

DAFTAR PUSTAKA

- Aleem, S., Capretz, L. F., & Ahmed, F. (2016). Game development software engineering process life cycle: a systematic review. *Journal of Software Engineering Research and Development*, 4, 1-30.
- Wahyudi, S., Kurniasari, T., & Rachman, A. (2018). The Effect of Interactive Video in Enhancing History Learning Outcomes Among Junior High School Students. *Journal of Educational Media and Technology*, 14(1), 22-29.
- Kurniawati, A., Rahman, F., & Kusuma, M. (2020). The Effectiveness of Conventional Teaching Methods in Modern Classrooms: A Study on Student Engagement in Indonesia. *Journal of Educational Research*, 12(4), 88-97.
- Nugroho, B. S. (2021). Pengembangan Edugame Berbasis Android Terhadap Pahlawan Nasional. *Jurnal Ilmu Data*, 1(1).
- Syabhana, D., & Akmal, M. (2020). Game Development Life Cycle: A Case Study on Educational Games. *Journal of Game-Based Learning*, 8(1), 56-65.
- Dias, L. L., Einstein, J., & Manu, G. A. (2021). Perancangan Game Edukasi Sejarah Kemerdekaan Indonesia menggunakan Aplikasi Construct 2 berbasis Android. *Jurnal Pendidikan Teknologi Informasi (JUKANTI)*, 4(1), 27-34.
- Prayoga, D., Lili Rusdiana, & Fenroy Yedithia. (2022). PENGEMBANGAN GAME 2D PLATFORMER “VIRUS MUST DIE” BERBASIS ANDROID MENGGUNAKAN UNITY. *Jurnal Saintekom : Sains, Teknologi, Komputer Dan Manajemen*, 12(2), 200-209.
- R. Ramadan and Y. Widyani, “Game development life cycle guidelines,” in 2013 International Conference on Advanced Computer Science and Information Systems (ICACSIS), 2013, pp. 95-100. doi: 10.1109/ICACSIS.2013.6761558.
- Saputra, A. A., Putra, F. N., & Yusron, R. D. R. (2022). Rancang Bangun Game Edukasi Pengenalan Kebudayaan Indonesia Menggunakan Metode Game Development Life Cycle (GDLC) Berbasis Android. *Journal Automation Computer Information System*, 2(1), 66-73.

- Sa'dyah, H., Bagar, F. N. C., & Putra, A. Z. K. (2017). Analisa kebutuhan pada pembuatan template game design document. *Prosiding SENTIA 2017*, 9, 59-64.
- Mustofa, Putra, J. L., & Kesuma, C. (2021). Penerapan Game Development Life Cycle untuk video game dengan model role playing game. *Computer Science (CO-SCIENCE)*, 1(1), 27–34.
- Mustafidah, H., & Ramadhani, S. H. (2018). Adventure game application as a digital media to introduce Baturraden folklore. *IOP Conference Series: Materials Science and Engineering*, 288, 012072. <https://doi.org/10.1088/1757-899X/288/1/012072>
- Widjaja, J. A., Jefferson, L., Siahaan, M. F. B., & Chow, A. (2024). Utilizing Game Development Life Cycle Method to Develop an Educational Game for Basic Mathematics Using Unity 2D Game Engine. *IJISIT: International Journal of Computer Science and Information Technology*, 1(1), 20-30.
- Fadilah, N., Kusuma, D., & Lestari, T. (2022). The Role of Game Design in Enhancing Historical Learning: A Case Study of 2D Adventure Games. *Journal of Educational Technology*, 10(2), 122-135.