

DAFTAR PUSTAKA

- Aji Supriyanto. (2005). Pengantar Teknologi Informasi. Jakarta: Salemba Infotek
- Aqib, Zainal. 2013. Model-Model, Media, dan Strategi Pembelajaran Kontekstual (Inovatif). Bandung: Yrama Widya
- Arsyad, Azhar. (2019). Media Pembelajaran (Edisi Revisi) Cetakan Ke 20. Jakarta: Rajawali Pers
- Hamalik, Oemar. 2010. Kurikulum dan Pembelajaran. Jakarta: Bumi Aksara.
<http://veronikacloset.files.wordpress.com/2010/06/konstruktivisme.ppt> (diakses 20 Januari 2012)
- Jogiyanto, H.M., 2005, Analisa dan Desain Sistem Informasi: Pendekatan Terstruktur Teori dan Praktik Aplikasi Bisnis, ANDI, Yogyakarta
- Krishnan, S. D., Norman, H., & Yunus, M. M. (2021). Online Gamified Learning to Enhance Teachers' Competencies Using Classcraft . Sustainability, 13(19), 1 - 24. doi:<https://doi.org/10.3390/su131910817>
- Krishnan, S. D., Norman, H., & Yunus, M. M. (2021). Online Gamified Learning to Enhance Teachers' Competencies Using Classcraft . Sustainability, 13(19), 1 - 24. doi:<https://doi.org/10.3390/su131910817>
- Moran, S. C., Newhall, C., dan Roman, D. C. (2011). Failed magmatic eruptions : Late-stage cessation of magma ascent Failed magmatic eruptions : late-stage cessation of magma ascent. *Bulletin of Volcanology*, 73(March), 115–122. <https://doi.org/10.1007/s00445-010-0444-x>
- Ningrum, R.W., Fauzi, H., Suryanto, W., dan Mei, E.T.W. (2018). Mapping Seismic Vulnerability Index (Kg) For Earthquake Swarm Activity In Western Halmahera, Indonesia. 1st International Conference on Multidisciplinary Engineering (ICoMdEn). e-ISSN 2656-7520 pp. 118-120
- Nugroho, S. P. (2016). Evaluasi Penanggulangan Bencana 2015 dan Prediksi Bencana 2016, 41.
- Papadakis, S., & Kalogiannakis, M. (2018). Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom. 2nd EAI International Conference on Design, Learning & Innovation. 229, pp. 366 - 375. Heraklion, Crete, Greece: Institute for Computer Sciences, Social Informatics and Telecommunications Engineering. doi:https://doi.org/10.1007/978-3-319-76908-0_35

- Passarelli, L., dan Brodsky, E. E. (2012). The correlation between run-up and repose times of volcanic eruptions. *Geophysical Journal International*, 188(3), 1025–1045. <https://doi.org/10.1111/j.1365-246X.2011.05298.x>
- Passarelli, L., Heryandoko, N., Cesca, S., Rivalta, E., Rasmid, Rohadi, S., ... Milkereit, C. (2018). Magmatic or not magmatic? The 2015–2016 seismic swarm at the long-dormant Jailolo volcano, west Halmahera, Indonesia. *Frontiers in Earth Science*, 6(June), 1–17. <https://doi.org/10.3389/feart.2018.00079>
- Purwono, Setyawati, E., Nisa, K., & Wulandari, A. (2021). Strategi Gamifikasi sebagai Peningkatan Motivasi Kuliah Pemrograman Website Pada Masa Pandemi Covid19. *Journal of Information Technology and Computer Science*, 3(1), 129 - 136. doi:10.31328/jointecs.v6i3.2459
- Resta Yunita , & Romat Saragih . (2019). Pengaruh Budaya Organisasi Dan Lingkungan Kerja Terhadap Produktivitas Kerja Karyawan Perum Bulog Divre Jawa Barat. | *Jurnal Ilmiah MEA (Manajemen, Ekonomi, & Akuntansi)*, 45-50.
- Sant, C. (2014). *Leveling Up: Evaluating Theoretical Underpinnings and Applications of Gamification in the Classroom*. Nashville, Tennessee: Vanderbilt University, Peabody College of Education and Human Development.
- Schatten, M., & Schatten, M. (2019). Gamification of Game Programming Education: A Case Study in a Croatian High School. 30th Central European Conference on Information and Intelligent Systems (pp. 13 - 18). Varaždin, Croatia: Faculty of Organization and Informatics, University of Zagreb. Retrieved from <http://archive.ceciis.foi.hr/app/index.php/ceciis/index/pages/view/ProceedingsArchive2019>
- Sipone, S., Abella-Garcia, V., Rojo, M., & dell'Olio, L. (2021). Using Classcraft to Improve primary School Students' Knowledge and Interest in Sustainable Mobility. *Sustainability*, 13(17), 1 - 21. doi: <https://doi.org/10.3390/su13179939>
- Sugiyono. (2009). *Metode Penelitian Kuantitatif Kualitatif dan R & D*. Bandung: Alfabeta.
- Sugiyono. (2010). *Metode Penelitian Pendekatan Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta.
- Sugiyono. (2014). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.

