

DAFTAR ISI

COVER	
DAFTAR ISI	i
DAFTAR TABEL	ii
DAFTAR GAMBAR	iii
BAB I PENDAHULUAN	
1.1 Latar Belakang.....	I-1
1.2 Rumusan Masalah.....	I-2
1.3 Batasan Masalah.....	I-2
1.4 Tujuan Penelitian.....	I-2
1.5 Manfaat Penelitian.....	I-3
1.6 Metodologi Penelitian.....	I-3
1.7 Sistematika Penulisan.....	I-5
BAB II LANDASAN TEORI	
2.1 Pengertian Multimedia.....	II-1
2.2 Pengertian Game.....	II-2
2.2.1 Game Edukasi.....	II-5
2.3 Pengertian Construct 2.....	II-6
2.4 Pengertian <i>PhoneGap</i>	II-7
2.5 Metode Pengembangan Multimedid.....	II-7
2.6 Pengertian Storyboard.....	II-9
2.7 Bagan Alir Sistem (<i>System Flowchart</i>).....	II-9

2.8	Pengujian (<i>Testing</i>).....	II-10
2.8.1	Pengujian <i>Alpha</i> (<i>Alpha Testing</i>).....	II-10
2.8.2	Pengujian <i>Beta</i> (<i>Betas Testing</i>).....	II-11
2.9	<i>State of Art</i>	II-11

BAB III METODOLOGI

3.1	Kerangka Penelitian	III-1
3.1.1.	Perumusan Masalah.....	III-1
3.1.2.	Pengumpulan Data.....	III-2
3.2	Metode Pengembangan Multimedia	III-3
3.2.1.	<i>Consept</i>	III-3
3.2.2.	<i>Design</i>	III-3
3.2.3.	<i>Material Collecting</i>	III-3
3.2.4.	<i>Assembly</i>	III-5
3.2.5.	<i>Testing</i>	III-5
3.2.6.	<i>Distribution</i>	III-5

BAB IV HASIL DAN PEMBAHASAN

4.1.	<i>Concept</i>	IV-1
4.2.	<i>Design</i>	IV-1
4.2.1.	<i>Flowchart</i>	IV-2
4.2.2.	<i>Storyboard</i>	IV-3
4.2.3.	Stuktur Navigasi.....	IV-6
4.3.	<i>Material Collecting</i>	IV-7
4.4.	<i>Assembly</i>	IV-8

4.4.1. Hasil Implementasi.....	IV-8
4.4.2. Algoritma Pencocokan	IV-16
4.5. <i>Testing</i>	IV-16
4.5.1. Pengujian (<i>Testing</i>) <i>Alpha Testing</i>	IV-17
4.5.2. Pengujian (<i>Testing</i>) <i>Beta Testing</i>	IV-19
4.6. <i>Distribution</i>	IV-25

BAB V KESIMPULAN DAN SARAN

5.1. Kesimpulan	V-1
5.2. Saran.....	V-1

DAFTAR PUSTAKA

LAMPIRAN