

DAFTAR PUSTAKA

- Adrillian, H., Mariani, S., Prabowo, A., Zaenuri, Z., & Walid, W. (2024). Media Pembelajaran Berbasis Game Edukasi Matematika Untuk Meningkatkan Motivasi Dan Hasil Belajar Peserta Didik: Systematic Literature Review. *Jurnal Riset dan Inovasi Pembelajaran*, 4(2), 751–767. <https://doi.org/10.51574/jrip.v4i2.1444>
- Agate. (2025). The State of Indonesia's Game Industry.
- Agus Rustamana, Khansa Hasna Sahl, Delia Ardianti, & Ahmad Hisyam Syauqi Solihin. (2024). Penelitian dan Pengembangan (Research & Development) dalam Pendidikan. *Jurnal Bima : Pusat Publikasi Ilmu Pendidikan bahasa dan Sastra*, 2(3), 60–69. <https://doi.org/10.61132/bima.v2i3.1014>
- Albab, I. U., Hartono, Y., & Darmawijoyo. (2014). Kemajuan Belajar Siswa pada Geometri Transformasi Menggunakan Aktivitas Refleksi Geometri. *Cakrawala Pendidikan*, 33(3), 338–348.
- Arsyad, A. (2019). Media Pembelajaran.
- Barab, S., Pettyjohn, P., Gresal, M., Volk, C., & Solomou, M. (2012). Computers & Education Game-based curriculum and transformational play: Designing to meaningfully positioning person, content, and context, 58, 518–533. <https://doi.org/10.1016/j.compedu.2011.08.001>
- Bentley, P. J., Gulbrandsen, M., & Kyvik, S. (2015). The relationship between basic and applied research in universities. *Higher Education*, 70(4), 689–709. <https://doi.org/10.1007/s10734-015-9861-2>
- Evidiasari, S. (2019). Students' Spatial Reasoning in Solving Geometrical Transformation Problems Serli, (2018), 38–51. <https://doi.org/10.23917/ijolae.v1i2.8703>
- Fajarwati, S., Riswati, R., & Astuti, T. (2021). Game Edukasi Matematika Berbasis Android. *Jurnal Pendidikan Edutama*, 8(2), 85. <https://doi.org/10.30734/jpe.v8i2.1354>
- Gustina, Z., Husnayayin, A., Eka, D., & Dewi, C. (2024). Karakteristik, Langkah-Langkah, Research And Development, Pendidikan, 09, 490–501.
- Handayani, A., & Sari, E. F. (2024). Development of website-based construct 2 interactive multimedia for elementary school students at natural science learning

- content, *10*(4), 592–601.
- Haryati, S. (2012). Research and Development (R & D) sebagai Salah Satu Model Penelitian, 11–26.
- Helaluddin. (2020). Penelitian dan Pengembangan, (Agustus), 191.
- Hsu, W., Lin, S. S. J., Chang, S., Tseng, Y., & Chiu, N. (2014). ScienceDirect Examining the diagnostic criteria for Internet addiction : Expert validation. *Journal of the Formosan Medical Association*, (888), 1–5.
<https://doi.org/10.1016/j.jfma.2014.03.010>
- Istiq'faroh, N., Kiettikunwong, N., Setiawan, R., & Muhimmah, H. A. (2024). Educational Games as Learning Media in the 21st Century for Elementary School Students: A Systematic Literature Review. *ELEMENTARY: Islamic Teacher Journal*, *12*(1), 1. <https://doi.org/10.21043/elementary.v12i1.22636>
- Liesandra, S. O. N. (2022). PENGEMBANGAN E-LKPD PADA PEMBELAJARAN MATEMATIKA MATERI GEOMETRI DATAR BERBASIS ETNOMATEMATIKA, *11*(3), 2498–2510.
- Lubis, E. D. M. L. (2026). SCIENCE : Jurnal Inovasi Pendidikan Matematika dan IPA, *6*(1), 244–260.
- Mariska, R. D., Apiati, V., & Nugraha, D. A. (2025). DEVELOPMENT OF ISPRING SUITE 11 ASSISTED RME LEARNING MEDIA TO ENHANCE STUDENTS ' MATHEMATICAL CRITICAL, *11*(2), 212–222.
- Marsanda et al. (2025). Respon Peserta Didik Terhadap Soal HOTS berbasis Wordwall pada Topik Kondisi Perekonomian di Daerahku, *10*.
- Muqdamien, B., Umayah, U., Juhri, J., & Raraswaty, D. P. (2021). Tahap Definisi Dalam Four-D Model Pada Penelitian Research & Development (R&D) Alat Peraga Edukasi Ular Tangga Untuk Meningkatkan Pengetahuan Sains Dan Matematika Anak Usia 5-6 Tahun. *Intersections*, *6*(1), 23–33.
<https://doi.org/10.47200/intersections.v6i1.589>
- Mustafa NAVRUZ, Ş. T. (2019). Design and Development of an Educational Digital Game Based on Mathematics Course Transformation Geometry, 0–2.
- Nurmaya, R. (2021). Pengembangan Bahan Ajar Berbasis Etnomatematika Pada Materi Transformasi, (April). <https://doi.org/10.32938/jpm.v2i2.941>
- Permatasari, S., Asikin, M., Matematika, P., Semarang, U. N., & Edukasi, G. (2022).

