

DAFTAR PUSTAKA

- Cairns, P., Cox, A. L., Day, M., Martin, H., & Perryman, T. (2014). Experience, Engagement and Immersion in Digital Games: What Players Want. *Proceedings of the 2014 ACM International Conference on Interactive Experiences for TV and Online Video*. <https://doi.org/10.1145/2598153.2598173>
- Elverdam, C., & Aarseth, E. (2007). Game Classification and Game Design: Construction Through Critical Analysis. *Games and Culture*, 2(1), 3-22. <https://doi.org/10.1177/1555412006286892>
- Hunicke, R., LeBlanc, M., & Zubek, R. (2004). MDA: A Formal Approach to Game Design and Game Research. *Proceedings of the Challenges in Games AI Workshop, Nineteenth National Conference on Artificial Intelligence*.
- López, D., Torres, A., & González, M. (2020). Game Usability Heuristics for Evaluating and Improving Battle Royale Games: The Case of Free Fire. *Journal of Gaming and Virtual Worlds*, 12(3), 251-267. https://doi.org/10.1386/jgvw_00022_1
- Robson, C., Cox, S., & Bailey, A. (2015). Serious Games for Engaging Large Groups in Public Consultations: Concept Development and Design Through Iterative Prototyping. *International Journal of Human-Computer Studies*, 74, 53-64. <https://doi.org/10.1016/j.ijhcs.2014.09.004>
- Sherry, J. L., Lucas, K., Greenberg, B. S., & Lachlan, K. (2006). Video Game Uses and Gratifications as Predictors of Use and Game Preference. *Playing Video Games: Motives, Responses, and Consequences*, 213-224. <https://doi.org/10.4324/9780203873700>
- Sicart, M. (2008). Defining Game Mechanics. *Game Studies*, 8(2). <http://gamestudies.org/0802/articles/sicart>
- Zuo, J., & Ge, L. (2021). Player Retention in Battle Royale Games: A Comparative Study of Free Fire and PUBG. *Journal of Interactive Entertainment Studies*, 13(4), 125-141.