "Gamifikasi Berbasis Aplikasi dan Pembelajaran Anak Usia Dini," *Edukids J. Pertumbuhan, Perkembangan, dan Pendidik. Anak Usia Dini*, vol. 18, no. 1, pp. 18–27, 2021, doi: 10.17509/edukids.v18i1.33338.
- [14] W. Tomlin, *UX Optimization: Combining Behavioral UX and Usability Testing Data to Optimize Websites*. 2018. doi: 10.1007/978-1-4842-3867-7.
- [15] O. Alhadreti, "A Comparison of Synchronous and Asynchronous Remote Usability Testing Methods," *Int. J. Hum. Comput. Interact.*, vol. 38, no. 3, pp. 289–297, 2022, doi: 10.1080/10447318.2021.1938391.
- [16] C. Barnum, *Usability Testing Essentials: Ready, Set...Test, 2nd ed.* 2021.
- [17] A. H. Katy, "Measuring Usability for Application Software Using the," no. March, p. 42, 2016.
- [18] A. Banker, "Usability testing with children: History of best practices, comparison of methods and gaps in literature," *DRS2022: Bilbao*, 2022, doi: 10.21606/drs.2022.646.
- [19] M. A. Kabir, M. U. Rehman, and S. I. Majumdar, "An analytical and comparative study of software usability quality factors," *Proc. IEEE Int. Conf. Softw. Eng. Serv. Sci. ICSESS*, vol. 0, no. 1978, pp. 800–803, 2016, doi: 10.1109/ICSESS.2016.7883188.