

List of Images

| | |
|--|----|
| Image 1.1 Design Framework..... | 5 |
| Image: 2.1 Students who had access to ICT Chart..... | 8 |
| Image 2.2: Behavior Change Wheel..... | 11 |
| Image 2.3 MDA Framework..... | 12 |
| Image 3.1 Dumb Ways to Die..... | 25 |
| Image 3.2 WarioWare Smooth Moves..... | 30 |
| Image 3.3 Adolescents on the Streets of Bandung..... | 37 |
| Image 3.4 Adolescents not Wearing Helmet..... | 38 |
| Image 3.5 Student Chart on Phone Availability Source: Mobile Learning Readiness of Junior High School Students in Science Learning (Rahmat A.D et al)..... | 40 |
| Image 3.6 Student Activity on a Phone Source: Mobile Learning Readiness of Junior High School Students in Science Learning (Rahmat A.D et al)..... | 41 |
| Image 4.1 Gameflow of the game..... | 49 |
| Image 4.2 Minigame Gameplay Flowchart..... | 49 |
| Image 4.3 Post Result Screen..... | 77 |