

## DAFTAR PUSTAKA

- 5 main skills of a game designer*. (2021, September 1). Retrieved November 13, 2022, from Game Developer: <https://www.gamedeveloper.com/design/5-main-skills-of-a-game-designer>
- Adams, E. (2010). *Fundamental of Game Design*. Barkeley: New Riders.
- Adhi, I. S. (2022, June 9). *Sistem Pencernaan: Fungsi, Organ, dan Cara Menjaga Agar Tetap Sehat*. Retrieved from KOMPAS.com: <https://health.kompas.com/read/2020/06/06/080200668/sistem-pencernaan-fungsi-organ-dan-cara-menjaga-agar-tetap-sehat?page=all>
- Andarini, H. D., Swasty, W., & Hidayat, D. (2016). Designing the interactive multimedia learning for elementary students grade 1st–3rd: A case of plants (Natural Science subject). *2016 4th International Conference on Information and Communication Technology (ICoICT)*, 1-5. doi:10.1109/ICoICT.2016.7571873
- Andarwulan et al. (2008). Monitoring dan Verifikasi Profil Keamanan Pangan Jajanan Anak Sekolah (PJAS) Nasional tahun 2008. *Southeast Asian Food and Agricultural Science and Technology (SEAFAT Center-IPB)*.
- Arsyad, A. (2016). *Media Pembelajaran, edisi revisi*. Jakarta: Raja Grafindo Persada.
- Butel, M.-J. (2014). Probiotics, gut microbiota and health. *Medecine et maladies infectieuses*, 44(1), 1-8. doi:<https://doi.org/10.1016/j.medmal.2013.10.002>
- Chu, W. (2019, April 18). *Heinz reels from latest probiotic health claim rejection by EFSA*. Retrieved from NutraIngredients.com: <https://www.nutraingredients.com/Article/2019/04/18/Heinz-reels-from-latest-probiotic-health-claim-rejection-by-EFSA#>
- Cresswell, J. W. (2017). *Research Design: Pendekatan Kualitatif, Kuantitatif, dan Mixed (Edisi Ketiga)*. Yogyakarta: Pustaka Pelajar.
- Dannon. (2010, December 15). *Dannon Agrees to Drop Exaggerated Health Claims for Activia Yogurt and DanActive Dairy Drink*. Retrieved 11 15, 2022, from fct.gov: <https://www.ftc.gov/news-events/news/press->

releases/2010/12/dannon-agrees-drop-exaggerated-health-claims-activia-yogurt-danactive-dairy-drink

- Doron, S., & Snyderman, D. R. (2015). Risk and safety of probiotics. *Clinical infectious diseases : an official publication of the Infectious Diseases Society of America*, 60 Suppl 2(Suppl 2), S129-S134. doi:<https://doi.org/10.1093/cid/civ085>
- EFSA Panel on Nutrition, N., Truck, D., Castenmiller, J., De Henauw, S., Hirsch-Ernst, K. I., Kearney, J., . . . Siani, A. (2019). Nutrimune and immune defence against pathogens in the gastrointestinal and upper respiratory tracts: evaluation of a health claim pursuant to Article 14 of Regulation (EC) No 1924/2006. EFSA journal. *European Food Safety Authority*, 17(4). doi:<https://doi.org/10.2903/j.efsa.2019.5656>
- Firmansyah, R., Mawardi H, A., & Riandi, M. (2009). *BUKU MUDAH DAN AKTIF BELAJAR BIOLOGI 2 (IPA) KELAS 11 SMA*. Jakarta: Pusat Perbukuan, Departemen Pendidikan Nasional.
- Meva, N. (2020, November 4). *Pentingnya Kesehatan Sistem Pencernaan bagi Daya Tahan Tubuh*. (Alodokter) Retrieved Oktober 5, 2022, from alodokter: <https://www.alodokter.com/pentingnya-kesehatan-sistem-pencernaan-bagi-daya-tahan-tubuh>
- Novak, J. (2012). *Game Development Essentials: An Introduction 3rd Edition*. Delmar: Cengage Learning.
- Novia, N., Permanasari, A., Riandi, R., & Kaniawati, I. (2020). Tren penelitian educational game untuk peningkatan kreativitas siswa: Sebuah systematic review dari literatur. *Jurnal Inovasi Pendidikan IPA*, 6(2), 217-226. doi:<https://doi.org/10.21831/jipi.v6i2.38419>
- Probiotics*. (n.d.). Retrieved November 11, 2022, from National Health Service: <https://www.nhs.uk/conditions/probiotics/>
- Putra, A. (2020, July 1). *Kupas Tuntas Pencernaan Kimiawi dan Mekanik Dalam Penyerapan Nutrisi*. Retrieved from SehatQ: <https://www.sehatq.com/artikel/membahas-pencernaan-kimiawi-dan-mekanik-dalam-penyerapan-nutrisi>

- Rahardianto, I. D., Deanda, T. R., & Mario, M. (2022). Analisis Merrill's First Principles of Instruction Pada Game Edukasi Covid Fighter Dengan Pendekatan Formal Element. *Jurnal Penelitian Pendidikan*, 22(1), 28-41. doi:<https://doi.org/10.17509/jpp.v22i1.45691>
- Ratna, N. K. (2010). *Metodologi Penelitian Kajian Budaya dan Ilmu Sosial Humaniora Pada Umumnya*. Yogyakarta: Pustaka Pelajar.
- Rijkers, G., De Vos, W., Brummer, R., Morelli, L., Corthier, G., & Marteau, P. (2011). Health benefits and health claims of probiotics: Bridging science and marketing. *British Journal of Nutrition*, 106(9), 1291-1296. doi:[doi:10.1017/S000711451100287X](https://doi.org/10.1017/S000711451100287X)
- Rosaria, D., & Novika, H. (2018). Bimbingan Belajar Bahasa Inggris Bagi Anak Usia Sekolah Dasar (6-12 Tahun) Di Desa Semangat Dalam Rt. 31Handil Bhakti. *Jurnal Pengabdian Al-Ikhlas Universitas Islam Kalimantan Muhammad Arsyad Al Banjary*, 2(2).
- Rouse, R. (2005). *Game Design: Theory & Practice Second Edition*. Texas: Wordware Publishing, Inc.
- Sayekti, T., & Priyono, P. (2010). *Ilmu Pengetahuan Alam 5 Untuk SD dan MI Kelas V*. Jakarta: Pusat Perbukuan Kementrian Pendidikan Nasional.
- Schell, J. (2008). *The Art of Game Design: A Book of Lenses 1st Edition*. Massachusetts: CRC Press.
- Soewardikoen, D. W. (2019). *Metode Penelitian Desain Komunikasi Visual*. Yogyakarta: PT Kanisius.
- Sugiyono. (2014). *Metode Penelitian kuantitatif, kualitatif dan R & D*. Bandung: Alfabeta.
- Wulandari, L. R. (2021, December 28). *Apa Itu Mikrobiota Usus? Kenali Peran Pentingnya untuk Tubuh*. Retrieved from [hellosehat: https://hellosehat.com/pencernaan/mikrobiota-usus/](https://hellosehat.com/pencernaan/mikrobiota-usus/)
- Zakyanto, M. D., & Wintarti, A. (2022). PENGEMBANGAN GAME EDUKASI BERBASIS ANDROID SEBAGAI SUPLEMEN PEMBELAJARAN PADA MATERI PERBANDINGAN. *Jurnal Mathedunesa*, 11(1), 1-11. doi:<https://doi.org/10.26740/mathedunesa.v11n1.p1-11>