

## DAFTAR PUSTAKA

- [1] F. Daryanes and D. Ririen, "Efektivitas Penggunaan Aplikasi Kahoot Sebagai Alat Evaluasi pada Mahasiswa," *J. Nat. Sci. Integr.*, vol. 3, no. 2, p. 172, 2020, doi: 10.24014/jnsi.v3i2.9283.
- [2] T. Pangarkar, "Game-based Learning Statistics 2025 By Fun Way to Grow," *Market.us Scoop*. Accessed: Mar. 02, 2025. [Online]. Available: <https://scoop.market.us/game-based-learning-statistics/>
- [3] J. Hamari, J. Koivisto, and H. Sarsa, "Does gamification work? - A literature review of empirical studies on gamification," *Proc. Annu. Hawaii Int. Conf. Syst. Sci.*, pp. 3025–3034, 2014, doi: 10.1109/HICSS.2014.377.
- [4] Cyberarmy, "Cyber Army ID." [Online]. Available: <https://www.cyberarmy.id/publication>
- [5] D. Vusić and R. Geček, "Instructional design in game based learning and applications used in educational systems," *Teh. Glas.*, vol. 12, no. 1, pp. 11–17, 2018, doi: 10.31803/tg-20180312141348.
- [6] R. Hidayat, "Game-Based Learning: Academic Games sebagai Metode Penunjang Pembelajaran Kewirausahaan," *Bul. Psikol.*, vol. 26, no. 2, p. 71, 2018, doi: 10.22146/buletinpsikologi.30988.
- [7] K. D. Anjani, A. Fatchan, and A. Amirudin, "Pengaruh Pembelajaran Berbasis Turnamen Dan Games Terhadap Motivasi Belajar Siswa," *J. Pendidik. Teor. Penelitian, dan Pengemb.*, vol. 1, no. 9, pp. 1787–1790, 2016.
- [8] R. Azizah Mashami, Y. Andayani, and B. Fara Dwirani Sofia, "Pengembangan Media Kartu Koloid untuk Meningkatkan Hasil Belajar Siswa Ratna," no. March, pp. 84–414, 2014.
- [9] Y. S. Oktari, "Kahoot ! Sebagai Media Pembelajaran Berbasis Digital Game Based Learning," *J. AgriWidya (Menginspirasi)*, vol. 1, no. 3, pp. 186–200, 2020, [Online]. Available: <http://repository.pertanian.go.id>
- [10] Nuxt - MIT License, "Nuxt 3." Accessed: Nov. 25, 2024. [Online]. Available: <https://nuxt.com/>
- [11] A. B. Semma, "Studi Perbandingan Vue Component Library / Framework : Vuetify , Buefy ,", vol. 16, no. 1, pp. 92–98, 2022.
- [12] Vuetify, "Why Vuetify." Accessed: Nov. 25, 2024. [Online]. Available: <https://vuetifyjs.com/en/introduction/why-vuetify/#what-is-vuetify3f>
- [13] L. S. Saputra and H. F. Hardiyatmoko, "Implementasi Rest Api Pada Sistem Pendataan Kapal Menggunakan Laravel 9 Dan Nuxtjs," *Implementasi Rest Api*

Pada Sist. Pendataan Kapal Menggunakan Laravel 9 Dan Nuxtjs, vol. 2, no. 1, pp. 10–21, 2024.