

DAFTAR PUSTAKA

- [1] D. E. Millard, "Strange Patterns: Structure and Post-structure in Interactive Digital Narratives," pp. 147–169, 2022, doi: 10.1007/978-3-031-05214-9_10.
- [2] A. Iskandar, W. Winata, F. Haluti, and et al, "Peran Teknologi Dalam Dunia Pendidikan," 2023.
- [3] J. Sayono, "Pembelajaran sejarah di sekolah: Dari pragmatis ke idealis," 2015.
- [4] A. Susilo and I. Isbandiyah, "Peran Guru Sejarah dalam Pembentukan Pendidikan Karakter Anak Era Globalisasi," *Indonesian Journal of Social Science Education (IJSSE)*, vol. 1, no. 2, p. 171, Jul. 2019, doi: 10.29300/ijssse.v1i2.2246.
- [5] N. Aoliyah, "Penggunaan Teknik Game-Based Learning Dalam Pembelajaran Sejarah dan Dampaknya Terhadap Minat Belajar Siswa," *Kalamanca: Jurnal Pendidikan Sejarah*, vol. 11, no. 1, pp. 31–36, 2023, [Online]. Available: <https://stkipsetiabudhi.e-journal.id/KALA/index>
- [6] Achmad Zahrul Ali Zadan, Pratama Wirya Atmaja, and Andreas Nugroho Sihananto, "Penggunaan Teknologi Unity Dalam Pembuatan Gim Edukasi Sejarah: Pertempuran 10 November 1945," *Jurnal Penelitian Teknologi Informasi dan Sains*, vol. 1, no. 4, pp. 62–73, Dec. 2023, doi: 10.54066/jptis.v1i4.1267.
- [7] A. Savira Vinidiansyah, A. Nurhaniah, U. Muhammadiyah, and I. Hamka, "Metode belajar berbasis game sebagai upaya memecahkan problematika dalam pembelajaran sejarah," *JPSI*, vol. 4, no. 2, p. 165, 2021.
- [8] W. Novayani, "Game Genre untuk Permainan Pembelajaran Sejarah Berdasarkan Kebutuhan Pedagogi dan Learning Content," *Jurnal Komputer Terapan*, vol. 5, no. 2, pp. 54–63, 2019, [Online]. Available: <https://jurnal.pcr.ac.id/index.php/jkt/>
- [9] R. H. Kusumohendrarto and A. Zpalanzani, "Pemanfaatan Game Tower Defense Sebagai Media Edukasi Digital," vol. 1, no. 2, pp. 86–99, 2018, [Online]. Available: <http://jurnalaksa.stsrdvisi.ac.id>

- [10] E. Adams, *Fundamentals of Adventure Game Design*. 2014. [Online]. Available: www.designersnotebook.com.
- [11] E. Adams, *Fundamentals of Role-Playing Game Design*. 2014. [Online]. Available: www.designersnotebook.com.
- [12] F. Yulista, "Perebutan senjata Jepang di Surabaya tahun 1945," *Journal Pendidikan Sejarah FIS UNESA*, vol. 5, no. 3, 2017, Accessed: May 26, 2025. [Online]. Available: https://core.ac.uk/outputs/230698279/?utm_source=pdf&utm_medium=banner&utm_campaign=pdf-decoration-v1
- [13] T. Alasmari, "THE EFFECT OF SCREEN SIZE ON STUDENTS' COGNITIVE LOAD IN MOBILE LEARNING," *Journal of Education, Teaching, and Learning*, vol. 5, pp. 280–295, 2020.
- [14] B. Noah, J. Li, and L. Rothrock, "An evaluation of touchscreen versus keyboard/mouse interaction for large screen process control displays," *Appl Ergon*, vol. 64, pp. 1–13, Oct. 2017, doi: 10.1016/j.apergo.2017.04.015.
- [15] A. Ragab and A. Abdelghany, "The Impact of Using Laptops Instead of Mobile Phones for Learning on Reducing External Distractions", doi: 10.13140/RG.2.2.11892.67200.
- [16] W. Nurcahyo, N. M. Faizah, and L. Fabrianto, "Narrative Inquiry In Game Narrative Design," *Jurnal Mantik*, vol. 6, no. 2, 2022.
- [17] David, Diana, F. Ariandy Luwinda, and D. Satria Widasro, "'The Genuine' Using Dynamic Branching Story System," vol. 6, no. 2, pp. 458–466, 2017.
- [18] R. R. Alfiansyah, P. W. Atmaja, and A. N. Sihananto, "Pengembangan Game Edukasi Sejarah Perebutan Gudang Don Bosco Berbasis Narasi Menggunakan Interactive Digital Narrative," *Jurnal Penelitian Teknologi Informasi dan Sains*, vol. 1, no. 4, pp. 49–61, Dec. 2023, doi: 10.54066/jptis.v1i4.1264.
- [19] Hartmut. Koenitz, Gabriele. Ferri, Mads. Haahr, Digdem. Sezen, and T. Ibrahim. Sezen, *Interactive digital narrative : history, theory and practice*. Routledge, Taylor & Francis Group, 2015.
- [20] S. Kitromili and M. C. Reyes, "Understanding the Process of Authoring BT - The Authoring Problem: Challenges in Supporting Authoring for Interactive

