

Daftar Pustaka

- Alma'a, V. R., Wahyudi, & Setiawan, I. (2012). *Aplikasi Sensor Accelerometer Pada Deteksi Posisi*. Semarang: Jurusan Teknik Elektro, Fakultas Teknik, Universitas Diponegoro.
- Arikunto, S. (2006). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: Rineka Cipta.
- Badan Pengembangan dan Pembinaan Bahasa, E. S. (2012). *Kamus Besar Bahasa Indonesia*. Diambil kembali dari Kamus Besar Bahasa Indonesia: kbbi.web.id
- Brahler, S. (2010). *Analysis of Android Architecture*. Karlsruhe Institute for Technology.
- Brassai, B., Simon, K., Varga, B., & Vista, T. T. (2014). GeoQuesting: Mobile Adventure Game and Web Based Game Editor. *IEEE 12th International Symposium on Intelligent System and Informatics*, 101-103.
- Damara, M. A. (2013). *Dampak Game Terhadap Perkembangan Anak*. Semarang: Falkutas Ilmu Pendidikan, Universitas Negeri Semarang.
- Dar, M. A., & Parvez, J. (2015). A Live Tracking Framework for Smartphones. *IEEE 2nd International Conference on Innovations in Information Embedded and Communication Systems 15*.
- Deterding, S., Sicart, M., Nacke, L., O'Hara, K., & Dixon, D. (2008). From Game Design Elements to Gamefulness: Defining "Gamification".
- Deterding, S., Sicart, M., Nacke, L., O'Hara, K., & Dixon, D. (2011). Gamification: Using Game Design Element in Non-Gaming Contexts.
- Dillon, T. (2004). *Adventure Games for Learning and Storytelling*. FutureLab Report.
- Domingos, D. C., Lima, L. F., Messias, T. F., Feijo, J. V., Diniz, A. A., & Soares, H. B. (2016). Blood Hero: an application for encouraging the blood donation by applying gamification. *IEEE*, 5624-5627.
- Egners, A., Meyer, U., & Marschollek, B. (2012). Messing with Android's Permission Model. *IEEE 11th International Conference on Trust, Security and Privacy in Computing and Communications*, 505-514.
- Erenli, K. (2012). The Impact of Gamification A Recommendation of Scenario for Education.
- Furini, M., & Montangero, M. (2016). TSentiment: On Gamifying Twitter Sentiment Analysis. *IEEE Symposium on Computers and Communication (ISCC)*, 1-6.
- Handani, S. W., Suyanto, M., & Sofyan, A. F. (2016). Penerapan konsep Gamifikasi pada E-learning untuk Pembelajaran Animasi 3 Dimensi. *Jurnal Telematika Vol 9 No. 1*, 42-53.
- Jacob, J. P., & Coelho, A. F. (2011). Issues in Development Location-Based Game. *International Journal of Computing Games Technology*, 1-7.