- PENGEMBANGAN GAME EDUKASI MATEMATIKA “MaTriG” DENGAN SOFTWARE CONSTRUCT 3 DI SMP 1,2,3), 21–30.
- Pramuditya, S. A., Noto, M. S., & Purwono, H. (2018). Desain Game Edukasi Berbasis Android pada Materi Logika Matematika. *JNPM (Jurnal Nasional Pendidikan Matematika)*, 2(2), 165. <https://doi.org/10.33603/jnpm.v2i2.919>
- Prasetyo, H., Widaningrum, I., & Astuti, I. P. (2021). Game Edukasi Math & Trash Berbasis Android dengan Menggunakan, 1(10), 5–11.
- Rakasiwi, C. W. (2021). Developing Educational Games for Mathematics Learning to Improve Learning Motivation and Outcomes. *JTP - Jurnal Teknologi Pendidikan*, 23(1), 49–57. <https://doi.org/10.21009/jtp.v23i1.18356>
- Ramadhanti, N. F., Lamada, M., & Muhammad Riska. (2024). Pengembangan Aplikasi Game Edukasi 3D “Finding Geometry” Berbasis Unity Sebagai Media Pembelajaran Bangun Ruang Matematika. *Jurnal MediaTIK*, 4(2), 21–26. <https://doi.org/10.59562/mediatik.v4i2.3076>
- Rangkuti, A. N. (2016). *Metode Penelitian Pendidikan. Pustaka Setia*.
- Rezeki, S. et al. (2023). PENGEMBANGAN MEDIA PEMBELAJARAN MATEMATIKA MENGGUNAKAN APLIKASI WORDWALL UNTUK PESERTA DIDIK FASE E, 12(3), 3136–3146.
- Riska, Estiana, Mufhidatunnisa, A. N. M. (2025). Literature Review: The Effectiveness of Wordwall Application on Elementary School Students’ Mathematics Learning Outcomes, 11. <https://doi.org/http://dx.doi.org/10.2139/ssrn.5255153>
- Rustandi, A., Haryaka, U., & Grasia, E. (2020). Pengembangan Media Pembelajaran Game Edukasi Menggunakan Model PPE Pada Mata Pelajaran Pengenalan Nama Hewan di TK Negeri 10 Kota Samarinda, 11(2), 148–157.
- Social, W. A. (2024). DIGITAL 2024: Indonesia.
- Suartama, I. K. (2020). Development of E-Learning Oriented Inquiry Learning Based on Character Education in Multimedia Course, 9(4), 1591–1603. <https://doi.org/10.12973/eu-jer.9.4.1591>
- Sugiyono. (2015). Metodologi Penelitian.
- Sugiyono. (2022). Metodologi Penelitian.
- Sugiyono. (2023). *Metodologi Penelitian*. ALFABETA.
- Wang, L. H., Chen, B., Hwang, G. J., Guan, J. Q., & Wang, Y. Q. (2022). Effects of

