

DAFTAR PUSTAKA

- [1] A. Suryadi, "PERANCANGAN APLIKASI GAME EDUKASI MENGGUNAKAN MODEL WATERFALL," 2017.
- [2] E. Hornecker and J. Buur, "Getting a Grip on Tangible Interaction: A Framework on," 2006.
- [3] R. Fitriani, "PERKEMBANGAN FISIK MOTORIK ANAK USIA DINI," 2018.
- [4] S. J. Sokop, D. J. Mamahit., ST., M.Eng and S. R. Sompie, ST., MT, "Trainer Periferal Antarmuka Berbasis," 2016.
- [5] S. Elyatasari, "ESENSI METODE MONTESSORI DALAM PEMBELAJARAN," 2017.
- [6] F. Djuandi, "PENGENALAN ARDUINO," 2011.
- [7] M. R. Siregar and N. B. M.Comp.Sc, "GAME 3D "LAWAN NARKOBA" MENGGUNAKAN METODE GAME DEVELOPMENT LIFE CYCLE (GDLC)," 2020.
- [8] e. ishanto and S. Hidayat, "RANCANG BANGUN SISTEM PENGUKURAN Ph METER DENGAN MENGGUNAKAN MIKROKONTROLER ARDUINO UNO," p. 132, 2014.