

DAFTAR PUSTAKA

- Aleryani, A. Y. (2016). Comparative Study between Data Flow Diagram and Use Case Diagram. *International Journal of Scientific and Research Publications*, 6(3), 124–127.
- Asmoko, H. (2013). Teknik Ilustrasi Masalah - Fishbone Diagram. *Badan Pendidikan Dan Pelatihan Keuangan Departemen Keuangan*, 1–8.
<https://doi.org/10.1109/OFC.2006.215947>
- Basin, T. (2017). DOES PROBLEM-BASED LEARNING IMPROVE CRITICAL THINKING SKILLS?, *44(3)*, 389–397. <https://doi.org/10.11698/PED.2017.03.08>
- BINANTO, I. (2014). Analisa Metode Classic Life Cycle (Waterfall) Untuk Pengembangan Perangkat Lunak Multimedia, (March). Retrieved from https://www.researchgate.net/publication/264497046_ANALISA_METODE_CLASSIC_LIFE_CYCLE_WATERFALL_UNTUK_PENGEMBANGAN_PERANGKAT_LUNAK_MULTIMEDIA
- Chandel, P., Dutta, D., Tekta, P., Dutta, K., & Gupta, V. (2016). Digital Game Based Learning in Computer Science Education. *Proceedings of the National Conference on Recent Innovations in Science and Engineering (RISE-2016)*, 1(2), 33–37. Retrieved from <http://www.cpuh.in/academics/pdf/7-Preetika.pdf>
- Dasar, S. (2015). Jurnal Dimensi Pendidikan dan Pembelajaran Vol 3. No. 1 Januari 2015 | 24, 3(1), 24–29.
- Dr. Budiyo, M. P. (n.d.). *Manajemen Penelitian Pengembangan*. Asswaja Presindo.
- Haseski, H. I., Ilic, U., & Tugtekin, U. (2018). Defining a New 21st Century Skill-Computational Thinking: Concepts and Trends. *International Education Studies*, 11(4), 29. <https://doi.org/10.5539/ies.v11n4p29>
- Henderson, P. B., Cortina, T. J., & Wing, J. M. (2007). Computational thinking. *ACM SIGCSE Bulletin*, 39(1), 195. <https://doi.org/10.1145/1227504.1227378>
- Korb, J. T., Hambrusch, S., Mayfield, C., Yadav, A., & Zhou, N. (2014). Computational Thinking in Elementary and Secondary Teacher Education. *ACM Transactions on Computing Education*, 14(1), 1–16. <https://doi.org/10.1145/2576872>
- Kurniawan, T. A. (2018). Pemodelan Use Case (UML): Evaluasi Terhadap beberapa Kesalahan dalam Praktik. *Jurnal Teknologi Informasi Dan Ilmu Komputer*, 5(1), 77. <https://doi.org/10.25126/jtiik.201851610>
- Mursid Yunus, Indah Firti Astuti, D. M. K. (2015). Game Edukasi Matematika Untuk Anak Sekolah Dasar Berbasis Android. *Informatika Mulawarman □: Jurnal Ilmiah Ilmu Komputer (JIM)*, 10(2), 1–78. <https://doi.org/10.0809/SERUNI.V2I1.584>
- Myers, R., & TSYS. (2016). Pop-up Java: An Augmented Reality Mobile Game to Teach Java Richard, 14–15.

- Paulus Lucky Tirma Irawan, Felix Tandiono, H. S. (2016). Rancang Bangun Game Edukasi, 3(3), 1–36.
- Pho, A., & Dinscore, A. (2015). Game-Based Learning Overview and Definition. *Tips and Trends Instructional Technologies Commitee*, (Spring 2015), 1–5. https://doi.org/10.1007/978-1-4614-3185-5_38
- Putri, R. S. (2019). Skripsi□: Pengembangan media pembelajaran berbasis android pada materi sistem koloid di sma negeri 2 banda aceh, 34–25.
- Rizkysari Meimaharani, T. listyorini. (2016). *Laporan Penelitian*.
- Susanti, R. (2014). Penerapan Pendidikan Karakter Di Kalangan Mahasiswa. *AL-Ta Lim*, 20(3), 480. <https://doi.org/10.15548/jt.v20i3.46>
- Vincent Putra Gunawan, Informatika, S. T., Malang, K. I., Informasi, T., Tinggi, P., Iptek, P., & Informasi, T. (n.d.). Game Pengenalan Konsep Pemrograman Dasar Menggunakan Blockly Berbasis Website.
- Wing, J. M. (2006). Computational Thinking - The begening. *Communications of the ACM*, 24(3), 33. <https://doi.org/10.1145/1118178.1118215>
- Zubaidah, S. (2016). Keterampilan Abad Ke-21□: Keterampilan Yang Diajarkan. *Seminar Nasional Pendidikan Dengan Tema “Isu-Isu Strategis Pembelajaran MIPA Abad 21*, (December 2016), 1–17.