

DAFTAR PUSTAKA

- [1] A. Fricticarani, A. Hayati, R. Ramdani, I. Hoirunisa, and G. M. Rosdalina, "Strategi pendidikan untuk sukses di era teknologi 5.0," *Jurnal Inovasi Pendidikan Dan Teknologi Informasi (JIPTI)*, vol. 4, no. 1, pp. 56–68, 2023.
- [2] S. Panca Dwi, "Perancangan dan pembuatan aplikasi games zoomaster sebagai sarana edukasi berbasis unity 3d," Ph.D. dissertation, Universitas Mohammad Husni Thamrin, 2024.
- [3] N. Xi, J. Chen, S. Jabari, J. Hamari *et al.*, "Wearable gaming technology: A study on the relationships between wearable features and gameful experiences," *International Journal of Human-Computer Studies*, vol. 181, p. 103157, 2024.
- [4] A. R. MUSTAFA, "Pengembangan media mobile learning menggunakan android studio pada materi geometri," B.S. thesis, Jakarta: FITK UIN SYARIF HIDAYATULLAH JAKARTA, 2021.
- [5] D. A. Yakto, "Gamifikasi crowdfunding melalui konten live streaming youtube windah basudara sebagai komunikasi persuasif," Ph.D. dissertation, UNIVERSITAS ISLAM SULTAN AGUNG SEMARANG, 2024.
- [6] R. B. A. G. TOP-DOWN and J. B. WEB, "Laporan skripsi," 2021.
- [7] B. Edington and N. Lee, "Five nights at freddy's, a point and click horror game," in *Encyclopedia of Computer Graphics and Games*. Springer, 2024, pp. 723–725.
- [8] A. Ramadhan, "Wawancara pribadi," 2024, wawancara dilakukan pada 8 Oktober 2024.
- [9] H. A. Rosyid, S. Patmanthara, and I. R. Cahyudi, *Game development*. Ahlimedia Book, 2021.
- [10] J. Hocking, *Unity in action: multiplatform game development in C*. Simon and Schuster, 2022.