

## DAFTAR PUSTAKA

- Ade-Ibijola, AbejideOlu 2012, *A Simulated Enhancement of Fisher-Yates Algorithm forShuffling in Virtual Card Games using Domain-Specific Data Structures*, International Journal of Computer Applications, <http://www.academia.edu>, diaksesgl 10 Desember 2016.
- Ahmad M, Khan P. Mahmood & Ansari M.Z..2014. *A Simple and Efficient Key-Dependent S-Box Design Using Fisher-Yates Shuffle Technique*. (Eds.): SNDS 2014, CCIS 420, pp. 540–550.India.
- Ajim, Nanang. 2015. Permainan Tradisional Rangku Alu, (Online), (<http://www.mikirbae.com/2016/05/permainan-tradisional-rangku-alu.html>. diakses 8 Desember 2016).
- Alamsyah, R.Y.R. & Gunandi, A.H. 2014. Rancang Bangun aplikasi Permainan Tradisional Bekel Berbasis Android. *Jurnal STMIK LPKIA*. Bandung.
- Farizi, H.R., Aryadita, H. & Adam J.E.M. 2013. Rancang Bangun Permainan Mobile Simulator Angklung pada Sistem Operasi Android. *Repositori Jurnal Mahasiswa PTIIK UB Vol 1, No. 5*.
- Fahrani, Ovy Rizki. 2015. *Game Adaptasi Bekel Berbasis Android*.Skripsi. Universitas Sumatra Utara.
- Grueter, B., Mielke, A., Oks, M. 2005. Mobile Gaming – Experience Design. *The 3rd International Conference on Pervasive Computing*. Munich.
- Husna, A. M. 2009. 100 Permainan Tradisional Indonesia. Edisi I. Yogyakarta: Andi
- Hssina, B., et al. 2014. Edugame An Android Game For Teaching Children. *International Journal Of Inovation And Applied Studies* 9(4): 1531-1540.
- James, D. 2013. *Android Game Programming For Dummies*. John Wiley & Sons, Inc.: New Jersey.
- Juardi, A., Tommy, Salim, W. 2013. Aplikasi Game Racing “Balapan Karapan Sapi” Pada Smartphone Berbasis Android Dengan Menggunakan LIBGDX Engine. *Jurnal Bina Nusantara University*.