

## DAFTAR PUSTAKA

- Arsyad, F. M., & Sugiharto, T. (2023). *Bulletin of Information Technology ( BIT ) Pengembangan Game Puzzle Find Grass Menggunakan Algoritma Backtracking*. 4(2), 275–280.
- Berliana, D., Rusdiyani, I., & Atikah, C. (2024). *Game Edukasi Berbasis Canva untuk Meningkatkan Kemampuan Kognitif Anak Usia Dini*. 8(1), 201–210.  
<https://doi.org/10.31004/obsesi.v8i1.5913>
- Godot, U. (2025). *PENGEMBANGAN MEDIA PEMBELAJARAN JARINGAN KOMPUTER BERBASIS GAME 2D “ YOUR NETWORK COMPANY ” MENGGUNAKAN GODOT 4 . 3 melalui*. 3(2), 153–158.
- Hidayat, A. N. (2025). *The Role of Indigenous Culture-Based Augmented Reality Media in Improving Cultural Understanding in Elementary Schools*. 4(3), 576–584.
- Hidayatullah, A., & Septanto, H. (2025). *Rancang Bangun Game Edukasi Pengenalan Budaya Daerah Sebagai Pendukung Pelajaran SBDP di Sekolah Dasar*. 12(01), 43–47.
- Karna, S. D., Adrias, A., Zulkarnaini, A. P., Guru, P., Dasar, S., & Padang, U. N. (2025). *Efektivitas dan Tantangan Penggunaan Media Pembelajaran Interaktif di Sekolah Dasar*. 3, 238–244.
- Media, T. G. (2024). *Jurnal Pendidikan Progresif Cultural Monopoly Game : Designing and Testing Game-Based Media for Intangible Cultural Heritage Learning in Elementary School*. 14(03), 1859–1872.  
<https://doi.org/10.23960/jpp.v14.i3.202412>
- Nurhaliza, S., Apriza, B., & Dinata, K. B. (2025). *The Effectiveness of Using Educational Games in Learning Mathematics to Increase Students ’ Interest in Learning in Elementary Schools : A Systematic Literature Review*. 8, 538–552.
- Pujiastuti, S. I., Apriliani, N., & Nisrina, D. N. (2025). *Community Service :*

*Development of Indonesian Traditional Games for Early Childhood Education for Teachers in Germany and Indonesia.* 3(1), 8–19.

Regiana, E., Widianoro, A. D., & Prasetya, F. X. H. (2020). *Preservation of Indonesian Culture through Traditional Games Application.* 7(1).  
<https://doi.org/10.24167/Sisforma>

Sains, J., Meidina, R., & Firdaus, M. (2025). *Implementasi dan Analisis Algoritma Backtracking untuk Penyelesaian Sudoku.* 1(1), 29–35.

Suhanda, F. D., Ayu, G., Sukma, P., & Firstia, D. G. (2024). *Problem-Based Audio-Visual Animation Media for Indonesian Language Learning in Elementary Schools.* 12(1), 177–185.

Sulistyanto, H., Sumardjoko, B., & Haq, M. I. (2023). DOI:  
 10.23917/ijolae.v5i3.23004 Received: July 20. 5(3), 249–261.  
<https://doi.org/10.23917/ijolae.v5i3.23004>