

DAFTAR PUSTAKA

- Ahmed, Dr. N., Dash, Dr. B., Ghosh, Dr. S., & Kumar, Dr. A. (2024). Cancer and Food-Related Risks: A Review. *International Journal of Trends in OncoScience*. <https://doi.org/10.22376/ijtos.2024.2.2.1-11>
- Aulia Lukia. (2023). *Generasi Milenial Lebih Cepat Menua*. <https://www.kompas.id/baca/internasional/2023/12/12/generasi-milenial-lebih-cepat-menua>
- Balatif, R., Azayyana, A., & Sukma, M. (2021). Memahami Kaitan Gaya Hidup dengan Kanker: Sebagai Langkah Awal Pencegahan Kanker. *SCRIPTA SCORE Scientific Medical Journal*, 3(1), 40–50. <https://doi.org/10.32734/SCRIPTA.V3I1.4506>
- Balatif, R., & Azayyana Mawadhani Sukma, A. (2021). *View of Memahami Kaitan Gaya Hidup dengan Kanker: Sebagai Langkah Awal Pencegahan Kanker*. <https://talenta.usu.ac.id/scripta/article/view/4506/4084>
- Brewer, S. (2025). *The Pocket Mentor for Video Game UX UI* (1 ed.). CRC Press. <https://doi.org/https://doi.org/10.1201/9781003367116>
- Carman, C. (2018). *Visual Design Concepts for Mobile Games*.
- Compton, C. (2020). *Cancer: The Enemy from Within*. <https://doi.org/https://doi.org/10.1007/978-3-030-40651-6>
- Creswell, J. W., & Creswell, J. D. (2023). *RESEARCH DESIGN Qualitative, Quantitative, and Mixed Methods Approaches*.
- Damaševičius, R., Maskeliūnas, R., & Blažauskas, T. (2023). Serious Games and Gamification in Healthcare: A Meta-Review. Dalam *Information (Switzerland)* (Vol. 14, Nomor 2). MDPI. <https://doi.org/10.3390/info14020105>
- Databoks. (2024). *Tingkat Penetrasi Internet Indonesia*. <https://databoks.katadata.co.id/teknologi-telekomunikasi/statistik/e6f9d69e252de32/tingkat-penetrasi-internet-indonesia-capai-795-per-2024>
- Desai, V., Gupta, A., Andersen, L., Ronnestrand, B., & Wong, M. (2021). Stress-Reducing Effects of Playing a Casual Video Game among Undergraduate Students. *Trends in Psychology*, 29(3), 563–579. <https://doi.org/10.1007/s43076-021-00062-6>

- Dix, C. F., Brennan, L., McCaffrey, T. A., Reid, M., Molenaar, A., Barklamb, A., Chin, S., & Truby, H. (2022). Communicating Health to Young Adults Using Social Media: How, Where, and When? *Nutrients*, 14(14).
<https://doi.org/10.3390/nu14142967>
- Djafarova, N., Zefi, L., & Turetken, O. (2023). The Art of Serious Game Design: A Framework and Methodology. *AIS Transactions on Human-Computer Interaction*, 15(3), 322–349. <https://doi.org/10.17705/1thci.00193>
- Dörner, R., Göbel, S., Effelsberg, W., & Wiemeyer, J. (2016). *Serious Games Foundations, Concepts and Practice*. <https://doi.org/10.1007/978-3-319-40612-1>
- Fullerton, T. (2024). *Game Design Workshop; A Playcentric Approach to Creating Innovative Games*.
<https://doi.org/https://doi.org/10.1201/9781003460268>
- GoodStats. (2024). 95% Pengguna Internet Indonesia Bermain Video Games - GoodStats. <https://goodstats.id/article/95-pengguna-internet-indonesia-bermain-video-games-82uYx>
- Halford, N. G., & Tanya Y, C. (2019). *Acrylamide in Food*.
- Händel, M. N., Rohde, J. F., Jacobsen, R., & Heitmann, B. L. (2021). Processed meat consumption and the risk of cancer: A critical evaluation of the constraints of current evidence from epidemiological studies. Dalam *Nutrients* (Vol. 13, Nomor 10). MDPI. <https://doi.org/10.3390/nu13103601>
- Hikmah, F., Hardiany, N. S., & Kunci, K. (2021). Peran Reactive Oxygen Species (ROS) Dalam Sel Punca Kanker. *JURNAL KEDOKTERAN YARSI*, 29(3), 120–134.
- Karimov, A., Saarela, M., & Kärkkäinen, T. (2024). View of Serious games in Science and Mathematics Education: a scoping umbrella review. *International Journal of Serious Games*, 11(4), 3–20.
<https://doi.org/10.17083/ijsg.v11i4.765>
- Kementerian Kesehatan Republik Indonesia. (2024). *Strategi Indonesia dalam Upaya Melawan Kanker*.
- Krath, J., Schürmann, L., & von Korfflesch, H. F. O. (2021). Revealing the theoretical basis of gamification: A systematic review and analysis of theory in research on gamification, serious games and game-based learning. *Computers in Human Behavior*, 125.
<https://doi.org/10.1016/j.chb.2021.106963>