- Supriatna, Sam. 1980. Peta Geologi Lembar Morotai Skala 1 :250.000. Pusat Penelitian dan Pengembangan Geologi : Bandung
- Supriyanto. (2006). Pemberdayaan Usaha Mikro, Kecil, dan Menengah (UMKM) sebagai Salah Satu Upaya Penanggulangan Kemiskinan. Jurnal Ekonomi dan Pendidikan, Vol. 3, No,1: 1-16
- Susila, I. D. (2020). Utilization of Classcraft in Developing Positive Student Behavior . Journal of Education Technology, 4(4), 510 - 515. doi:<http://dx.doi.org/10.23887/jet.v4i4.29611>
- Syaifuddin. 2012. Anatomi Fisiologi Kurikulum Berbasis Kompetensi untuk Keperawatan dan Kebidanan Edisi 4. Jakarta : EGC.
- Thiruchelvam, A. (2021). Incorporating Gamification when Teaching English Literature in a Secondary School by a Teacher Trainee. 29th Melta Online Conference Proceedings (pp. 121 - 125). Selangor, Malaysia: Malaysian English Language Teaching Association (MELTA). Retrieved from <https://melta.org.my/conference/proceedings.html>
- Wang, Y.-F., Hsu, Y.-F., & Fang, K. (2021). The Key Elements of Gamification in Corporate Training - The Delphi Method. Entertainment Computing, 14, 1 - 9. doi:<https://doi.org/10.1016/j.entcom.2021.100463>
- Wang, Y.-F., Hsu, Y.-F., & Fang, K. (2021). The Key Elements of Gamification in Corporate Training - The Delphi Method. Entertainment Computing, 14, 1 - 9. doi:<https://doi.org/10.1016/j.entcom.2021.100463>
- Widiwijayanti, C., Tiberi, C., Deplus, C., Diament, M., Mikhailov, V., dan Louat, R. (2004). Geodynamic evolution of the northern Molucca Sea area (Eastern Indonesia) constrained by 3-D gravity field inversion. *Tectonophysics*, 386(3-4), 203-222. <https://doi.org/10.1016/j.tecto.2004.05.003>
- Ying, S. C., & Surat, S. (2021). The Effectiveness of Classcraft Mobile Game on the Motivation and Academic of Alpha Generation in Learning. International Journal of Advanced Research in Islamic Studies and Education, 1(4), 58 - 79. Retrieved from <https://myedujournal.com/index.php/arise/article/view/70>

Yong, W. K. (2021). Gamification in Education: 'The Adventure of Dinosaur' Board Game . 29th Melta International Conference (pp. 288 - 293). Selangor, Malaysia: Malaysian English Language Teaching Association (MELTA). Retrieved from <https://melta.org.my/conference/proceedings.html>