

DAFTAR PUSTAKA

Adams, E., & Rollings, A. (2010). *Fundamentals of game design*. Berkeley, CA: New Riders.

Ady. (2014, February 7). Inilah Aturan Baru Penggunaan Tenaga Kerja Asing -

[hukumonline.com](http://www.hukumonline.com). Retrieved from

<http://www.hukumonline.com/berita/baca/1t52f4b985f1512/inilah-aturan-baru->

[penggunaan-tenaga-kerja-asing](http://www.hukumonline.com/berita/baca/1t52f4b985f1512/inilah-aturan-baru-penggunaan-tenaga-kerja-asing)

Ady. (2015, January 7). Mau Kerja di Indonesia, TKA Harus Mahir Bahasa - [hukumonline.com](http://www.hukumonline.com).

Retrieved from <http://www.hukumonline.com/berita/baca/1t54ac8f8e637c3/mau-kerja->

[di-indonesia--tka-harus-mahir-bahasa](http://www.hukumonline.com/berita/baca/1t54ac8f8e637c3/mau-kerja-di-indonesia--tka-harus-mahir-bahasa)

Android (sistem operasi) - Wikipedia bahasa Indonesia, ensiklopedia bebas. (n.d.).

Retrieved April 30, 2016, from

[https://id.wikipedia.org/wiki/Android_\(sistem_operasi\)#Sejarah](https://id.wikipedia.org/wiki/Android_(sistem_operasi)#Sejarah)

Android, at a glance | CUBRID Blog. (n.d.). Retrieved October 8, 2016, from

<http://www.cubrid.org/blog/dev-platform/android-at-a-glance/>

BELAJAR BAHASA KOREA (HANGUL) DALAM 10 MENIT | KASKUS. (2012, April 23).

Retrieved from <http://www.kaskus.co.id/thread/5194afd08127cfbb11000003/learn->

[belajar-bahasa-korea-hangul-dalam-10-menit](http://www.kaskus.co.id/thread/5194afd08127cfbb11000003/learn-belajar-bahasa-korea-hangul-dalam-10-menit)

Burke, B. (2014, April 4). Gartner Redefines Gamification - Brian Burke. Retrieved from

blogs.gartner.com/brian_burke/2014/04/04/gartner-redefines-gamification/

Fitriani, F. (2015, March 7). Tenaga Kerja Asing dan Bahasa Indonesia. Retrieved from

[www.goodnewsfromindonesia.org/2015/03/07/tenaga-kerja-asing-dan-kewajiban-](http://www.goodnewsfromindonesia.org/2015/03/07/tenaga-kerja-asing-dan-kewajiban-berbahasa-indonesia/)

[berbahasa-indonesia/](http://www.goodnewsfromindonesia.org/2015/03/07/tenaga-kerja-asing-dan-kewajiban-berbahasa-indonesia/)

Gargenta, M. (2011). *Learning Android*. Sebastopol, CA: O'Reilly.

General Structure of a C# Program (C# Programming Guide). (n.d.). Retrieved from

<https://msdn.microsoft.com/en-us/library/w2a9a9s3.aspx>

History of the Unity Engine [Freerunner 3D Animation Project] | Seraphina愛. (2013, March 14). Retrieved May 1, 2016, from

<https://seraphinacorazza.wordpress.com/2013/02/14/history-of-the-unity-engine-freerunner-3d-animation-project/>

Korean language - Wikipedia. (n.d.). Retrieved October 10, 2016, from

https://en.wikipedia.org/wiki/Korean_language

Novarina, A., & Ratna, H. (2015, January 2). Tenaga kerja asing wajib bisa bahasa Indonesia -

ANTARA News. Retrieved from <http://www.antaraneews.com/berita/471960/tenaga-kerja-asing-wajib-bisa-bahasa-indonesia>

Reni Sofiani. (2013, October). Pola Kalimat dalam Berita Utama Harian Lampung Post Edisi

2013 dan Implikasinya Terhadap Pembelajaran Bahasa Indonesia di SMP. Retrieved from <http://digilib.unila.ac.id/1012/>

Sugihastuti & Saudah. (2016). *Buku ajar bahasa indonesia akademik* (2nd ed.). Pustaka Pelajar.

Supriyadinatha, I. M. (2014). *GAME EDUKASI PUZZLE DEWA DEWI HINDU dan TOKOH PEWAYANGAN BERBASIS ANDROID*.

Unity Quiz Game Tutorial. (n.d.). Retrieved August 21, 2016, from

https://www.youtube.com/playlist?list=PLcGhcxpz0PQj3Gjh7vqc5Sdc_aWUNveH1

Wahana Komputer. (2011). *Microsoft Visual C# 2010*. Andi Publisher.

Wahyu, Wibowo. (2001). *Manajemen Bahasa*. Jakarta: Gramedia.

Widiastuti, N. I., & Setiawan, I. (2012). MEMBANGUN GAME EDUKASI SEJARAH

WALISONGO. *Jurnal Ilmiah Komputer dan Informatika*.

Wu, M. (2011, August 29). What is Gamification, Really? - Lithium Community. Retrieved from community.lithium.com/t5/Science-of-Social-blog/What-is-Gamification-Really/ba-p/30447

