

DAFTAR PUSTAKA

- Adistanaya, I. M. B., Mudana, I. W., & Nur, I. (2026). Dinamika perubahan sosial budaya pada tradisi Makepung di Kabupaten Jembrana. *Jurnal Global Futuristik: Kajian Ilmu Sosial Multidisipliner*, 4(1), 50–63. <https://doi.org/10.59996/globalistik.v4i1.1002>
- Aprilianto, M. A. J., Wijayanti, E., & Chamid, A. A. (2025). *Game Adventure of Cakra Version of Indonesian Folklore as an Interactive Learning Media. MALCOM: Indonesian Journal of Machine Learning and Computer Science*, 5(1), 1–9. <https://doi.org/10.57152/malcom.v5i1.1537>
- Asbah, J., Firdaus, F. M., & Fathurrohman. (2025). The influence of interactive digital learning media on improving history learning comprehension in grade IV students. *Jurnal Prima Edukasia*, 13(2), 339–349. <https://doi.org/10.21831/jpe.v13i2.79624>
- Bagus, G., Wibawa, K. W., Gede, I., Sindu, P., & Andayani, S. L. (2025). *Pengembangan Game Simulasi Bermain Seni Gamelan Jegog Berbasis Ios*. 14(1).
- Bontchev, B., Terzieva, V., Vassileva, D., & Dankov, Y. (2024). Students attitude to serious *games* for cultural heritage. *IFAC-PapersOnLine*, 58(3), 316–321. <https://doi.org/10.1016/j.ifacol.2024.07.170>
- Bosman, I. V., Buruk, O. O., Jørgensen, K., & Hamari, J. (2024). The effect of audio on the experience in virtual reality: A scoping review. *Behaviour & Information Technology*. <https://doi.org/10.1080/0144929X.2022.2158371>
- Dewa Putu Ari Kresna Artha Negara, I., Made Bayu Pramana, I., Raharjo, A., Studi Fotografi, P., Seni Rupa dan Desain, F., & Seni Indonesia Denpasar, I. (2021). *TRADISI MAKEPUNG DI KABUPATEN JEMBRANA DALAM FOTOGRAFI ESSAY*. 1(1), 29–40. <https://jurnal2.isi-dps.ac.id/index.php/retina/>
- Dwikayani, N. K. L., Aisyawari, N. L. M. D., & Jayanthi, M. A. D. (2023). “Icu-Edu Games” Board *Game* Berbasis Digital Sebagai Media Pembelajaran Interaktif Bagi Generasi Muda Mengenai Budaya Indonesia di Era Society 5.0 Menuju Indonesia Emas 2045. *Pilar*. <https://e-journal.unmas.ac.id/index.php/pilar/article/view/6169>
- Evelyn Mai Shuling Long Yuan Yuan Kun Fu, L.-C., Li-Chuan Evelyn Mai, P., Long, S., & Yuan, Y. (2024). *Title Page Template Title: Analysing Player’s Perceptions on Game Aesthetics Author Information Author names: Affiliations*. <https://ssrn.com/abstract=5061222>
- Febriyanto, F., Sari, R. P., & Rahmayuda, S. (2024). Implementasi metode *Game Development Life Cycle* (GDLC) pada perancangan *game* edukasi pra

