

## DAFTAR ISI

---

KATA PENGANTAR.....	i
ABSTRAK.....	iii
ABSTRACT.....	iv
DAFTAR ISI.....	v
DAFTAR GAMBAR.....	vii
DAFTAR TABEL .....	ix
<b>BAB 1      PENDAHULUAN.....</b>	<b>1</b>
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	2
1.3 Tujuan .....	2
1.4 Batasan Masalah .....	2
1.5 Definisi Operasional .....	2
1.6 Metode Pengerjaan .....	3
1.7 Jadwal Pengerjaan .....	3
<b>BAB 2      TINJAUAN PUSTAKA.....</b>	<b>4</b>
2.1 Gambaran Umum <i>College of Business and Law</i> .....	4
2.2 Landasan Teori .....	4
2.2.1 Serious Game Development Model.....	4
2.2.2 Imperative Game Goal Typology.....	5
2.2.3 Game-Based Learning .....	6
2.2.4 Tipologi Game .....	7
2.2.5 Unity Game Engine .....	8
2.2.6 WebGL untuk Aplikasi Permainan.....	8
2.2.7 Playfab.....	8
2.2.8 Black Box Testing.....	9
2.2.9 System Usability Scale.....	9
<b>BAB 3      ANALISIS DAN PERANCANGAN .....</b>	<b>11</b>
3.1 <i>Analysis</i> .....	11
3.1.1 User Requirement.....	11

3.1.2 Content Ideation .....	11
3.2 Proses Perancangan .....	12
3.2.1 Game Concept.....	12
3.2.2 Gambaran Umum Permainan .....	12
3.2.3 Gameflow Summary.....	13
3.2.4 Gameplay and Mechanics .....	14
<b>BAB 4    IMPLEMENTASI DAN PENGUJIAN .....</b>	<b>24</b>
4.1 Implementasi .....	24
4.1.1 Login Register System .....	24
4.1.2 Loading Manager .....	25
4.1.3 Panel Menu Lobby .....	26
4.1.4 Quest System .....	26
4.1.5 Visual Novel.....	27
4.1.6 Quiz System.....	28
4.1.7 Game Timer.....	29
4.1.8 Final Decision .....	29
4.1.9 Cut Scene System .....	30
4.1.10 Audio Manager.....	30
4.1.11 Tutorial Panel .....	31
4.1.12 Efek Visual 3 Dimensi .....	31
4.1.13 Maps.....	32
4.1.14 Teleportation Function .....	32
4.1.15 Website Dashboard.....	33
4.2 Pengujian.....	34
4.2.1 Black Box Testing.....	34
4.2.2 System Usability Testing .....	38
<b>BAB 5    KESIMPULAN DAN SARAN .....</b>	<b>41</b>
5.1 Kesimpulan.....	41
5.2 Saran .....	41
<b>DAFTAR PUSTAKA .....</b>	<b>42</b>