

## DAFTAR PUSTAKA

- [1] M. Jannah, N. I. Febrianti and N. L. Musyafaah, "KEWIRAUSAHAAN DALAM PERSPEKTIF SYARI'AH," *Jurnal Hukum Bisnis Islam*, vol. 8, no. 1, pp. 3-4, 2018.
- [2] F. Almeida and H. Pessali, "Revisiting the evolutionism of Edith Penrose's The theory of the," *Economia*, vol. 18, no. 3, p. 8, 2017.
- [3] Ahmad, "Pengertian Kewirausahaan: Konsep, Tujuan, Sifat dan Jenis Wirausaha," Gramedia Blog, 2021. [Online]. Available: <https://www.gramedia.com/literasi/pengertian-kewirausahaan/>. [Accessed 08 Desember 2021].
- [4] L. Y. D. Pangau, S. T. G. Kaunang and A. S. Lumenta, "Game Based Education : Pengenalan Peristiwa," *Jurnal Teknik Informatika*, vol. 14, no. 2, pp. 1-2, 2019.
- [5] P. Hastuti, A. Nurofik, A. Purnomo, A. Hasibuan, H. Aribowo, A. I. Faried, Tasnim, A. Sudarso, I. K. Soetijono, D. H. Saputra and J. Simarmata, KEWIRAUSAHAAN DAN UMKM, Medan: Yayasan Kita Menulis, 2020.
- [6] B. SUITS, "WHAT IS A GAME?," *Philosophy of Science Association*, vol. 34, no. 2, pp. 1-10, 1967.
- [7] H. SILVIANITA, "Pengertian Game Beserta Sejarah, Manfaat, serta Jenis-Jenis Game, Lengkap!," NESABA MEDIA, 11 Juni 2022. [Online]. Available: <https://www.nesabamedia.com/pengertian-game/>. [Accessed 17 Desember 2021].
- [8] Akbar, "Pengertian Game dan Jenis-Jenisnya," Akbar Project, 22 februari 2021. [Online]. Available: <https://akbarproject.com/pengertian-game-dan-jenis-jenisnya/>. [Accessed 08 Desember 2021].
- [9] Suwarno, "GAME EDUKASI," Binus University, 31 Desember 2017. [Online]. Available: <https://pgsd.binus.ac.id/2017/12/31/game-edukasi/>. [Accessed 8 Desember 2021].
- [10] E. Handriyantini, "Permainan Edukatif (Educational Games) Berbasis Komputer untuk Siswa Sekolah Dasar," *Konferensi dan Temu Nasional Teknologi Informasi dan Komunikasi untuk Indonesia*, vol. 1, pp. 1-2, 2009.
- [11] N. Hibaturrahman, "Apa Itu Arti NPC dan MC Dalam Dunia Game, Sering Dijadikan Meme di Instagram," *TribunSumsel*, 3 Maret 2021. [Online]. Available: <https://sumsel.tribunnews.com/2021/03/03/apa-itu-arti-npc-dan-mc-dalam-dunia-game-sering-dijadikan-meme-di-instagram>. [Accessed 9 Desember 2021].

- [12] A. A. Bone, "MULTI-AGENT SYSTEM SEBAGAI SOLUSI PEMBANGUNAN PERANGKAT," *Seminar Nasional Aplikasi Teknologi Informasi*, pp. 1-2, 2005.