

DAFTAR PUSTAKA

- Cervone, H. F. (2010). An overview of virtual and cloud computing. *OCLC Systems & Services: International digital library perspectives*. From <https://doi.org/10.1108/10650751011073607>
- Gordon, J. (2020, December 16). *Business Model - Explained*. From The Business Professor: <https://thebusinessprofessor.com/lesson/business-model-overview/>
- Hariadi, B. (2003). *Strategi Manajemen*. Malang: Bayu Media Publishing.
- Kotler, P., & Armstrong, G. (2012). *Principles of Marketing Fourteenth Edition*. Harlow: Pearson Education Limited.
- Kotler, P., & Keller, K. (2012). *Marketing Management*. Upper Saddle River: Pearson.
- MongoDB. (n.d.). *Who Uses MongoDB*. From Mongo DB : <https://www.mongodb.com/who-uses-mongodb>
- Newzoo. (2019, Desember 20). *Insights into the Indonesian Games Market*. From Newzoo: <https://newzoo.com/insights/infographics/insights-into-the-indonesian-games-market/>
- Newzoo. (2019, Juni 18). *The Global Games Market Will Generate \$152.1 Billion in 2019 as the U.S. Overtakes China as the Biggest Market*. From Newzoo: <https://newzoo.com/insights/articles/the-global-games-market-will-generate152-1-billion-in-2019-as-the-u-s-overtakes-china-as-the-biggest-market/>
- Osterwalder, A., Pigneur, Y., Greg, B., & Smith, A. (2014). *Value Proposition Design*. Hoboken: John Wiley & Sons.
- Parody, L. (2019, April 17). *Choosing the right Node.js Framework: Next, Nuxt, Nest?* From Nodestory: <https://nodesource.com/blog/next-nuxt-nest/>
- Usage statistics of JavaScript as client-side programming language on websites*. (n.d.). From W3Techs: <https://w3techs.com/technologies/details/cp-javascript>
- Vercel. (n.d.). *Showcase*. From Next.js: <https://nextjs.org/showcase>