

DAFTAR GAMBAR

Gambar 2. 1 Tahapan Metode <i>GDLC</i>	17
Gambar 2. 2 <i>Unity Game Engine</i>	18
Gambar 2. 3 Skala Penilaian <i>SUS</i>	21
Gambar 3. 1 Diagram Alir Penelitian	23
Gambar 3. 2 Flowchart Mekanisme Game TIK.....	26
Gambar 3. 3 <i>Use Case Diagram</i>	26
Gambar 3. 4 <i>Activity Diagram</i>	27
Gambar 3. 5 <i>Activity Diagram Menu Play</i>	27
Gambar 3. 6 <i>Activity Diagram Menu Exit</i>	28
Gambar 3. 7 <i>Activity Diagram Ruang Lab</i>	28
Gambar 3. 8 <i>Activity Diagram Ruang Lab</i>	29
Gambar 3. 9 <i>Activity Diagram Ruang Kelas</i>	30
Gambar 3. 10 <i>Sequence Diagram</i>	31
Gambar 3. 11 <i>Sequence Diagram Menu Play</i>	32
Gambar 3. 12 <i>Sequence Diagram Menu Exit</i>	32
Gambar 3. 13 <i>Sequence Diagram Ruang Lab</i>	33
Gambar 3. 14 <i>Sequence Diagram Ruang Lab</i>	34
Gambar 3. 15 <i>Sequence Diagram Ruang Kelas</i>	35
Gambar 4. 1 Karakter Utama	48
Gambar 4. 2 Gedung Sekolah	48
Gambar 4. 3 <i>Tileset</i>	49
Gambar 4. 4 <i>Setup Unity</i>	50
Gambar 4. 5 <i>Input System</i>	50
Gambar 4. 6 <i>Scene</i>	51
Gambar 4. 7 <i>Import Asset</i>	51
Gambar 4. 8 Penyusunan <i>Tileset dan Background</i>	52
Gambar 4. 9 Tampilan Halaman Menu.....	52
Gambar 4. 10 Halaman <i>Outside School</i>	53
Gambar 4. 11 Halaman Level 1	54
Gambar 4. 12 Halaman Level 2	56

Gambar 4. 13 Halaman Level 3	57
Gambar 4. 14 <i>Form Pre-Test</i>	69
Gambar 4. 15 <i>Form Post-Test</i>	72