

## DAFTAR PUSTAKA

- Ambler, S. W. (2005). *The elements of UML (TM) 2.0 style*. Cambridge University Press.
- Apriliyanto, E., & Nugroho, A. A. R. (2023). Analysis Usability of User Experience of the Srawung With the User Experience Questionnaire (Ueq) Method. *Julia: Jurnal Ilmu Komputer An Nuur*, 3(1), 1–7.
- Aryo Nugroho, P. (2024, May 10). *Transformasi Pendidikan di Era Digital dan Pasca Pandemi*. Transformasi Pendidikan Di Era Digital Dan Pasca Pandemi. <https://osc.medcom.id/community/transformasi-pendidikan-di-era-digital-dan-pasca-pandemi-6627>
- Bock, C. (2003). UML 2 Activity and Action Models. *Journal of Object Technology*, 2(4), 43:45. <https://doi.org/10.5381/jot.2003.2.4.c3>
- Booch, G. (1999). UML in action. *Communications of the ACM*, 42(10), 26–28. <https://doi.org/10.1145/317665.317672>
- Branch, R. M. (2009). *Instructional Design: The ADDIE Approach*. Springer US. <https://doi.org/10.1007/978-0-387-09506-6>
- Dien Fitrieyah, I. (2021). Development of moodle-based e-learning as a mathematics learning media to improve student learning outcomes in integral materials. *AMCA Journal of Education and Behavioral Change*, 1(1), 17–21. <https://doi.org/10.51773/ajeb.v1i1.56>
- Dougiamas, M. (2000). *The Moodle Story*. Moodle.
- Fette, I., & Melnikov, A. (2011). *The websocket protocol*.
- Intanny, V. A., Widiyastuti, I., & Perdani, M. D. K. (2018). Measuring Usability and User Experience of The Marketplace of Jogjaplaza.id Using UEQ and

- USE Questionnaire. *Jurnal Pekommas*, 3(2), 117–126. <https://doi.org/10.30818/jpkm.2018.2030201>
- Irawati, I. (2018). Pengembangan materi pembelajaran interaktif dengan menggunakan aplikasi prezi. *Jurnal Pendidikan Bahasa*, 8(1), 19–24.
- Khairani, N. A., Rajagukguk, J., & Derlina. (2019). Development of Moodle E-Learning Media in Industrial Revolution 4.0 Era. *Proceedings of the 4th Annual International Seminar on Transformative Education and Educational Leadership (AISTEEL 2019)*, 752–758. <https://doi.org/10.2991/aisteel-19.2019.172>
- Lange, C. F. J., Chaudron, M. R. V., & Muskens, J. (2006). In practice: UML software architecture and design description. *IEEE Software*, 23(2), 40–46. <https://doi.org/10.1109/MS.2006.50>
- Marisa, F., Akhriza, T. M., Maukar, A. L., Wardhani, A. R., Iriananda, S. W., & Andarwati, M. (2020). Gamifikasi (Gamification) Konsep dan Penerapan. *JOINTECS (Journal of Information Technology and Computer Science)*, 5(3), 219. <https://doi.org/10.31328/jointecs.v5i3.1490>
- Maukar, A. L., Vitianingsih, A. V., Marisa, F., Pramudita, A., Putri, J. A., & Pramisela, I. Y. (2022). Analisis Sistem Pembelajaran Daring Berbasis Gamification Collaboration untuk Mendukung Merdeka Belajar Menggunakan Octalysis Framework. *Jurnal Teknologi Dan Manajemen Informatika*, 8(2), 83–93. <https://doi.org/10.26905/jtmi.v8i2.7855>
- Maulana, A. R., & Rahmatulloh, A. (2019). Websocket untuk Optimasi Kecepatan Data Transfer pada Real Time Chatting. *Innovation in Research of Informatics (INNOVATICS)*, 1(1). <https://doi.org/10.37058/innovatics.v1i1.667>
- OMG®. (2017). *Unified Modeling Language, Version 2.5.1* (formal/2017-12-05). <https://www.omg.org/spec/UML/2.5.1/About-UML>
- Pratiwi, I. R., & Silalahi, P. (2021). PENGEMBANGAN MEDIA PEMBELAJARAN MATEMATIKA MODEL BLENDED LEARNING BERBASIS MOODLE. *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, 10(1), 206. <https://doi.org/10.24127/ajpm.v10i1.3240>

