

DAFTAR PUSTAKA

- Mr. Neeraj Chhabra. (2012). *Introduction To Adhoc Testing*. INTERNATIONAL JOURNAL OF SCIENTIFIC & TECHNOLOGY RESEARCH VOLUME 1, ISSUE 7, AUGUST 2012.
- Christiano Politowski, Fabio Petrillo, Yann-Gaëel Guéhéneuc. (2021). *A Survey of Video Game Testing*. arXiv:2103.06431v1 [cs.SE] 11 Mar 2021.
- Khansa Izza Alif. (2020). *Penerapan Localization Testing Pada Game Aquaculture Land*. Program Studi Teknik Informatika Jurusan Teknologi Informasi Politeknik Negeri Jember.
- Heidi Lam.(2008). *A Framework of Interaction Costs in Information Visualization*. IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS, VOL. 14, NO. 6, NOVEMBER/DECEMBER 2008.
- Miss. Divyani Shivkumar Taley, Dr. Bagesharee Pathak (2020). *Comprehensive Study of Software Testing Techniques and Strategies: A Review*. International Journal of Engineering Research & Technology (IJERT) ISSN: 2278-0181 Vol. 9 Issue 08, August-2020.
- Abbie Hartman, Rowan Tulloch, Helen Young (2021). *Video Games as Public History: Archives, Empathy and Affinity*. The International Journal of Computer Game Research Volume 21 Issue 4 December 2021 ISSN:1604-7982
- Alex Wade (2021). *Red Threads: Robert Maxwell and The Early UK and International Videogames Industry*. The International Journal of Computer Game Research Volume 21 Issue 4 December 2021 ISSN:1604-7982.
- Daniel L Gardner, Theresa J Tanenbaum (2021). *At the Edge: Periludic Elements in Game Studies*. The International Journal of Computer Game Research Volume 21 Issue 4 December 2021 ISSN:1604-7982.

Matthew Farber, Karen Schrier (2021). Beyond Winning: A Situational Analysis of Two Digital Autobiographical Games. *The International Journal of Computer Game Research* Volume 21 Issue 4 December 2021 ISSN:1604-7982.

Jodie Austin (2021). “The Hardest Battles Are Fought In The Mind”: Representations of Mental Illness in Ninja Theory’s *Hellblade : Senua Sacrifice*. *The International Journal of Computer Game Research* Volume 21 Issue 4 December 2021 ISSN:1604-7982.