

## **DAFTAR PUSTAKA**

- [1] R. Roedavan, "Game Mechanic Framework for Unity Game Engine," Zetcil Framework, 2020.
- [2] Jasson, "Role Playing Game (RPG)," Maker (software penampung kreatifitas, inovasi dan imajinasi bagi game designer), 2009.
- [3] S. Henry, The essence of Video Game: The Role of Entertainment in the Modern World, 2010.
- [4] M. a. Chen, Serious Game: Games That Educate, Train, and inform, 2006.
- [5] Taedjasaputra, Game Puzzle, (2001:34).
- [6] E. Adams, Fundamentals of game Design, 2014.
- [7] Anggani Sudono, "Sumber Belajar dan Alat Permainan," 2000.
- [8] D.M. Schrepp, "User Experience Questionnaire Handbook," *User Experience Questionnaire ver*. 11, 2023.
- [9] Roedavan, Rickman, "Educational Game Scenario Model Based on Imperative Game Goal typology," *Journal of Games, Game Art and GamificationVol. 08, No. 01, 2023*, 2023.