DAFTAR PUSTAKA

Aqib, Z. (2013). *Model-model, Media dan Strategi Pembelajaran kontekstual.* Bandung: Rama Widya.

Arikunto, S. (2002). *Metodologi Penelitian.* Jakarta: PT Rineka Cipta.

Darma. (2009). *Buku Pintar Multimedia.* Jakarta: Mediakita.

Dominguez, A., Saenz-de-Navarrete, J., de-Marcos, L., Fernandez-Sanz, L., Pages, C., & Martinez-Herraiz, J.-J. (2012). Gamifying learning experiences: practical implications and outcomes. *elsevier*, 1-13.

Douglas, E. P., & Chiu, C. C. (2009). Use of guided inquiry as an active learning technique in enginering. *Research in Engineering Education Symposium.* Palm Cove.

Gulo, W. (2002). *Strategi Belajar Mengajar.* Jakarta: Gramedia.

Hanson, D. M. (2000). Why Inquiry based Teaching and Learning in the Middle School Science Classroom.

Hebrank, M. (2000). *www.biology.duke.edu.* Retrieved February 2015, from www.biology.duke.edu/cibl/inquiry/why_inquiry_in_ms.htm: www.biology.duke.edu/cibl/inquiry/why_inquiry_in_ms.htm

Institute, T. U. (n.d.). *https://www.software.ac.uk/resources/guides-everything/software-evaluation-guide*. Retrieved February 2015, from https://www.software.ac.uk: https://www.software.ac.uk/sites/default/files/SSI-SoftwareEvaluationCriteria.pdf?_ga=1.138249204.596885461.1476294154

Kiryakova, G., Angelova, N., & Yordanova, L. (2014). *Gamification in education.*

Lawson, A. E. (1995). *Science Teaching and Development of Thinking.* Belmonth: Wadworth Publisher.

Lee, M.-C. (2009). Explaining and predicting users continuance intention toward e-learning: an extension of the expectation-confirmation model. *elsevier*, 1-11.

Marczewski, A. (2013). Whats the Difference Between gamification and seroius game.

Maryland, H.-C. I. (n.d.). *http://www.lap.umd.edu/quis/*. Retrieved February 2015, from http://www.lap.umd.edu: http://www.lap.umd.edu/quis/

Maswan, S., & Umar, I. N. (2006). The Effect of Guided Inquiry Approach in a Web-based Learning Environtment on the Achievement of Student with Different Cognitive Style. *IEEE*.

Munir. (2013). *Multimedia: Konsep dan Aplikasi dalam Pendidikan.* Bandung: Alfabeta.

Roca, J. C., Chiu, C.-M., & Martinez, F. j. (2006). Undersatnding E-learning Continuance Intention: An Extension of the Technology Acceptance Model. *Elsevier*, 1-14.

Rusman, K., Deni, & Riyana, C. (2012). *Pembelajaran Berbasis Teknologi Informasi.* Jakarta: PT Raja Grafindo Persada.

Sadiman, A. (2009). *Media Pendidikan: Pengertian, pengembangan, dan Pemanfaatannya.* Jakarta: Rajawali Pers.

Shneiderman, B. (2005). *Designing the User Interface - Strategies for Effective.* Canada: Addison Wesley.

Silberschatz. (2002). *Data Base Concept.* New York: Mc. Graw-Hill Higher Education.

Sudjana, N. (2005). *Penilaian Hasil dan Proses Belajar Mengajar.* Bandung: Remaja Rosdakarya.

Sugiyono. (2011). *Metode Penelitian Kuantitatif, Kualitatif dan R&D.* Bandung: ALFABETA.

Surjono, H. D., & Maltby, J. (2003). Adaptive educational hypermedia based on multiple student characteristics. *Proceedings of the Second International Conference on Web-based Learning (ICWL 2003).* Melbourne, Australia.

Trianto. (2010). *Model Pembelajaran Terpadu.* Jakarta: Bumi Aksara.

Turban. (2002). *Aplikasi Multimedia Interaktif.* Yogyakarta: Paradigma.

Weinrech, H., Obendorf, H., Herder, E., & Mayer, M. (2008). Not Quite the Average:aan empirical study of web use. *ACM Transactions on the Web*.

Yamin, S., Rachmach, L. A., & Kurniawan, H. (2011). *Regresi dan korelasi dalam genggaman anda.* Jakarta: Salemba Empat.