- Pratomo, I. W. P., & Wahanisa, R. (2021). Pemanfaatan teknologi Learning Management System (LMS) di Unnes masa pandemi covid-19: Utilization of learning Management System (LMS) technology at Unnes during the covid-19 pandemic. *Seminar Nasional Hukum Universitas Negeri Semarang*, 7(2), 547–560.
- Ramli, S. A., & Nurdin, S. (2022). PENGEMBANGAN SISTEM INTEGRASI PLUGIN GOOGLE MEET™ FOR MOODLE SKUTER (SISTEM KULIAH TERPADU). *Kelola: Journal of Islamic Education Management*, 7(2), 237–254.
- Rosa A.S & Muhammad Shalahudin. (2015). *Rekayasa perangkat lunak terstruktur dan berorientasi objek*.
- Sanova, A., Asmiyunda, A., & Ekaputra, F. (2023). PENGEMBANGAN PLATFROM BERORIENTASI CASE STUDY DAN PROJECT BASED LEARNING BERBANTUAN TOOLS GAMIFIKASI UNTUK MENGHINDARI LEARNING LOSS. *Jurnal Zarah*, 11(1), 31–40. <https://doi.org/10.31629/zarah.v11i1.5120>
- Santoso, H. B., Schrepp, M., Isal, R., Utomo, A. Y., & Priyogi, B. (2016). Measuring User Experience of the Student-Centered e-Learning Environment. *Journal of Educators Online*, 13(1), 58–79.
- Sarwono, J. (2010). *Pintar menulis karangan ilmiah-kunci sukses dalam menulis ilmiah*. Penerbit Andi.
- Schrepp, M. (2023). *User Experience Questionnaire Handbook Version 11*. Unpublished. <https://doi.org/10.13140/RG.2.1.2815.0245>
- Siswanto, R. (2022, September 22). *TRANSFORMASI DIGITAL DALAM PEMULIHAN PENDIDIKAN PASCA PANDEMI*. TRANSFORMASI DIGITAL DALAM PEMULIHAN PENDIDIKAN PASCA PANDEMI. <https://gurudikdas.kemdikbud.go.id/news/transformasi-digital-dalam-pemulihan-pendidikan-pasca-pandemi>
- Sugiyono. (2014). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Sugiyono. (2017). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Alfabeta.

- Syara, Y., Anggoro, B., Handoko, A., Haka, N. B., Kesumawardani, A. D., & Hidayah, N. (2020). The Use of Moodle-based Learning Management System (LMS) on MATE (Media Ajar Teori Evolusi). *Journal of Physics: Conference Series*, 1467(1), 012016. <https://doi.org/10.1088/1742-6596/1467/1/012016>
- Valentdra, R., Young, J. C., & Hansun, S. (2023). Pembangunan Aplikasi Pembelajaran Prinsip Desain Menggunakan Framework Gamifikasi Octalysis. *Jurnal Ilmiah Media Sisfo*, 17(1), 86–92. <https://doi.org/10.33998/mediasisfo.2023.17.1.725>
- Veronica, N. D. M., & Darnita, Y. (2015). Rancang bangun aplikasi tes TOEFL menggunakan algoritma Quick Sort berbasis komputer. *Pseudocode*, 2(2), 89–97.
- Yu-Kai, C. (2021). *The Octalysis Framework for Gamification & Behavioral Design*. <https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>
- Yulius, R., Sibagariang, S., Nasrullah, M., Thohari, A., Handayani, S., Nizan, M., Failasuf, B., Sari, D., & Alban, M. (2023). *Game on! Penerapan gamifikasi pada pembelajaran berbasis proyek di vokasi*.