

DAFTAR PUSTAKA

- [1] S. N. Yusuf, "Pentingnya media pembelajaran berbasis komputer di era digital," *Jurnal Ilmu Pendidikan*, vol. 6, no. 2, pp. 78-89, 2017.
- [2] A. Rahman, "Game edukasi untuk anak usia dini," *Jurnal Pendidikan Usia Dini*, vol. 7, no. 3, pp. 34-45, 2018.
- [3] I. Ismail, "Pengembangan game edukasi sebagai media pembelajaran interaktif," *Jurnal Teknologi Pendidikan*, vol. 5, pp. 12-21, 2009.
- [4] T. I. L. Moslem, "Profil TK IT Little Moslem Bandung," [Online]. Available: www.tk-it-littlemoslem.sch.id. [Accessed 11 Oktober 2024].
- [5] R. Wijaya, "Implementasi Pendekatan UCD dalam game edukasi anak usia dini," *Jurnal Teknologi Pendidikan Anak*, vol. 7, no. 2, pp. 34-47, 2022.
- [6] P. Suryadi, "Pengembangan aplikasi berbasis UCD untuk anak usia dini," *Jurnal Teknologi Informasi dan Multimedia*, vol. 10, no. 1, pp. 45-59, 2022.
- [7] W. Prasetyo, "Peran guru dalam evaluasi media pembelajaran interaktif," *Jurnal Pendidikan Guru*, vol. 3, no. 4, pp. 89-102, 2019.
- [8] N. Dewi, "System Usability Scale (SUS) sebagai metode evaluasi antarmuka," *Jurnal Ilmu Komputer*, vol. 15, no. 2, pp. 23-34, 2021.
- [9] M. Karim, "User-Centered Design (UCD) dalam pengembangan game edukasi," *Journal of Educational Technology*, vol. 8, no. 2, pp. 101-113, 2021.
- [10] J. & C. D. Rubin, *Handbook of Usability Testing: How to plan, Design, and Conduct Effective Tests*, Indianapolis: Wiley, 2008.
- [11] J. Nielsen, *Usability Engineering*, San Francisco: Morgan Kaufmann, 1994.
- [12] H. S. a. J. P. Y. Regers, *Interaction Design: Beyond Human-Computer Interaction*, 3rd ed, Chichester: Wiley, 2011.
- [13] J. Brooke, "SUS: A 'Quick And Dirty' Usability Scale"," in *Usability Evaluation in Industry*, London, Taylor & Francis, 1996, pp. 189-194.
- [14] P. K. a. J. M. A. Bangor, "An Empirical Evaluation of the System Usability Scale," *International Journal of Human-Computer*, vol. 24, no. 6, pp. 574-594, 2008.