



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, 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

- Alex, 2020. *Document Object Model (DOM) Tutorial Series: Part 1.* [Online] Available at: https://www.alibabacloud.com/blog/document-object-model-dom-tutorial-series-part-1_595772 [Diakses 24 Januari 2020].
- Anon., 2019. *Developer Survey Result 2019.* [Online] Available at: <https://insights.stackoverflow.com/survey/2019#technology> [Diakses 4 Oktober 2019].
- Beltran, J., Sanchez, H. & Rico, M., 2016. *Increase motivation in learning Java Programming Fundamentals using Gamified Moodle: Case: Central University of Ecuador.* Las Palmas, IEEE.
- Borges, S. d. S., H., V., Reis, H. M. & Isotani, S., 2014. *A systematic mapping on gamification applied to education.* Gyeongju, s.n., pp. 216-222.
- Chou, Y.-k., 2015. *Yu-kai Chou: Gamification & Behavioral Design.* [Online] Available at: <https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>
- Crockford, D., 2008. *JavaScript: The Good Parts.* s.l.:O'Reilly Media, Inc..
- Dichev, C., Dicheva, D. & Irwin, K., 2018. Gamification Driven Learning Analytics. Dalam: *ICEL 2018.* WInston Salem: Academic Conferences and Publishing International Limited, p. 70.
- Dria, 2019. *MDN web docs.* [Online] Available at: https://developer.mozilla.org/en-US/docs/Web/JavaScript/About_JavaScript [Diakses 4 Oktober 2019].
- Economou, D. et al., 2015. *Evaluation of a dynamic role-playing platform for simulations based on Octalysis gamification framework.* s.l., D. Preuveneers.
- Elshiekh, R. & Butgerit, L., 2017. *Using Gamification to Teach Students Programming Concepts.* [Online] Available at: <https://www.scirp.org/journal/paperinformation.aspx?paperid=78480> [Diakses 25 Februari 2020].

- Goodman, D., 2002. *Dynamic HTML: The Definitive Reference, Second Edition*. Sebastopol, O'Reilly .
- Huotari, K. & Hamari, J., 2012. *Defining Gamification - A Service Marketing Perspective*. s.l., Juho Hamari, pp. 17-22.
- Kho, D., 2019. *Pengertian Skala Likert (Likert Scale) dan menggunakannya*. [Online]
Available at: <https://teknikelektronika.com/pengertian-skala-likert-likert-scale-menggunakan-skala-likert/>
[Diakses 01 03 2020].
- Lowry, P. B. et al., 2012. Taking ‘Fun and Games’ Seriously: Proposing the Hedonic-Motivation System Adoption Model (HMSAM). *Journal of the Association for Information Systems*, pp. 617-671.
- Maldonado, L., 2018. *What’s the Document Object Model, and why you should know how to use it..* [Online]
Available at: <https://www.freecodecamp.org/news/whats-the-document-object-model-and-why-you-should-know-how-to-use-it-1a2d0bc5429d/>
- Noel, J., 2019. *appcues Blog*. [Online]
Available at: <https://www.appcues.com/blog/3-fundamental-user-onboarding-lessons-from-classic-nintendo-games>
- Ocariza, F. S., Bajaj, K., Pattabiraman, K. & Mesbah, A., 2013. *An Empirical Study of Client-Side JavaScript Bugs*. Baltimore, IEEE.
- Ranjit, P., 2017. *15 JavaScript Methods For DOM Manipulation for Web Developers*. [Online]
Available at: <https://www.hongkiat.com/blog/dom-manipulation-javascript-methods/>
- Rice, J. W., 2012. The Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education.. *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)*.
- Robie, J., t.thn. *What is the Document Object Model?*. [Online]
Available at: <https://www.w3.org/TR/WD-DOM/introduction.html>
[Diakses 4 Oktober 2019].
- Suhas, P., 2015. *Medium*. [Online]
Available at: <https://medium.com/@prajwalps/learning-curves-for-different-programming-languages-9999f90bd548>
[Diakses 4 Oktober 2019].