

DAFTAR PUSTAKA

- Albahari, J., & Johhansen, E. (2020). *C# 8.0 in a Nutshell*. 2121.
- Amami Pramuditya, S., Noto, M. S., & Syaefullah, D. (2017). Game Edukasi Rpg Matematika. *Eduma : Mathematics Education Learning and Teaching*, 6(1), 77. <https://doi.org/10.24235/eduma.v6i1.1701>
- Ardhiansyah, M., Noris, S., & Andrianto, R. (2020). *Jaringan Komputer* (H. Zakaria (ed.); Pertama). file:///C:/Users/Ageng/Downloads/artikel.htm
- Ariyani, R. T., & Sumbawati, M. S. (2018). PENGEMBANGAN GAME “TeKaJe” SEBAGAI MEDIA PEMBELAJARAN INTERAKTIF PADA MATA PELAJARAN KOMPUTER DAN JARINGAN DASAR DI SMK NEGERI 3 BUDURAN SIDOARJO. *Jurnal IT – EDU*, 03(01), 190–199.
- Bagus Fikri Ananda, & Chusyairi, A. (2019). Perancangan Game Virus Survivor Untuk Pendidikan Kesehatan Dengan Metode Game Development Life Cycle. *JTIM : Jurnal Teknologi Informasi Dan Multimedia*, 1(2), 78–84. <https://doi.org/10.35746/jtim.v1i2.20>
- Borromeo, N. A. (2020). *Hands-On Unity 2020 Game Development*. Packt Publishing Ltd.
- Browning, P. (2018). IP Subnetting From Zero To Guru. In *Reality Press Ltd*. Reality Press Ltd.
- Conrrede, M. (2020). *CCNA The Ultimate Beginner’s Guide*. 169.
- Hamid, M. A., Ramadhani, R., Masrul, Juliana, Safitri, M., Munsanif, M., Jamaludin, & Sinarmata, J. (2020). *Media Pembelajaran* (T. Limbong (ed.); Cetakan 1). Yayasan Kita Menulis. https://books.google.co.id/books?hl=id&lr=&id=npLzDwAAQBAJ&oi=fnd&pg=PA1&dq=media+pembelajaran+adalah&ots=Nr8v4wPVS_&sig=qra_rL65-aUckDGNXLIFo4AedPQ&redir_esc=y#v=onepage&q=media+pembelajaran+adalah&f=false
- Hocking, J. (2018). *Multiplatform game development in C #* (2nd ed.). Manning Publications Co.
- <https://developer.android.com>. (2022). *Android Version Release*. <https://Developer.Android.Com>. <https://developer.android.com/about/versions>
- Jennawir, F., & Widodo, T. (2021). *Rancang Bangun Game Jaringan Komputer*. 1(1), 1–10. <http://edukasimu.org/index.php/edukasimu/article/view/17/16>
- Kalmpourtzis, G. (2019). Educational Game Design Fundamentals: A Journey to Creating Intrinsically Motivating Learning Experiences. In *Educational Game Design Fundamentals*. <https://search.proquest.com/docview/2133997201?accountid=40699>

- Laurence, P., Hinchman-dominguez, A., Dunn, M., & Meike, G. B. (2022). *Programming Android with Kotlin*. O'Reilly Media, Inc.
- Lenaini, I. (2021). Teknik Pengambilan Sampel Purposive Dan. *Jurnal Kajian, Penelitian & Pengembangan Pendidikan Sejarah*, 6(1), 33–39. p-ISSN 2549-7332 %7C e-ISSN 2614-1167%0D
- McCabe, P. (2018). Create Computer Games - Design and Build Your Own Game. In *Gastronomía ecuatoriana y turismo local*. (Vol. 1, Issue 69).
- Mulyawan, M. D., Kumara, I. N. S., Swamardika, I. B. A., & Saputra, K. O. (2021). Kualitas Sistem Informasi Berdasarkan ISO/IEC 25010: Literature Review. *Majalah Ilmiah Teknologi Elektro*, 20(1), 15. <https://doi.org/10.24843/mite.2021.v20i01.p02>
- Nasrudin, N., Agustina, I., Akrim, A., Ahmar, A. S., & Rahim, R. (2018). Multimedia educational game approach for psychological conditional. *International Journal of Engineering and Technology(UAE)*, 7(2), 78–81.
- Nugraha, A., Wiriasto, W., & Akbar, L. A. S. I. (2018). *Game Edukasi Berbasis Role Playing Sebagai Alternatif Media Pembelajaran Untuk Siswa SMK Jurusan TKJ (Teknik Komputer Jaringan) Dengan Materi Jaringan Komputer Dasar*. 16. <https://doi.org/10.3176/chem.geol.1974.4.04>
- Plass, J. L., Mayer, R. E., & Homer, B. D. (2019). *Handbook of Game-Based Learning*. The MIT Press.
- Santoso, H. A. B., Fatta, H. Al, & Suyanto, M. (2022). Jurnal Informatika dan Teknologi. *Teknologi, Infotek: Jurnal Informatika Dan Teknologi*, 7(2), 79–86.
- Scott, R. (2019). *Networking for Beginners: An Easy Guide to Learning Computer Network Basics. Take Your First Step, Master Wireless Technology, the OSI Model, IP Subnetting, Routing Protocols and Internet Essentials*. Russell Scott.
- Stat Counter. (2022). *Desktop vs Mobile vs Tablet Market Share in Indonesia*. <https://gs.statcounter.com/platform-market-share/desktop-mobile-tablet/indonesia>
- Wahyu, S. (2022). Penerapan Metode Game Development Life Cycle Pada Pengembangan Aplikasi Game Pembelajaran Budi Pekerti. *Skanika*, 5(1), 82–91. <https://doi.org/10.36080/skanika.v5i1.2904>
- Yuliana, O. D., Patmanthara, S., & Wibawa, A. P. (2018). Game Edukasi Ular Tangga Bermuatan Teams Game Tournament Mata Pelajaran Komputer dan Jaringan Dasar. *Jurnal Pendidikan: Teori ...*, 1632–1638. <http://journal.um.ac.id/index.php/jptpp/article/view/12558>
- Yulianti, A., & Ekohariadi. (2020). Pemanfaatan media pembelajaran berbasis game edukasi menggunakan aplikasi construct 2 pada mata pelajaran komputer dan jaringan dasar. *IT-Edu : Jurnal Information Technology and Education*, 5(01), 527–533.

