



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Adams, E., & Dormans, J. (2012). *Game Mechanics: Advanced Game Design*. California: New Riders Games.
- Alvi, M. (2016, March 23). *A Manual for Selecting Sampling Techniques in Research*. Retrieved from Munich Personal RePEc Archive: <https://mpira.ub.uni-muenchen.de/70218/>
- Bates, B. (2004). *Game Design 2nd Edition*. Boston: Thomson Course Technology.
- Bernard, H. R. (2002). *Research Methods in Anthropology*. Lanham: AltaMira Press.
- Bourg, D. M., & Seeman, G. (2004). *AI for Game Developers*. California: O'Reilly.
- Chowanda, A., Flintham, M., Blanchfield, P., & Valstar, M. (2016). Playing with Social and Emotional Game Companions. *16th International Conference on Intelligent Virtual Agents*. Los Angeles: University of Nottingham.
- Darryl, C. (2003). Enhancing Gameplay: Challenges for Artificial Intelligence in Digital Games. *Proceedings of the 2003 DiGRA International Conference: Level Up*. Utrecht: DiGRA International Conference.
- Darryl, C. (2003). Enhancing Gameplay: Challenges for Artificial Intelligence in Digital Games. *DiGRA '03 - Proceedings of the 2003 DiGRA International Conference: Level Up, 2003 Volume: 2*. Netherlands: University of Utrecht.
- Edmondson, D. (2005). Likert Scales: a History. *Proceeding of the 12th Conference on Historical Analysis and Research in Marketing*. California: CHARM.
- Fairclough, C., Fagan, M., Namee, B. M., & Cunningham, P. (2001). *Research Directions for AI in Computer Games*. Dublin: Trinity College Dublin, Department of Computer Science.
- Joshi, A., Kale, S., Chandel, S., & Pal, D. (2015). Likert Scale: Explored and Explained. *British Journal of Applied Science & Technology*, hh. 396-403.
- Kaplan, A., & Haenlein, M. (2019). Siri, Siri, in my hand: Who's the fairest in the land? On the interpretations, illustrations, and implications of artificial intelligence. *Business Horizons Volume 62, Issue 1*, hh. 15-25.
- Kim, C. h., Jeong, S. M., Hur, G. T., & Kim, B.-G. (2006). Verification of FSM using Attributes Definition of NPCs Models. *IJCSNS International Journal of Computer Science and Network Security*, hh. 168-174.
- Livingstone, D. (2006). Turing's Test and Beievable AI in Games. *ACM Computers in Entertainment Vol. 4*.

- Nacke, L. (2014, September 19). *Dramatic Elements of Games and Narrative Design*. Retrieved from Acagamic: <http://www.acagamic.com/courses/game-design-course/dramatic-elements-of-games-and-narrative-design/>
- Nacke, L. (2014, September 12). *The Formal Systems of Games and Game Design Atoms*. Retrieved from Acagamic: <http://www.acagamic.com/courses/game-design-course/the-formal-systems-of-games-and-game-design-atoms/>
- Patton, M. Q. (2002). *Qualitative Research and Evaluation Methods*. Thousand Oaks: SAGE Publication.
- Rabin, S. (2010). *Introduction to Game Development: Second Edition*. Massachusetts: Course Technology.
- Russel, S. J., & Norvig, P. (2010). *Artificial Intelligence: a Modern Approach*. Eaglewood Cliffs: Pearson.
- Schell, J. (2008). *The Art of Game Design*. Massachuset: Morgan Kaufmann.
- Watson, S., Banzhaf, W., & Vardy, A. (2014). Automated Design for Playability in Computer Game Agents. *2014 IEEE Conference on Computational Intelligence and Games*. Dortmund: IEEE.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA