

DAFTAR ISI

ABSTRAK.....	i
KATA PENGANTAR.....	iii
UCAPAN TERIMAKASIH.....	iv
DAFTAR ISI.....	vi
DAFTAR GAMBAR.....	ix
DAFTAR TABEL.....	xii
DAFTAR LISTING.....	xiii
BAB I PENDAHULUAN.....	Error! Bookmark not defined.
1.1 Latar Belakang Masalah.....	Error! Bookmark not defined.
1.2 Rumusan Masalah.....	Error! Bookmark not defined.
1.3 Batasan Masalah.....	Error! Bookmark not defined.
1.4 Tujuan Penelitian.....	Error! Bookmark not defined.
1.5 Manfaat Penelitian.....	Error! Bookmark not defined.
1.6 Sistematika Penulisan.....	Error! Bookmark not defined.
BAB II TINJAUAN PUSTAKA	Error! Bookmark not defined.
2.1 <i>Game</i>	Error! Bookmark not defined.
2.2 <i>Scrabble</i>	Error! Bookmark not defined.
2.3 Kecerdasan Buatan.....	Error! Bookmark not defined.
2.3.1 Kecerdasan Buatan	Error! Bookmark not defined.
2.3.2 Kecerdasan Buatan dalam Permainan ...	Error! Bookmark not defined.
2.4 Algoritma DAWG.....	Error! Bookmark not defined.

2.5 Algoritma GADDAG	Error! Bookmark not defined.
2.6 Algoritma <i>Minimax</i>	Error! Bookmark not defined.
2.7 Algoritma <i>Negascout</i>	Error! Bookmark not defined.
2.8 Cocos 2d-x.....	Error! Bookmark not defined.
BAB III METODE PENELITIAN	Error! Bookmark not defined.
3.1 Desain Penelitian.....	Error! Bookmark not defined.
3.2 Metode Penelitian.....	Error! Bookmark not defined.
3.2.1 Proses Pengumpulan Data	Error! Bookmark not defined.
3.2.2 Proses Pembangunan Perangkat Lunak ..	Error! Bookmark not defined.
3.2.3 Teknik Analisis Data	Error! Bookmark not defined.
3.3 Alat dan Bahan Penelitian.....	Error! Bookmark not defined.
BAB IV HASIL PENELITIAN DAN PEMBAHASAN.....	Error! Bookmark not defined.
defined.	
4.1 Perumusan Masalah.....	Error! Bookmark not defined.
4.2 Pengumpulan Data	Error! Bookmark not defined.
4.2.1. Studi Literatur	Error! Bookmark not defined.
4.2.2. Observasi Permainan <i>Scrabble</i>	Error! Bookmark not defined.
4.3 Pembahasan <i>Game</i>	Error! Bookmark not defined.
4.3.1. Perancangan <i>Gameplay</i>	Error! Bookmark not defined.
4.3.2. Antarmuka <i>Game</i>	Error! Bookmark not defined.
4.3.3. Kecerdasan Buatan pada <i>Game</i>	Error! Bookmark not defined.
4.4 Implementasi Kecerdasan Buatan	Error! Bookmark not defined.

4.4.1. Konversi Kamus kedalam Graf dengan Algoritma GADDAG	Error!
Bookmark not defined.	
4.4.2. Penelusuran Langkah Menggunakan Algoritma GADDAG	Error!
Bookmark not defined.	
4.4.3. Perhitungan Evaluasi Nilai Langkah	Error! Bookmark not defined.
4.4.4. Pembuatan <i>Game Tree</i>	Error! Bookmark not defined.
4.4.5. Pencarian Langkah Optimal Menggunakan Algoritma <i>Negascout</i>	
Error! Bookmark not defined.	
4.5 Pengujian <i>Game</i>	Error! Bookmark not defined.
4.5.1. Performansi <i>Computer Player</i>	Error! Bookmark not defined.
4.5.2. Penilaian Kualitas Permainan Berdasarkan Hasil Bermain Player	
Error! Bookmark not defined.	
BAB V PENUTUP	Error! Bookmark not defined.
5.1 Kesimpulan.....	Error! Bookmark not defined.
5.2 Saran.....	Error! Bookmark not defined.
DAFTAR PUSTAKA	Error! Bookmark not defined.
LAMPIRAN	