- digital game-based STEM education on students' learning achievement: a meta-analysis. *International Journal of STEM Education*, 9(1). <https://doi.org/10.1186/s40594-022-00344-0>
- Yan, Y. (2023). Gamification in Primary School Mathematics Education, 22, 370–376.
- Yu, Z., Gao, M., & Wang, L. (2021). The Effect of Educational Games on Learning Outcomes, Student Motivation, Engagement and Satisfaction. *Journal of Educational Computing Research*, 59(3), 522–546. <https://doi.org/10.1177/0735633120969214>
- Yustriani, A. (2023). Development of Android Based Educational Games as Learning Media on the Concept of Coordination System for Grade XI High School Students. *Jurnal Pendidikan Sains Indonesia*, 11(3), 608–624. <https://doi.org/10.24815/jpsi.v11i3.30656>
- Zahira, S., Ade, M., Yusri, K., & Amilia, W. (2024). Pengembangan Multimedia Interaktif pada Mata Pelajaran Bahasa Indonesia Kelas X SMA, 5(1), 18–23. <https://doi.org/10.30596/jppp.v5i1.16318>
- Adrillian, H., Mariani, S., Prabowo, A., Zaenuri, Z., & Walid, W. (2024). Media Pembelajaran Berbasis Game Edukasi Matematika Untuk Meningkatkan Motivasi Dan Hasil Belajar Peserta Didik: Systematic Literature Review. *Jurnal Riset dan Inovasi Pembelajaran*, 4(2), 751–767. <https://doi.org/10.51574/jrip.v4i2.1444>
- Agate. (2025). The State of Indonesia's Game Industry.
- Agus Rustamana, Khansa Hasna Sahl, Delia Ardianti, & Ahmad Hisyam Syauqi Solihin. (2024). Penelitian dan Pengembangan (Research & Development) dalam Pendidikan. *Jurnal Bima : Pusat Publikasi Ilmu Pendidikan bahasa dan Sastra*, 2(3), 60–69. <https://doi.org/10.61132/bima.v2i3.1014>
- Albab, I. U., Hartono, Y., & Darmawijoyo. (2014). Kemajuan Belajar Siswa pada Geometri Transformasi Menggunakan Aktivitas Refleksi Geometri. *Cakrawala Pendidikan*, 33(3), 338–348.
- Arsyad, A. (2019). Media Pembelajaran.
- Barab, S., Pettyjohn, P., Gresal, M., Volk, C., & Solomou, M. (2012). Computers & Education Game-based curriculum and transformational play: Designing to meaningfully positioning person, content, and context, 58, 518–533. <https://doi.org/10.1016/j.compedu.2011.08.001>

- Bentley, P. J., Gulbrandsen, M., & Kyvik, S. (2015). The relationship between basic and applied research in universities. *Higher Education*, 70(4), 689–709. <https://doi.org/10.1007/s10734-015-9861-2>
- Evidiasari, S. (2019). Students' Spatial Reasoning in Solving Geometrical Transformation Problems Serli, (2018), 38–51. <https://doi.org/10.23917/ijolae.v1i2.8703>
- Fajarwati, S., Riswati, R., & Astuti, T. (2021). Game Edukasi Matematika Berbasis Android. *Jurnal Pendidikan Edutama*, 8(2), 85. <https://doi.org/10.30734/jpe.v8i2.1354>
- Gustina, Z., Husnayayin, A., Eka, D., & Dewi, C. (2024). Karakteristik, Langkah-Langkah, Research And Development, Pendidikan, 09, 490–501.
- Handayani, A., & Sari, E. F. (2024). Development of website-based construct 2 interactive multimedia for elementary school students at natural science learning content, 10(4), 592–601.
- Haryati, S. (2012). Research and Development (R & D) sebagai Salah Satu Model Penelitian, 11–26.
- Helaluddin. (2020). Penelitian dan Pengembangan, (Agustus), 191.
- Hsu, W., Lin, S. S. J., Chang, S., Tseng, Y., & Chiu, N. (2014). ScienceDirect Examining the diagnostic criteria for Internet addiction : Expert validation. *Journal of the Formosan Medical Association*, (888), 1–5. <https://doi.org/10.1016/j.jfma.2014.03.010>
- Istiq'faroh, N., Kiettikunwong, N., Setiawan, R., & Muhimmah, H. A. (2024). Educational Games as Learning Media in the 21st Century for Elementary School Students: A Systematic Literature Review. *ELEMENTARY: Islamic Teacher Journal*, 12(1), 1. <https://doi.org/10.21043/elementary.v12i1.22636>
- Liesandra, S. O. N. (2022). PENGEMBANGAN E-LKPD PADA PEMBELAJARAN MATEMATIKA MATERI GEOMETRI DATAR BERBASIS ETNOMATEMATIKA, 11(3), 2498–2510.
- Lubis, E. D. M. L. (2026). SCIENCE : Jurnal Inovasi Pendidikan Matematika dan IPA, 6(1), 244–260.
- Mariska, R. D., Apiati, V., & Nugraha, D. A. (2025). DEVELOPMENT OF ISPRING SUITE 11 ASSISTED RME LEARNING MEDIA TO ENHANCE STUDENTS '

