

## DAFTAR PUSTAKA

- Alm, S. (2006). *Simple random walk*. [online]. Terdapat di: [http://www2.math.uu.se/~sea/kurser/stokprocnn1/slumpvandring\\_eng.pdf](http://www2.math.uu.se/~sea/kurser/stokprocnn1/slumpvandring_eng.pdf) [Diakses pada 7 April. 2021].
- Baron, J.R. (2017). Procedural Dungeon Generation Analysis and Adaptation. *Proceedings of the SouthEast Conference*.
- Barriga, N.A. (2019). A Short Introduction to Procedural Content Generation Algorithms for Videogames. *International Journal on Artificial Intelligence Tools*, 28(02), p.1930001.
- Bergonse, R. (2017). Fifty Years on, What Exactly is a Videogame? An Essentialistic Definitional Approach. *The Computer Games Journal*, 6(4), pp.239–255.
- Blatz, M. and Korn, O. (2017). A Very Short History of Dynamic and Procedural Content Generation. *Game Dynamics*, pp.1–13.
- Brewer, N. (2016). *Going Rogue: A Brief History of the Computerized Dungeon Crawl*. [online] IEEE-USA InSight. Terdapat di: <https://insight.ieeeusa.org/articles/going-rogue-a-brief-history-of-the-computerized-dungeon-crawl/> [Diakses pada 7 April. 2021].
- Connor, A.M., Greig, T.J. and Kruse, J. (2017). Evaluating the Impact of Procedurally Generated Content on Game Immersion. *The Computer Games Journal*, 6(4), pp.209–225.
- Fitzgerald, D. (2020). *2019 Essential Facts About the Computer and Video Game Industry*. [online] Entertainment Software Association. Available at: <https://www.theesa.com/resource/essential-facts-about-the-computer-and-video-game-industry-2019/> [Diakses pada 27 Maret. 2021].
- Fullerton, T. (2008). *Game design workshop: a playcentric approach to creating innovative games*. Boca Raton: Crc Press/Taylor & Francis.
- Goandy, H. (2020). No Escape: A 2D Top-Down Shooting Roguelike Game Embedded with Drunkard Walk Algorithm. *International Journal of Advanced Trends in Computer Science and Engineering*, 9(2), pp.1045–1049.
- Green, D. (2016). *Procedural content generation for C++ game development: get to know techniques and approaches to procedurally generate game content in C++ using simple and fast multimedia library*. Birmingham: Packt Pub.
- Hendrikx, M., Meijer, S., Van Der Velden, J. and Iosup, A. (2013). Procedural content generation for games. *ACM Transactions on Multimedia Computing, Communications, and Applications*, 9(1), pp.1–22.

Johnson, C., Xiao, Z., Zhang, M., McGill, M., Bouchard, D., Bradshaw, M.K., Bucheli, V.A., Merkle, L.D., Scott, M.J., Sweedyk, Z. and Angel, J. (2016). Game Development for Computer Science Education. *Proceedings of the 2016 ITiCSE Working Group Reports on - ITiCSE '16*.

Johnson, L., Yannakakis, G. and Togelius, J. (2010). Cellular Automata for real-time Generationof Infinite Cave Levels. In: Proceedings of the 2010 Workshop on Procedural Content Generation in Games. Association for Computing Machinery.

Keebler Assoc, J., Shelstad, W., Google, D., Chaparro, B. and Phan Google, M. (2018). Validation of the GUESS-18: A Short Version of the Game User Experience Satisfaction Scale (GUESS). *Journal of Usability Studies*, 16(1), pp.49–62.

Macklin, C., Sharp, J. and Gibson, J. (2015). *Introduction to Game Design, Prototyping, and Development + Livelessons*. Addison-Wesley Professional.

Merriam Webster (2019). *Definition of GAME*. [online] Merriam-webster.com. Available at: <https://www.merriam-webster.com/dictionary/game> [Diakses pada 27 Maret. 2021].

Nacke, L. (2014a). *Story Design and Dramatic Elements in Games* «The Acagamic. [online] Acagamic. Available at: <https://acagamic.com/courses/intro-to-game-design/dramatic-elements-of-games-and-narrative-design/> [Diakses pada 5 April. 2021].

Nacke, L. (2014b). *The formal elements of game systems and game design atoms* «The Acagamic. [online] Acagamic. Terdapat di: <https://acagamic.com/courses/intro-to-game-design/the-formal-systems-of-games-and-game-design-atoms/> [Diakses pada 5 April. 2021].

Noor Shaker, Togelius, J., Nelson, M.J. and Springer International Publishing Ag (2018). *Procedural Content Generation in Games*. [online] Cham Springer International Publishing Springer. Terdapat di: [https://www.academia.edu/1578545/Procedural\\_content\\_generation\\_in\\_games](https://www.academia.edu/1578545/Procedural_content_generation_in_games).

Phan, M.H., Keebler, J.R. and Chaparro, B.S. (2016). The Development and Validation of the Game User Experience Satisfaction Scale (GUESS). *Human Factors: The Journal of the Human Factors and Ergonomics Society*, 58(8), pp.1217–1247.

Research, S. (2020). *Top 10 Most Popular Gaming Genres in 2020*. [online] straitsresearch.com. Available at: <https://straitsresearch.com/blog/top-10-most-popular-gaming-genres-in-2020/> [Diakses pada 7 April. 2021].

Rogers, S. (2014). *Level up: the guide to great video game design*. Chichester: Wiley.

Sugiyono (2015). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. 21st ed. Bandung: Alfabeta.

Tomasseti, F. (2016). *Diving Into Procedural Content Generation, With WorldEngine*. [online] Smashing Magazine. Terdapat di: <https://www.smashingmagazine.com/2016/03/procedural-content-generation-introduction/> [Diakses pada 27 Maret. 2021].

Wijman, T. (2020). *The World's 2.7 Billion Gamers Will Spend \$159.3 Billion on Games in 2020; The Market Will Surpass \$200 Billion by 2023*. [online] Newzoo. Available at: <https://newzoo.com/insights/articles/newzoo-games-market-numbers-revenues-and-audience-2020-2023/> [Diakses pada 27 Maret. 2021].

Yang, X.-S. (2010). *Nature-inspired metaheuristic algorithms*. Frome Luniver Press.