- kemerdekaan Kalimantan Barat. *Djtechno: Jurnal Teknologi Informasi*, 5(3).
<https://doi.org/10.46576/djtechno.v5i3.5139>
- Ferdinand, Thu, F. A., Richard, & Fajar, M. (2025). *Game Dev Dilemmas: Toward developing a game app to enhance entrepreneurial knowledge for aspiring game studio founders. International IoT, Electronics and Mechatronics Conference Proceedings*. https://link.springer.com/chapter/10.1007/978-981-95-0433-6_21
- Fernández-León, P., & Lima-Serrano, M. (2026). Usability evaluation of Alerta Alcohol 2.0: An eHealth game to prevent adolescent alcohol consumption. *Journal of Public Health*. <https://academic.oup.com/jpubhealth/advance-article-abstract/doi/10.1093/pubmed/fdag022/8539552>
- Firmansyah, F., Tafakur, T., Destiana, B., & Dewi, A. S. (2024). Defining technology-based learning media in science subjects for elementary schools. *Jurnal Prima Edukasia*, 12(2), 242–252.
<https://doi.org/10.21831/jpe.v12i2.71824>
- Fitriyani Asiqin, G. R., Sumaryana, Y., & Hidayat, C. R. (2025). *Game Edukasi Pembelajaran Budaya Flores Berbasis Android Dengan Menggunakan Metode Game Development Life Cycle (GDLC)*. *Jurnal Informatika Dan Teknik Elektro Terapan*, 13(1). <https://doi.org/10.23960/jitet.v13i1.5917>
- Fuadah, F. A. (2023). Penerapan *Game Edukasi Marbel Budaya Nusantara Untuk Meningkatkan Hasil Belajar Siswa Dalam Pembelajaran IPS Materi Keragaman Budaya Di Indonesia*. *Berajah Journal*, 3(1), 227–238.
<https://doi.org/10.47353/bj.v3i1.220>
- Gede Mahendra Darmawiguna, I., Aditra Pradnyana, G., Gede Partha Sindu, I., Putu Prayoga Susila Karimawan, I., & Kadek Risa Ariani Dwiasri, N. (2020). *Bali Temple VR: The Virtual Reality based Application Bali Temple VR: The Virtual Reality based Application for the Digitalization of Balinese Temples*.
- Gunanto, S. G. (2021). *Game-Based Learning: Media Konstruktif Pembelajaran Mandiri bagi Siswa* (Vol. 17, Number 1).
<https://doi.org/https://doi.org/10.24821/rekam.v17i1.4951>
- Gus Oka Ciptahadi, K., Nyoman Putra Astaman, I., Bagus Suradarma, I., Luh Gede Pivin Suwirmayanti, N., Hadi, R., Studi Sistem Komputer, P., & Teknologi dan Bisnis STIKOM Bali, I. (2024). *ADAPTASI SATUA I SIAP SELEM PADA GAME ANDROID SEBAGAI MEDIA PELESTARIAN*. 06.
- Haditia, M., Najmi, M., Sinaga, A., Soepriyanto, Y., Arif Ma'ruf, R., & Tradisional, P. (2024). *Perbandingan Efektivitas Metode Pembelajaran Tradisional dan Digital dalam Peningkatan Kompetensi Mengaji di Sekolah Lembaga Kompetensi Mengaji Kata kunci*. <http://Jiip.stkipyapisdompu.ac.id>

