DAFTAR PUSTAKA

[1] A. Narayan-Chen, P. Jayannavar and J. Ho, "Collaborative Dialogue in Minecraft," *Proceedings of the 57th Annual Meeting of the Association for Computational Linguistics,* pp. 5405-5415, 2019.

[2] C. Meier, J. Saorin, M.-D. Aleman and J. Cantero, "Alternative Divulgation of the Local Sculptural : Construction of Paper Toys and Use of the," *Sustainability,* vol. 10, no. 11, 2018.

[3] D. Kurniadi, L. Fitriani, E. Satria and A. Rahman, "Multimedia system model for electrical circuits on android," *IOP Conf. Series: Materials Science and Engineering,* 2021.

[4] Tongario, "VIRTUAL EXHIBITION PROYEK AKHIR MAHASISWA S1 TEKNOLOGI REKAYASA MULTIMEDIA DENGAN BASIS PLATFORM MINECRAFT MULTIPLAYER," 2020.

[5] K. T. Foerster, "Teaching Spatial Geometry in a Virtual World: Using," *IEEE Global Engineering Education Conference (EDUCON),* 2017.

[6] W. Christie, "Manage Game Server Hosting," *WORCESTER POLYTCHINC INSTITUTE,* 2019.

[7] J. C. Pastor and M. Contero, "EVM: An Educational Virtual Reality Modeling Tool;," *Applied Sciene,* vol. 1, no. 12, 2021.

[8] Y. Huh, G. . T. Duarte and M. E. Zarki, "MineBike: Exergaming with Minecraft," *International Conference on e-Health Networking, Applications and Services (Healthcom), Ostrava, Czech Republic,* 2018.

[9] M. . A. Maricar, D. Pramana and D. R. Putri, "EVALUASI PENGGUNAAN SLiMS PADA E-LIBRARY DENGAN MENGGUNAKAN," *Jurnal Teknologi Informasi dan Ilmu Komputer (JTIIK),* vol. 8, no. 2, 2021.