

DAFTAR SINGKATAN

UX	<i>User Experience</i>
RSM	<i>Recognize, Scrutinize, Materialize</i>
GBL	<i>Game-Based Learning</i>
PACT	<i>People, Activities, Contexts, and Technologies</i>
RSM	<i>Recognize, Scrutinize, and Materialize</i>
RACI	<i>Responsible, Accountable, Consulted, Informed</i>
UI	<i>User Interface</i>
SD	Sekolah Dasar
MoSCoW	<i>Must have, should have, Could have, Won't have prioritization method</i>