- Handayani, N. K. T., & Gading, I. K. (2023). Media interaktif berbasis kearifan lokal Tri Hita Karana berbantuan Articulate Storyline untuk meningkatkan hasil belajar PPKn siswa. *Jurnal Ilmiah Pendidikan Dan Pembelajaran*. <https://ejournal.undiksha.ac.id/index.php/JIPP/article/view/61599>
- Hasanah, A., Eliza, D., Rakimahwati, & Yeni, I. (2025). Integrating local cultural heritage into early childhood education through role-playing games: A quasi-experimental study on rendang literacy. *Jurnal Obsesi: Jurnal Pendidikan Anak Usia Dini*, 9(5), 1346–1357. <https://doi.org/10.31004/obsesi.v9i5.7062>
- Hasmawati, H., S, Hamzah., Mesrah, M., S, K., Ilhamuddin, I., & Muzaini, M. (2026). Pendampingan Pembelajaran Numerasi Berbasis Game Edukatif Digital di Sekolah Dasar. *Matano: Jurnal Pengabdian Dan Pemberdayaan Masyarakat*, 2(1), 16–23. <https://doi.org/10.51574/matano.v2i1.4697>
- Hilmawan, B. N., Yuniati, T., & Author, C. (2024). *Perancangan Game Role-Playing sebagai Sarana Edukasi Sejarah Menggunakan Metode Game Development Life Cycle*. <http://jurnal.bsi.ac.id/index.php/co-science>
- Ikhtiari, A., Gede Sudirtha, I., & Widiartini, N. K. (2022). Pengembangan Modul Pembelajaran Pembuatan Hiasan Busana Berbasis Pendekatan Saintifik Untuk Siswa Kelas XI Tata Busana Di Smk Negeri 2 Singaraja. *Jurnal Bosaparis: Pendidikan Kesejahteraan Keluarga*, 13(1). <https://doi.org/10.23887/jppkk.v13i1.40435>
- Kara, N. (2024). A mixed-methods study of cultural heritage learning through playing a serious game. *International Journal of Human-Computer Interaction*. <https://doi.org/10.1080/10447318.2022.2125627>
- Karyada, I. P. F., & Wardana, I. P. M. A. (2022). Pengembangan e-book tematik integratif berbasis game sebagai media pembelajaran kearifan lokal dan budaya Bali. *KARMAPATI*. <https://ejournal.undiksha.ac.id/index.php/KP/article/view/45189>
- Karyada, I. W., & Wardana, I. M. (2022). *E-book Tematik Integratif Berbasis Game Sebagai Media Pembelajaran Kearifan Lokal dan Budaya Bali*.
- Kurniawan, M. P., Suyanto, M., Utami, E., & Kusriani. (2025). DEGREE: Development and validation of a user experience model for digital educational games using Cronbach's Alpha and fuzzy logic. *Jurnal Teknik Informatika (JUTIF)*.
- Li, H., & Zhang, M. (2025). Museum game-based learning: Innovative approaches from a constructivist perspective. *Frontiers in Education*, 10, 1576207. <https://doi.org/10.3389/educ.2025.1576207>
- Limin, S., & Kundiman, R. S. (2023). *Peranan Media Pembelajaran Berbasis Audio Visual Dalam Menunjang Minat Belajar Mahasiswa Pada Mata*

Kuliah Sejarah Musik.

<https://doi.org/https://doi.org/10.51667/jpsalmoz.v4i1.1114>

- Lin, H. C. K., Lu, L. W., & Lu, R. S. (2024). Integrating digital technologies and alternate reality *games* for sustainable education: Enhancing cultural heritage awareness and learning engagement. *Sustainability*, *16*(21), 9451. <https://www.mdpi.com/2071-1050/16/21/9451>
- Liu, Z., Chen, D., Zhang, C., & Yao, J. (2024). Design of a virtual reality serious *game* for experiencing the colors of Dunhuang frescoes. *Heritage Science*, *12*, 370. <https://doi.org/10.1186/s40494-024-01477-x>
- Loro, J. P., Sindu, I. G. P., & Wiradika, I. N. I. (2024). Implementasi *Game* Pendidikan Run Through Time tentang Aktivitas Manusia di Zaman Pra-Aksara. *KARMAPATI*. <https://ejournal.undiksha.ac.id/index.php/KP/article/view/86117>
- Luay, D. M., Asriyanik, & Apriandari, W. (2024). Penggunaan Metode Gdlc (*Game Development Life Cycle*) Untuk Mengenal Bendera Dunia. *INFOTECH Journal*, *10*(1), 40–48. <https://doi.org/10.31949/infotech.v10i1.8374>
- Mao, P., & Cho, D. M. (2024). Research on an evaluation rubric for promoting user's continuous usage intention: A case study of serious *games* for Chinese cultural heritage. *Frontiers in Psychology*, *15*, 1300686. <https://doi.org/10.3389/fpsyg.2024.1300686>
- Maulana Arliansyah, F., Rizal Setiawan, I., & Frazna, A.-Z. F. (2024). *Game Edukasi Open World Pembelajaran Tarian di Jawa Barat menggunakan Metode Game Development Life Cycle (GDLC)*. <https://doi.org/https://doi.org/10.36040/jati.v8i5.11118>
- Murti, I. G. W. P., & Handayani, D. A. P. (2022). *Game* Edukasi Robot Petualang Nusantara: Meningkatkan Literasi Budaya. *Jurnal Ilmiah Pendidikan Profesi Guru*, *5*(2), 403–414. <https://doi.org/10.23887/jippg.v5i2.49598>
- Nabela, E. F. Y., Murdiah, S., & Mahanani, P. (2021). Pengembangan Media *Game* Edukasi “Kirun Mission” Materi Keragaman Budaya Indonesia dengan Penguatan Karakter Jujur untuk Siswa Kelas IV Sekolah Dasar. *Jurnal Pembelajaran, Bimbingan, Dan Pengelolaan Pendidikan*, *1*(6), 440–446. <https://doi.org/10.17977/um065v1i62021p440-446>
- Nadeem, M., Oroszlanyova, M., & Farag, W. (2023). Effect of digital *game*-based learning on student engagement and motivation. *Computers*, *12*(9), 177. <https://doi.org/10.3390/computers12090177>
- Negara, I. D. P. A. K. A., Pramana, I. M. B., & Raharjo, A. (2021). Tradisi Makepung di Kabupaten Jembrana dalam fotografi essay. *Retina Jurnal Fotografi*, *1*(1), 29–40. <https://doi.org/10.59997/rjf.v1i1.327>

