

DAFTAR PUSTAKA

- [1] P. M. P. M, “Game Edukasi Pembelajaran Menghitung Susunan Angka Pada Puzzle-8 Menggunakan Metode Steepest Ascent Hill Climbing,” *Building of Informatics, Technology and Science (BITS)*, vol. 3, no. 3, pp. 148–154, Dec. 2021, doi: 10.47065/bits.v3i3.1015.
- [2] S. Park and S. Kim, “Leaderboard design principles to enhance learning and motivation in a gamified educational environment: Development study,” *JMIR Serious Games*, vol. 9, no. 2, Apr. 2021, doi: 10.2196/14746.
- [3] M. Ardhiansyah, R. G. Utomo, H. Hilal, and S. T. Nuha, “Pengembangan Back-End Berbasis Laravel pada Dashboard Direktorat Inovasi dan Penelitian untuk Institusi Akademik dan Riset.”
- [4] B. R. Aditya, A. Iradianty, I. Nyoman, D. Kotama, and P. Korespondensi, “ANALISIS KUALITATIF ELEMEN GAMIFIKASI DALAM GAMES BERBASIS ICT UNTUK ANAK USIA DINI QUALITATIVE ANALYSIS OF GAME ELEMENTS FOR GAME-BASED LEARNING IN EARLY CHILDHOOD EDUCATION,” vol. 10, no. 4, 2023, doi: 10.25126/jtiik.2023106285.
- [5] A. Manusakerti and M. Wibowo, “Rancangan dan Evaluasi Usability Pada Aplikasi Website Media Pembelajaran Cyberbullying Menggunakan Metode Gamifikasi,” *JURNAL MEDIA INFORMATIKA BUDIDARMA*, vol. 6, no. 4, p. 2140, Oct. 2022, doi: 10.30865/mib.v6i4.4627.
- [6] P. Gowda and A. N. Gowda, “Best Practices in REST API Design for Enhanced Scalability and Security,” *Journal of Artificial Intelligence, Machine Learning and Data Science*, vol. 2, no. 1, pp. 827–830, Feb. 2024, doi: 10.51219/jaimld/priyanka-gowda/202.
- [7] M. Laaziri, K. Benmoussa, S. Khouliji, and M. L. Kerkeb, “A Comparative study of PHP frameworks performance,” in *Procedia Manufacturing*, Elsevier B.V., 2019, pp. 864–871. doi: 10.1016/j.promfg.2019.02.295.
- [8] H. E. Putra and K. Harianto, “Implementasi Linear Congruential Generator untuk Pengacakan Gambar Pada Permainan Puzzle,” *SATIN - Sains dan Teknologi Informasi*, vol. 4, no. 1, pp. 89–96, Jun. 2018, doi: 10.33372/stn.v4i1.302.
- [9] M. Alvian Kosim, S. Restu Aji, and M. Darwis, “PENGUJIAN USABILITY APLIKASI PEDULILINDUNGI DENGAN METODE SYSTEM USABILITY SCALE (SUS) 1),” *Jurnal Sistem Informasi dan Sains Teknologi*, vol. 4, no. 2, 2022.
- [10] G. I. Nugraha, V. Effendy, and M. Adrian, “Pengaplikasian Model Arsitektur REST API pada Aplikasi Monitoring Evidence Perkuliahan.”

- [11] T. M. Hanurogo, Y. Sibaroni, and S. Si, "EVALUASI DAN PERBAIKAN RANCANGAN USER INTERFACE WEBSITE LMS MENGGUNAKAN SYSTEM USABILITY SCALE (Studi Kasus: Website LMS Telkom University)."
- [12] R. A. Krisdiawan, "Implementasi Model Pengembangan Sistem GDLC Dan Algoritma Linear Congruential Generator Pada Game Puzzle," *Nuansa Informatika*, vol. 12, no. 2, pp. 69-77, 2018. doi: 10.25134/NUANSA.V12I2.1634
- [13] M. W. Call, E. Fox, and G. Sprint, "Gamifying Software Engineering Tools to Motivate Computer Science Students to Start and Finish Programming Assignments Earlier," *IEEE Transactions on Education*, vol. 64, no. 4, pp. 423–431, Nov. 2021, doi: 10.1109/TE.2021.3069945.
- [14] A. Manusakerti and M. Wibowo, "Rancangan dan Evaluasi Usability Pada Aplikasi Website Media Pembelajaran Cyberbullying Menggunakan Metode Gamifikasi," *JURNAL MEDIA INFORMATIKA BUDIDARMA*, vol. 6, no. 4, p. 2140, Oct. 2022, doi: 10.30865/mib.v6i4.4627.
- [15] D. Setiawan, M. A. Fadhilah, A. Wibawa, I. Sugiarto, A. Mulyana, and I. Kusyadi, "Pengujian Black Box pada Aplikasi Perpustakaan Berbasis Web Menggunakan Teknik Equivalence Partitioning," *Jurnal Teknologi Sistem Informasi dan Aplikasi*, vol. 3, no. 2, p. 95, Apr. 2020, doi: 10.32493/jtsi.v3i2.3955.