- Digital Narratives,” C. Hargood, D. E. Millard, A. Mitchell, and U. Spierling, Eds., Cham: Springer International Publishing, 2022, pp. 17–30. doi: 10.1007/978-3-031-05214-9_2.
- [21] P. W. Atmaja and Sugiarto, “When Information, Narrative, and Interactivity Join Forces: Designing and Co-designing Interactive Digital Narratives for Complex Issues,” in *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, Springer Science and Business Media Deutschland GmbH, 2022, pp. 329–351. doi: 10.1007/978-3-031-22298-6_20.
- [22] H. Koenitz, J. Barbara, and M. P. Eladhari, “Interactive digital narrative (IDN)—new ways to represent complexity and facilitate digitally empowered citizens,” *New Review of Hypermedia and Multimedia*, vol. 28, no. 3–4, pp. 76–96, 2022, doi: 10.1080/13614568.2023.2181503.
- [23] D. R. Kuntowijoyo, *Pengantar ilmu sejarah*. Bentang Pustaka, 2005.
- [24] Widiyanto, A. Kaswati, and E. Wagiyah, “Pertempuran 10 November 1945 Dan Dampaknya Terhadap Kehidupan Masyarakat Di Surabaya,” vol. 1, no. 2, p. 2020, 2020.
- [25] S. W. Ramdany, S. Aulia Kaidar, B. Aguchino, C. Amelia, A. Putri, and R. Anggie, “Penerapan UML Class Diagram dalam Perancangan Sistem Informasi Perpustakaan Berbasis Web.”
- [26] J. R. Keebler Assoc, W. J. Shelstad, D. C. S. Google, B. S. Chaparro, and M. H. Phan Google, “Validation of the GUESS-18: A Short Version of the Game User Experience Satisfaction Scale (GUESS),” *J Usability Stud*, vol. 16, no. 1, pp. 49–62, 2020.
- [27] E. Adams, “Fundamentals of Strategy Game Design,” 2014. [Online]. Available: www.designersnotebook.com.
- [28] G. Feng and G. Smith, “George Fan and his cat on the making of Plants vs. Zombies,” PC Gamer. Accessed: Oct. 11, 2025. [Online]. Available: https://www.pcgamer.com/making-of-plants-vs-zombies/?utm_source=chatgpt.com
- [29] I. Ghozali, “Aplikasi Analisis Multivariate Dengan Program Program IBM SPSS 23,” 2016.

- [30] Sugiyono, *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. 2018.
- [31] I. Ghozali, *Aplikasi Analisis Multivariate dengan Program IBM SPSS 25*, 9th ed. 2018.
- [32] Supardi, M. R. Satria, S. Oktafiana, and M. Nursa'ban, *Buku Panduan Guru Ilmu Pengetahuan Sosial SMP Kelas VIII Kurikulum Merdeka*. Pusat Perbukuan Badan Standar, Kurikulum, Pusat Perbukuan Badan Standar, Kurikulum, dan Asesmen Pendidikan Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi Komplek Kemdikbudristek Jalan RS. Fatmawati, Cipete, Jakarta Selatan, 2021.
- [33] I. Setiawan, R. Kunung, Suciati, and A. Mushlih, *Buku Guru Ilmu Pengetahuan Sosial SMP/MTs Kelas IX Kurikulum 2013*. Pusat Kurikulum dan Perbukuan, Balitbang, Kemdikbud., 2018.