

DAFTAR ISI

DAFTAR ISI	vi
DAFTAR GAMBAR	viii
DAFTAR TABEL	ix
BAB I PENDAHULUAN	1
I.1 Latar Belakang.....	1
I.2 Rumusan Masalah.....	3
I.3 Tujuan.....	3
I.4 Batasan Penelitian.....	3
BAB II KAJIAN PUSTAKA	5
II.1 Comparative Study	5
II.1.1 In-depth Comparative Study Terkait Serious Game.....	7
II.1.2 In-depth Comparative Study Terkait Game Design Pattern	7
II.2 Version Control System.....	8
II.2.1 Git.....	8
II.2.2 Mengoperasikan Git.....	8
II.3 Serious Game.....	11
II.3.1 Game Mechanic	11
II.3.2 Points	11
II.3.2.1 Levels	11
II.3.2.2 Badges	11
II.3.2.3 Challenges and Quests	12
II.3.3 Game Engine.....	12
II.3.3.1 Front-end Web Development	13
II.3.4 Game Design.....	13
II.3.4.1 Video Game Design	13
II.3.4.2 Game Design Pattern	14
II.3.4.2.1 Block-based Programming Pattern	15

II.3.4.2.2	Step by Step Program Execution Pattern	16
II.3.4.2.3	Visual Input and Output Representation Pattern	16
II.3.4.2.4	Hidden Game Programming Challenges Pattern	17
II.3.4.2.5	Program Examples Levels Pattern	18
II.3.4.2.6	Program Output Log Pattern	18
II.4	Game Development Live Cycles	19
BAB III	Perancangan Sistem	21
III.1	Analisis Requirement.....	22
III.2	Pembuatan Game Design.....	25
III.3	Pembuatan System Design	29
III.3.1	Class Diagram.....	30
III.4	Implementasi (Coding)	31
BAB IV	Evaluasi	32
IV.1	Identifikasi Variabel Penelitian	32
IV.2	Perumusan Hipotesis	32
IV.3	Rancangan Penelitian.....	32
IV.4	Unit Analisis	34
IV.5	Alat Ukur	35
IV.6	Pengujian Tingkat Pemahaman	35
IV.6.1	Fase Pengujian	35
IV.6.2	Hasil Pengujian	36
BAB V	Kesimpulan dan Saran	39
V.1	Kesimpulan.....	39
V.2	Saran.....	40