DAFTAR PUSTAKA

[1] J. Brown, "Satu keterampilan yang membuat Anda mengetik lebih cepat," 27 April 2018.

[2] C. M. Karat, J. karat, D. Horn and C. Halverson, "Patterns of entry and correction in large vocabulary continuous speech recognition systems," in *the SIGCHI conference on Human Factors in Computing Systems*, New York, 1999.

[3] N. B. Rødje, G. Ellingsen, T. Bratteteig, M. Aanestad and P. Bjørn, "Measures and Tools for Supporting ICT Appropriation by Elderly and Non Tech-Savvy Persons in a Long-Term Perspective," in *ECSCW 2015: Proceedings of the 14th European Conference on Computer Supported Cooperative Work*, Oslo, 2015.

[4] Yanfi, Y. Udjaja and A. C. Sari, "A Gamification Interactive Typing for Primary School Visually Impaired Children in Indonesia," *2nd International Conference on Computer Science and Computational Intelligence 2017,* 2017.

[5] Y. Widyani and R. Ramadan, "Game development life cycle guidelines. In Advanced Computer Science and Information Systems," *2013 International Conference on Advanced Computer Science and Information Systems (ICACSIS),* 2013.

[6] P. Petrillo, M. Pimenta, C. A. Dietrich and F. M. Trindade, "What Went Wrong? A Survey of Problems in Game Development," *ACM Computers in Entertainment, vol. 7 no. 1,* pp. 3.1-13.22, 2009.

[7] B. P. d. P. Bahasa, "Kamus Besar Bahasa Indonesia," KEMENDIKBUD, [Online]. Available: https://kbbi.web.id/didik. [Accessed 12 06 2020].

[8] A. F. Anggraini, N. Erviana, S. Anggraini and D. D. Prasetya, "APLIKASI GAME EDUKASI PETUALANGAN NUSANTARA," 2016.

[9] S. Axon, "Ars Technica," Ars Technica, 27 9 2016. [Online]. Available: https://arstechnica.com/gaming/2016/09/unity-at-10-for-better-or-worse-game-development-has-never-been-easier/. [Accessed 24 10 2019].

[10] R. Ramadan and Y. Widyani, "Game Development Life Cycle Guidelines," *ICACSIS 2013,* pp. 95-100, 2013.

[11] in *Kamus Besar Bahasa Indonesia*, Jakarta, Badan Pengembangan Bahasa dan Perbukuan, Kementerian Pendidikan dan Kebudayaan Republik Indonesia, 2016.

[12] T. Sloper, "Sloperama," Sloperama Production, Agustus 2015. [Online]. Available: https://www.sloperama.com/. [Accessed 12 Juni 2020].

[13] K. Subrata, "Flowchart Jurnal," [Online]. Available: https://www.academia.edu/6228702/Flowchart_Jurnal. [Accessed 12 Juni 2020].

[14] ISO.org, "Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems," in *ICS 13.180*, ISO.org, 2019.

[15] British Computer SocietySpecialist Interest Group in Software Testing (BCS SIGIST), © British Computer Society, SIGIST, 2001Standard for Software Component Testing, British Computer Society, 2001.

[16] H. Ruscahyono, Upaya Meningkatkan Motivasi Belajar Keterampilan Mengetik Sistem 10 Jari Menggunakan Aplikasi Typing Master Bagi Siswa Kelas X Otkp 1 Smk Negeri 4 Klaten Pada Mata Pelajaran Teknologi Perakntoran Semester 1 Tahun Pelajaran 2017/2018, Surakarta: Forum Komunikasi Guru Pengawas Surakarta, 2018.