- Niriavidya, & Werang. (2023). *Judul belum lengkap: artikel tentang budaya lokal atau media digital*.
- Nurdiansyah, N., Febriyan, F. S., Amanta, Z. G. D., Saputra, D. A., & Baihaqi, W. M. (2024). Analisis Kesehatan Mental untuk Mencegah Gangguan Mental pada Mahasiswa Menggunakan Algoritma K-Nearest Neighbor (K-NN) dan Random Forest. *MALCOM: Indonesian Journal of Machine Learning and Computer Science*, 5(1), 1–9. <https://doi.org/10.57152/malcom.v5i1.1537>
- Pacheco-Velázquez, E., Salinas-Navarro, D. E., & Ramírez-Montoya, M. S. (2023). Serious games and experiential learning: Options for engineering education. *International Journal of Serious Games*, 10(3), 3–21. <https://doi.org/10.17083/ijsg.v10i3.593>
- Pakaya, I. I., Djahuno, R., Imran, F., Mahmud, R., & Kai, N. (2024). Analisis penggunaan media pembelajaran interaktif di sekolah dasar wilayah 3T Kabupaten Gorontalo Utara. *Ideas: Jurnal Pendidikan, Sosial, Dan Budaya*, 10(4), 987–996. <https://doi.org/10.32884/ideas.v10i4.1896>
- Partha Sindu, I. G., Wiradika, I. N. I., & Loro, J. P. (2024). Implementasi Game Pendidikan Run Through Time Tentang Aktivitas Manusia Di Zaman Pra-Aksara. 13(3). <https://doi.org/https://doi.org/10.23887/karmapati.v13i3.86117>
- Patricia Lakzmi, P., Primaswara Prasetya, R., & Santi Wahyuni, F. (2025). Rancang Bangun Game Edukasi Berbasis Android 2D “Nawa Sanga” dengan Penerapan Multimedia Development Life Cycle (MDLC). In *Jurnal Indonesia : Manajemen Informatika dan Komunikasi (JIMIK)* (Vol. 6, Number 1). <https://journal.stmiki.ac.id>
- Paul, A., Kunnumpurath, B., Balakrishnan, C., Ramachandran, S., & Suseelan, A. (2025). Enhancing Heritage and Cultural Education through Immersive Audio-Visual Techniques. In *Virtual Reality and Augmented Reality with 6G Communication*. Wiley. <https://doi.org/10.1002/9781394336081.ch10>
- Piaget, J. (1972). *The Psychology of the Child*. Basic Books.
- Pranayama, A., & Pak, H. (2024). Evaluating game-based and immersive learning design principles for authentic cultural heritage experiences. *The 7th International Conference on Culture Technology*.
- Privitera, A. G., Fontana, F., & Geronazzo, M. (2025). The role of audio in immersive storytelling: A systematic review in cultural heritage. *Multimedia Tools and Applications*, 84, 16105–16143. <https://doi.org/10.1007/s11042-024-19288-4>
- Putra, I. G. A. Y., & Subawa, I. G. B. (2025). Pengembangan Game I Lubdaka sebagai Sarana Pelestarian Satua Bali dan Aksara Bali. *KARMAPATI*. <https://ejournal.undiksha.ac.id/index.php/KP/article/view/103257>

