

## DAFTAR PUSTAKA

- Apple, James M. Tata Letak Pabrik dan Pemindahan Bahan, Edisi Ketiga. Bandung: ITB, 1990.
- Beck, John C dan Wade, Mitchell. *The Kids Are Alright: Pemain Juga Bisa Sukses, Beginiilah Cara Generasi Gamer Mengubah Lingkungan Kerja*. Alih Bahasa: Isman H. Suryaman. Jakarta: PT. Grasindo, 2007.
- Forehand, Mary. Bloom's Taxonomy – Emergin Perspectives on Learning, Teaching, and Technology. 2011.
- Hurlock, Elizabeth B. Psikologi Perkembangan, Suatu Pendekatan Sepanjang Rentang Kehidupan. Alih Bahasa: Soedjarwo dan Iswi Dayanti. Jakarta: Erlangga, 1997.
- Husna, A. 100+ Permainan Tradisioal Indonesia Untuk Kreativitas, Ketangkasan, dan Kearaban. Yogyakarta: Andi, 2009
- Kho, Dickson. Pengertian Skala Likert (*Likert Scale*) dan Menggunakannya. *Home page on-line available from* <https://teknikelektronika.com/pengertian-skala-likert-likert-scale-menggunakan-skala-likert/>; Internet diakses 20 December 2018.
- Lund, Arnold M. “*Measuring Usability with the USE Questionnaire*”. Januari 2001. *Home page on-line available from* [http://www.stcsig.org/usability/newsletter/0110\\_measuring\\_with\\_use.html](http://www.stcsig.org/usability/newsletter/0110_measuring_with_use.html); Internet diakses 2 Desember 2018.

Michalska, J dan Szewieczek, D. *The 5s Methodology as A Tool for Improving the Organisation*, 2007.

Miranda dan Widjaya, T.Amin. *Manajemen Logistik dan Supply Chain Management*. Jakarta: Harvarindo, 2001.

Myerson, R.B. *Game Theory: Anaysis of Conflict*. Cambridge, MA: Harvard University Press, 1991.

Oei, Istijanto. *Riset Sumber Daya Manusia*. Jakarta: PT. Gramedia Pustaka Utama, 2005.

Schroeder, Roger G. *Operations Management: Contemporary Concepts and Cases, 3<sup>rd</sup> Edition*. Singapore: McGraw Hill, 2007.

Stock, James R and Lambert, Douglas M. *Strategic Logistics Management, 4<sup>th</sup> Edition*. Singapore: McGraw-Hill Higher Education, 2001.

Trinovitasari, Ajeng. "Penggunaan Permainan Monopoli sebagai Media Pembelajaran dalam Meningkatkan Motivasi Belajar Ilmu Pengetahuan Sosial Siswa Sekolah Menengah Pertama". Jakarta: Universitas Islam Negeri, 2015.

Trybus, Jessica. *Game-Based Learning: What it is, Why it Works and Where it's Going*. Home page on-line available from

[http://socialsciences.dadeschools.net/files/iCivics%20Leaders%20Institute/Game-Based%20Learning\\_%20What%20it%20is,%20Why%20it%20Works,%20and%20Where%20it%27s%20Going.html](http://socialsciences.dadeschools.net/files/iCivics%20Leaders%20Institute/Game-Based%20Learning_%20What%20it%20is,%20Why%20it%20Works,%20and%20Where%20it%27s%20Going.html);

[Internet diakses 3 Desember 2018.](http://socialsciences.dadeschools.net/files/iCivics%20Leaders%20Institute/Game-Based%20Learning_%20What%20it%20is,%20Why%20it%20Works,%20and%20Where%20it%27s%20Going.html)

Tsang, Nelson. "10 Steps to Designing a Video Game." February 5, 2016. *Home page on-line available from <https://prezi.com/7lxub02he1fo/10-steps-to-designing-a-video-game/>; Internet diakses 3 Desember 2018.*

Ulicsak, Mary. "Games in Education: Serious Games." *National Foundation for Educational Research* (June 2010): 6-7.

Wignjosuebrotto, Sritomo. *Tata Letak Pabrik dan Pemindahan Bahan*, Edisi Ketiga. Surabaya: Guna Widya, 2003.

Yayasan LDD-KAJ. *Home page on-line available from <http://www.lddkaj.or.id/>; Internet diakses 2 November 2018.*