- Kucher, T. (2021). Principles and Best Practices of Designing Digital Game-Based Learning Environments. *International Journal of Technology in Education and Science*, 5(2), 213–223. <https://doi.org/10.46328/ijtes.190>
- Landa, R. (2018). *Graphic Design Solutions-Cengage Learning*.
- Paputungan, F. (2023). Karakteristik Perkembangan Masa Dewasa Awal Developmental Characteristics of Early Adulthood. Dalam *Media Online) Journal of Education and Culture (JEaC)* (Vol. 3, Nomor 1).
- Prasad, P. (2025). *Dumb Ways to Die: A Decade-Long Impact of Creativity and Quirkiness*. <https://medium.com/@inquisitively.prerna/dumb-ways-to-die-a-decade-long-impact-of-creativity-and-quirkiness-83910d52bb83>
- Pusparisa, Y. (2020). *Populasi Penduduk Terbesar di Wilayah Urban*. <https://databoks.katadata.co.id/demografi/statistik/cffc8775c2320e3/jabotabek-wilayah-urban-dengan-populasi-terbesar-kedua-di-dunia>
- Radek. (2023). *Portrait mode vs. Landscape mode - Mobile UX design*. <https://thestory.is/en/journal/portrait-mode-landscape-mode-mobile-ux-design/>
- Richardson, J. T. E. (2021). *The Legibility of Serif and Sans Serif Typefaces Reading from Paper and Reading from Screens*. <https://link.springer.com/bookseries/8914>
- Sagita, M. A., Nikie Astorina Yunita, D., & Sulistiyani. (2020). LEAD CONTENT ON FRIED FOODS AGAINST SELLER SANITATION AND FRIED FREQUENCY IN THE AREA OF SEMARANG CITY. *Jurnal Kesehatan Lingkungan*, 12(3), 163–170. <https://doi.org/10.20473/jkl.v12i3.2020.163-170>
- Sagita, N. S. (2024, Februari 6). *Usia Pasien Kanker di RI Makin Muda, Ini Jenis Terbanyak pada Pria dan Wanita*. <https://health.detik.com/berita-detikhealth/d-7179988/usia-pasien-kanker-di-ri-makin-muda-ini-jenis-terbanyak-pada-pria-dan-wanita>
- Saputro, E., Rosidi, D., Radiati, L. E., & Warsito, W. (2021). KAJIAN PUSTAKA: PEMICU KANKER DALAM SATE, AYAM/BEBEK/IKAN BAKAR/GORENG DAN ABON. *Jurnal Litbang Sukowati : Media Penelitian dan Pengembangan*, 4(2), 60–78. <https://doi.org/10.32630/SUKOWATI.V4I2.187>
- Schimanke, F. (2022). *The Effect of using Spaced Repetition in Mobile Learning Games on the Learning Success* [Otto-Friedrich-Universität]. <https://doi.org/10.20378/irb-55317>

UNDRR. (2023). *Stop Disasters Game* | UNDRR.

<https://www.stopdisastersgame.org/>

Vionalita, G., & Ismail, Z. (2025). COMPARATIVE STUDY: HEALTH RISK BEHAVIOUR IN URBAN AND RURAL INDONESIAN ADOLESCENTS.

Indonesian Journal of Public Health, 20(1), 15–28.

<https://doi.org/10.20473/ijph.v20i1.2025.15-28>

World Health Organization. (2025). *Sodium reduction*.

<https://www.who.int/news-room/fact-sheets/detail/sodium-reduction>

Wu, X., Chen, L., Cheng, J., Qian, J., Fang, Z., & Wu, J. (2022). Effect of Dietary Salt Intake on Risk of Gastric Cancer: A Systematic Review and Meta-Analysis of Case-Control Studies. Dalam *Nutrients* (Vol. 14, Nomor 20).

MDPI. <https://doi.org/10.3390/nu14204260>