- Johson, R., Wang, Z., Gagnon, C., & Stavrou, A. (2012). Analysis of Android Applications' Permissions. *IEEE Sixth International Conference on Software Security and Reliability Companion*, 45-46.
- Kurniawan, A., Natawilaga, B., Abu Bakar, C., & Sukmawati, N. (2013). Pengembangan game adventure "Real World Hunting" menggunakan teknologi GPS berbasis Android. Teknik Informatika Binus University.
- Kushwaha, A., & Kushwaha, V. (2011). Location Based Service Using Android Mobile Operating System. *International Journal Advances in Engineering*, 2-3.
- Lee, J. J., & Hammer, J. (2011). *Gamification in Education: What, How, Why Bother?* New York: Columbia University.
- Lehman, L. (2012). *Location-based Mobile Games*. Berlin: Technical University.
- Li, Y., Weng, D., Zhou, H., Hao, J., & Zhao, L. (2013). Kaidan: An Outdoor AR Puzzle Adventure Game. *IEEE International Symposium on Mixed and Augmented Reality*, 7-11.
- Limited, R. (2014). *Introduction for Gamification Association for Project Management*. RefineCatch Limited.
- Liu, S. W., & Wang, C. H. (2016). Exploring the Effects Discovery Learning Strategy for Location Based Historic Retrospection Mobile Game. *IEEE 16th International Conference on Advanced Learning Technologies*, 95-99.
- Manorey, K. (2001). *My Entire walking Life*. Diambil kembali dari The Games Journal: <http://www.thegamesjournal.com/articles/MyEntireWalkingLife.html>
- Mckenzie, S., Bangay, S., Barnett, L. M., Ridgers, N. D., & Salmon, J. (2014). Encouraging organized active game play in primary school children. *IEEE*.
- Melero, J., & Leo, D. H. (2016). Design and Implementation of Location based Learning Games: Four Case Studies with "QuenTInSitu: The Game". *IEEE TRANSACTIONS ON JOURNAL NAME*, 1-11.
- Nestbit, J. C. (2007). *A Framework for Evaluating the Quality of Multimedia Learning Resource*.
- Nestbit, J. C., Belfer, K., & Vargo, J. (2002). A Convergent participation model for evaluating of learning object. *Canadian Journal of Learning and Technology*, 105-120.
- Nuur, A. M. (2014). *Penerapan Konsep gamifikasi dalam sistem kardio trainer berbasis aplikasi mobile multi platform*. Yogyakarta: Sekolah Tinggi Manajemen Informatika dan Komputer AMIKOM Yogyakarta.
- Pradana, P. W., Muqtadiroh, F. A., & Nisafani, A. S. (2016). Perancangan Aplikasi Liva untuk Mengurangi Nomophobia dengan Pendekatan Gamifikasi. *JURNAL TEKNIK ITS Vol. 5, No. 1, (2016) ISSN: 2337-3539*, 38-48.
- Pressman, R. S. (2001). *Software Engineering: A practitioner's Approach 5th Edition*. Mc graw-Hill.

- Riantana, R., Beta, H., Cahya, W., & Darsono. (2015). Aplikasi Sensor Accelerometer pada Handphone Android sebagai Pencatat Getaran Gempa Bumi Secara Online. *Jurnal Fisika dan Aplikasinya*, 114-119.
- Sanchez, E. (2011). *Key criteria for Game Design a framework*. Lyon, Prancis: IFE/Ecole Normale Supérieure.
- Santos, M. L., Souza, R. d., & L. da Silva, M. d. (2016). MEIO: M-Learning, Social Network and Gamification for Environmental Education. *IEEE EATIS*.
- Schiller, J., & Voisard, A. (2004). *Location Based Service*. San Francisco: Elsevier Inc.
- Schuster, D., Kiefner, D., Luke, R., Springer, T., Bihler, P., & Mugge, H. (2012). Step by Step vs. Catch me if you can- On the Benefit of Rounds in Location-based games. *Workshop on Pervasive Collaboration and Social Networking*, 155-160.
- Silva, A. D. (2008). Alien Revolt (2005-2007): A Case Study of the First Location-Based Mobile Game in Brazil. *IEEE Technology and Society Magazines*, 18-28.
- Sommerville, I. (2011). *Software Engineering, 9th ed.* Boston Massachuttes: Pearson Education.
- Sugiyono. (2012). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta.
- Tsalikidis, K., & Pavlidis, G. (2016). jLegends Online game to train programming skills. *7th International Conference on Information, Intelligence, Systems & Applications (IISA)*, 1-6.
- Wei-Qing, Q., & Ming, W. (2014). Research on Teaching Gamification of Software Engineering. *The 9th International Conference on Computer Science & Education*, 855-860.
- Wu, M.-Y., Tsai, S.-R., Wang, J.-C., & Chuang, Y.-C. (2010). A Pac-Man Game on Campus Using GPS Location Information and Shortest Path Algorithm. *IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, 202-206.
- Yoshii, A., Funabashi, Y., Kimura, H., & Nakajima, T. (2011). iDetective: A Location-Based Game to Persuade Users Unconsciously. *17th IEEE International Conference on Embedded and Realtime Computing Systems Applications*, 115-120.