

DAFTAR PUSTAKA

- Hidayat, Asep Candra. *Strategi Memenangkan Persaingan Global dengan Mengubah Keunggulan Komparatif Menjadi Keunggulan Kompetitif*. Prosiding Seminar STIAMI, Volume III, No. 01, Halaman 76. Februari 2016.
- Miradji, Moh. Hidayat. *Analisis Supply Chain Management pada PT. Monier di Sidoarjo*. Balance Economics, Bussines, Management and Acconting Journal. Volume X. No.19. July 2014.
- ISO 14040. *Environmental management — Life cycle assessment — Principles and framework*. Edisi Kedua. 2006
- Anderson, Edward G. and Morrice, Douglas J. *A Simulation Game for Service-Oriented Supply Chain Management: Does Information Sharing Help Managers with Service Capacity Decisions?*. The Journal of Production and Operations Management. Summer 2000. Vol. 9. No. 1.
- Lee, Hau L., Padmanabhan, V., dan Whang Seungjin. *The Bullwhip Effect In Supply Chains*. Sloan Management Review, Spring 1997, Volume 38, Issue 3, pp. 93-102.
- Vanany, Iwan and Syamil, Ahmad. *Teaching Supply Chain Management Using an Innovative Practical Game*. International Journal of Information Systems and Supply Chain Management, Volume 9, Issue 4. October – December 2016.
- System Dynamics Society. *Instructions for Running the Production-Distribution Game —The Beer Gamel*. New York. 1998.

- Kujipers, R.P. *Supply Chain Risk Management Game: the design, construction, testing and evaluation of a serious game that facilitates learning about Supply Chain Risk Management*. July 2009.
- Cooper, Martha C. and Lambert, Douglas M. *Supply Chain Management: More Than a New Name for Logistics*. The International Journal of Logistics Management. January 1997.
- Mentzer *et al.* *Defining Supply Chain Management*. Journal of Business Logistics, Vol. 22, No.2,2001.
- Chen, Injazz J. and Paulraj, Antony. *Towards a Theory of Supply Chain Management: The Constructs and Measurements*. Journal of Operations Management 22 (2004) 119-150.
- Leonardo T., Kevin dan Indriyani, Ratih. *Analisis Supply Chain pada PT. Zangrandi Prima di Surabaya*. AGORA Vol.3, No.1, 2005.
- Singh, Ram Jaum, Sohani, Nagendra and Hemant Marmat. *Effect of Lean/JIT Practices and Supply Chain Integration on Lead Time Performance*. Journal of Supply Chain Management Systems Volume 2 Issue 2, 2 April 2013.
- Fekpe, Edwards S. And Bray, Andrew-Vans. *Effects of Supply Chain Integration on Lead Time in the Retail Industry in Ghana*. International Conference on Business and Finance. 2015.
- Feinstein, Andrew Hale, Dean, Stuart Mann, and David L. Cosrsun. *Computer Simulation, Games, and Roleplay: Drawing Lines of Demarcation*. Developments in Business Simulation and Experiential Learning, Volume 29, 2002.

- Serfiyani, Cita Yustisia, Purnomo, R. Serfianto D., and Iswi Hariyani. *Creative Top Secret – Ramuan Sukses Bisnis Kreatif Sepanjang Masa*. Yogyakarta: Penerbit ANDI. 2016.
- Broadhead, *et al.* *Play and Learning in the Early Years: From Research to Practice*. London: Sage Publication Ltd. 2010.
- Mubaslat, Mania Moayad. *The Effect of Using Educational Games on the Students' Achievement in English Language for the Primary Stage*. Amman, Jordan. 2012.
- Caillois, Roger. *Man, Play, and Games*. The Free Press of Glencoe, Inc. 2001.
- Engler, Rebecca. *Serious Games- Gamification of Education*. Amsterdam. 2012.
- Noemi, Peña-Miguel and Máximo, Sedano Hoyuelos. *Educational Games for Learning*. Universal Journal of Educational Reserach 2(35): 230-238, 2014.
- Laamarti, Fedwa, Eid, Mohamad, and Abdulmotaleb El Saddik. *An Overview of Serious Games*. International Journal of Computer Games Technology Volume 2014, Article ID 358152.
- Meijer, Sebastiaan. *The Organisation of Transaction – studying supply networks using gaming simulation*. 2009.
- Forehand, Mary. *Bloom's Taxonomy – Emergin Perspectives on Learning, Teaching, and Technology*. 2011.
- Feng, Kali and Ma, Guohua. *Learning Supply Chain Management with Fun: An Online Simulation Game Approach*. California Journal of Operations Management, Volume 6, Number 1:44-48. 2008.

Ponte, *et al.* *Supply Chain Management by Means of Simulation*. Polibits (48).

2013.

Cestnik, Bojan and Urbančič, Tanja. *Teaching Supply Chain Management with the Beer Distribution Game on Mobile Devices*. International Conference on e- Learning. 2014.

Guinee, Jeroen B. *Life Cycle Assessment: Past, Present, and Future*. International Symposium on Life Cycle Assessment and Construction. France. 2011

Suh, Sangwon and Huppes, Gjalt. *Methodes for Life Cycle Inventory of a Product*.

Journal of Cleaner Production 13. 2003.

Humbert, *et al.* *Impact 2002+: User Guide*. November 2012.

United States Environmental Protection Agency

<https://www.epa.gov/energy/greenhouse-gas-equivalencies-calculator>

(diakses pada 13 Oktober 2018)

RenSMART

<https://www.rensmart.com/Calculators/KWH-to-CO2> (diakses pada 20

Oktober 2018)

UNDP Indonesia

<http://www.id.undp.org/content/indonesia/id/home/presscenter/articles/2018/s>

[dgs-di-indonesia--2018-dan-setelah-itu.html?cq_ck=1521445399178](http://www.id.undp.org/content/indonesia/id/home/presscenter/articles/2018/s) (diakses

pada 21 November 2018)

ICSoLCA 2018

<https://icslca.sil.ui.ac.id/> (diakses pada 29 November 2018)