- Putra, & Subawa. (2025). *Pengembangan Game I Lubdaka Sebagai Sarana Pelestarian Satwa Bali dan Aksara Bali*.
- Rahmadhea, S. (2024). Pemanfaatan *Game* Edukasi Untuk Meningkatkan Minat Dan Pemahaman Siswa Dalam Pembelajaran Sains. *JSE: Journal Sains and Education*, 2. <https://doi.org/https://doi.org/10.59561/jse.v2i02.380>
- Ramadhan, D., Asriyanik, & Indrayana, D. (2025). *Pengembangan Game 2D Platformer Sejarah Kerajaan Majapahit dengan Mengimplementasikan Metode Game Development Life Cycle (GDLC)*.
<https://doi.org/ejournal.itn.ac.id>
- Rizal, M. H., Bukhari, A., & Teknologi Akba Makassar, U. (2023). Pengembangan *Game* Edukasi Pengenalan Aksara Lontara Menggunakan Metode *Game Development Life Cycle*. *Jurnal Minfo Polgan*, 12(2).
<https://doi.org/10.33395/jmp.v12i2.12413>
- Sari. (2021a). *Judul belum lengkap: artikel tentang budaya lokal atau media digital*.
- Sari, N. M. I. K. (2021). Media Pembelajaran Berbasis Audio Visual Ayo Belajar Budaya Nusantara untuk Menstimulasi Perkembangan Bahasa Anak Usia Dini. *Jurnal Pendidikan Anak Usia Dini Undiksha*.
<https://ejournal.undiksha.ac.id/index.php/JJPAUD/article/view/37937>
- Sidhu, G. K., Khor, M. W. C., & Shamida, A. (2022). Embracing the new norm in teaching and learning via G Suite for Education: A multidimensional perspective. *Asian Journal of University Education*.
<https://ir.uitm.edu.my/id/eprint/114152/>
- Sindu, I. G. P., Wiradika, I. N. I., & Loro, J. P. (2024). Implementasi *Game* Pendidikan Run Through Time Tentang Aktivitas Manusia di Zaman Pra-Aksara. *KARMAPATI*, 13(3). <https://doi.org/10.23887/karmapati.v13i3.86117>
- Suardika, I. G., Antarajaya, I. N. S., Nata, G. N. M., & Yudiastra, P. P. (2025). MULTIPLAYER ONLINE ROLE-PLAYING *GAME* VIRTUAL CLASSROOMS USING THE *GAME DEVELOPMENT LIFE CYCLE* METHOD. *JITK (Jurnal Ilmu Pengetahuan Dan Teknologi Komputer)*, 10(3). <https://doi.org/10.33480/jitk.v10i3.5528>
- Sugiyono. (2023). *Metode Penelitian Pendidikan: Kuantitatif, Kualitatif, Kombinasi, R&D dan Penelitian Pendidikan* (Edisi 3). Alfabeta.
- Suheri, A., Muttaqin, H. Z., & Widaningsih, S. (2024). Mobile *Game* RPG “Wished Forest Padjadjaran.” *Media Jurnal Informatika*, 16(1), 77.
<https://doi.org/10.35194/mji.v16i1.4141>
- Sun, L., Kangas, M., Ruokamo, H., & Siklander, S. (2023). A systematic literature review of teacher scaffolding in *game*-based learning in primary education.