- MATHEMATICAL CRITICAL, *11*(2), 212–222.
- Marsanda et al. (2025). Respon Peserta Didik Terhadap Soal HOTS berbasis Wordwall pada Topik Kondisi Perekonomian di Daerahku, *10*.
- Muqdamien, B., Umayah, U., Juhri, J., & Raraswaty, D. P. (2021). Tahap Definisi Dalam Four-D Model Pada Penelitian Research & Development (R&D) Alat Peraga Edukasi Ular Tangga Untuk Meningkatkan Pengetahuan Sains Dan Matematika Anak Usia 5-6 Tahun. *Intersections*, *6*(1), 23–33. <https://doi.org/10.47200/intersections.v6i1.589>
- Mustafa NAVRUZ, Ş. T. (2019). Design and Development of an Educational Digital Game Based on Mathematics Course Transformation Geometry, 0–2.
- Nurmaya, R. (2021). Pengembangan Bahan Ajar Berbasis Etnomatematika Pada Materi Transformasi, (April). <https://doi.org/10.32938/jpm.v2i2.941>
- Permatasari, S., Asikin, M., Matematika, P., Semarang, U. N., & Edukasi, G. (2022). PENGEMBANGAN GAME EDUKASI MATEMATIKA “MaTriG” DENGAN SOFTWARE CONSTRUCT 3 DI SMP 1,2,3), 21–30.
- Pramuditya, S. A., Noto, M. S., & Purwono, H. (2018). Desain Game Edukasi Berbasis Android pada Materi Logika Matematika. *JNPM (Jurnal Nasional Pendidikan Matematika)*, *2*(2), 165. <https://doi.org/10.33603/jnpm.v2i2.919>
- Prasetyo, H., Widaningrum, I., & Astuti, I. P. (2021). Game Edukasi Math & Trash Berbasis Android dengan Menggunakan, *1*(10), 5–11.
- Rakasiwi, C. W. (2021). Developing Educational Games for Mathematics Learning to Improve Learning Motivation and Outcomes. *JTP - Jurnal Teknologi Pendidikan*, *23*(1), 49–57. <https://doi.org/10.21009/jtp.v23i1.18356>
- Ramadhanti, N. F., Lamada, M., & Muhammad Riska. (2024). Pengembangan Aplikasi Game Edukasi 3D “Finding Geometry” Berbasis Unity Sebagai Media Pembelajaran Bangun Ruang Matematika. *Jurnal MediaTIK*, *4*(2), 21–26. <https://doi.org/10.59562/mediatik.v4i2.3076>
- Rangkuti, A. N. (2016). *Metode Penelitian Pendidikan. Pustaka Setia*.
- Rezeki, S. et al. (2023). PENGEMBANGAN MEDIA PEMBELAJARAN MATEMATIKA MENGGUNAKAN APLIKASI WORDWALL UNTUK PESERTA DIDIK FASE E, *12*(3), 3136–3146.
- Riska, Estiana, Mufhidatunnisa, A. N. M. (2025). Literature Review: The Effectiveness

- of Wordwall Application on Elementary School Students' Mathematics Learning Outcomes, 11. <https://doi.org/http://dx.doi.org/10.2139/ssrn.5255153>
- Rustandi, A., Haryaka, U., & Grasia, E. (2020). Pengembangan Media Pembelajaran Game Edukasi Menggunakan Model PPE Pada Mata Pelajaran Pengenalan Nama Hewan di TK Negeri 10 Kota Samarinda, *11*(2), 148–157.
- Social, W. A. (2024). DIGITAL 2024: Indonesia.
- Suartama, I. K. (2020). Development of E-Learning Oriented Inquiry Learning Based on Character Education in Multimedia Course, *9*(4), 1591–1603. <https://doi.org/10.12973/eu-jer.9.4.1591>
- Sugiyono. (2015). Metodologi Penelitian.
- Sugiyono. (2022). Metodologi Penelitian.
- Sugiyono. (2023). *Metodologi Penelitian*. ALFABETA.
- Wang, L. H., Chen, B., Hwang, G. J., Guan, J. Q., & Wang, Y. Q. (2022). Effects of digital game-based STEM education on students' learning achievement: a meta-analysis. *International Journal of STEM Education*, *9*(1). <https://doi.org/10.1186/s40594-022-00344-0>
- Yan, Y. (2023). Gamification in Primary School Mathematics Education, *22*, 370–376.
- Yu, Z., Gao, M., & Wang, L. (2021). The Effect of Educational Games on Learning Outcomes, Student Motivation, Engagement and Satisfaction. *Journal of Educational Computing Research*, *59*(3), 522–546. <https://doi.org/10.1177/0735633120969214>
- Yustriani, A. (2023). Development of Android Based Educational Games as Learning Media on the Concept of Coordination System for Grade XI High School Students. *Jurnal Pendidikan Sains Indonesia*, *11*(3), 608–624. <https://doi.org/10.24815/jpsi.v11i3.30656>
- Zahira, S., Ade, M., Yusri, K., & Amilia, W. (2024). Pengembangan Multimedia Interaktif pada Mata Pelajaran Bahasa Indonesia Kelas X SMA, *5*(1), 18–23. <https://doi.org/10.30596/jppp.v5i1.16318>