- Educational Research Review*, 40, 100546.
<https://doi.org/10.1016/j.edurev.2023.100546>
- Suryani, A., & Mansoor, A. Z. (2023). User interface usability of Mamat Adventure: The study of usability user interface of Mamat Adventure edugame based on heuristic evaluation. *Journal of Games, Game Art, and Gamification*, 7(2). <https://doi.org/10.21512/jggag.v7i2.9133>
- Thariq, A., & Paramitha, M. (2022). *Aplikasi Game Edukasi Pembelajaran Seni Budaya menggunakan Linear Congruential Generator (LCG) (Cultural Arts Learning Educational Game Application Using Linear Congruential Generator (LCG))*.
<https://doi.org/https://doi.org/10.46764/teknimedia.v5i1.168>
- Utama, I. P. S. J., & Murtono, P. A. (2024). Makepung dalam perspektif sport tourism sebagai potensi pengembangan atraksi wisata budaya di Kabupaten Jembrana. *Pariwisata Budaya: Jurnal Ilmiah Pariwisata Agama Dan Budaya*, 9(2), 220–231. <https://doi.org/10.25078/pariwisata.v9i2.4004>
- Vygotsky, L. S. (1978). *Mind in Society: The Development of Higher Psychological Processes*. Harvard University Press.
- Wang, H., Gao, Z., Zhang, X., Du, J., Xu, Y., & Wang, Z. (2024). Gamifying cultural heritage: Exploring the potential of immersive virtual exhibitions. *Telematics and Informatics Reports*, 15, 100150.
<https://doi.org/10.1016/j.teler.2024.100150>
- Wendo, K., Guisset, S., Sawadogo, K., & Barbier, O. (2025). Design and validation of a web-based exploratory survey investigating qualified professionals and volunteers using 3D printing for upper limb prosthetics. *Prosthesis*, 7(6), 132. <https://www.mdpi.com/2673-1592/7/6/132>
- Wiardana, I. K. S., & Agustini, K. (2025). Edukasi Kearifan Lokal Subak Melalui Multimedia Interaktif Simulasi dan Game. *KARMAPATI*.
<https://ejournal.undiksha.ac.id/index.php/KP/article/view/103722>
- Wiardana, I. N., & Agustini, K. (2025). *Pengembangan Multimedia Interaktif Berbasis Simulasi dan Game untuk Edukasi Kearifan Lokal Subak*.
- Widiyantara, I. G. R., & Gading, I. K. (2023). Media Game Edukasi Berbasis Web untuk Meningkatkan Aktivitas dan Hasil Belajar Siswa pada Materi IPAS Kelas IV Sekolah Dasar. *International Journal of Natural Science and Engineering*.
<https://ejournal.undiksha.ac.id/index.php/IJNSE/article/view/75330>
- Zahra, K., & Rahman, A. S. (2025). Inovasi Desain Pembelajaran Bipa: Strategi Kreatif Dalam Meningkatkan Kompetensi Berbahasa Indonesia Bagi Penutur Asing. In *Jurnal Lingkar Pembelajaran Inovatif* (Vol. 6, Number 1).
<https://doi.org/https://doi.org/10.21831/jpms.v13i2.85370>

Zhang, Z., Jiang, S., Zhang, R., & Dong, R. K. (2026). Interactive visual communication for cultural learning and preservation: A mixed-methods study of user engagement with China's intangible heritage. *Acta Psychologica*.

<https://www.sciencedirect.com/science/article/pii/S0001691826000375>

Zheng, Y., Zhang, J., Li, Y., Wu, X., Ding, R., Luo, X., Liu, P., & Huang, J. (2024). Effects of digital *game*-based learning on students' digital etiquette literacy, learning motivations, and engagement. *Heliyon*, *10*(1), e23490.

<https://doi.org/10.1016/j.heliyon.2023.e23490>

