

DAFTAR PUSTAKA

Buku

Ali, Moh. dan Asrori, Moh. 2010. *Psikologi Perkembangan Peserta Didik*. Jakarta:

Bumi Aksara

Azhar, Arsyad. 2007. *Media pembelajaran*, Jakarta: PT. Raja Grafindo Persada.

Bennett, Neville. 2005. *Teaching through play teachers thinking and classroom practice*.

USA: Open University Press

Mulyadi, S. 2004. *Bermain dan kreativitas (Upaya Mengembangkan kreativitas anak*

melalui Kegiatan Bermain). Jakarta: Papas Sinar Sinanti

Rouse III, Richard. 2005. *Game Design: Theory & Practice: Game design*. Texas:

Wordware Publishing

Koster, Raph. 2005. *A Theory of Fun for Game Design*. USA: Paraglyph Press

Santrock, John. W. 2003. *Adolescence, 6th Ed*. Jakarta: Erlangga

Website

<https://library.uns.ac.id/kesulitan-belajar-kimia-bagi-siswa-sekolah-menengah/> diakses 25 Agustus 2016 pukul 22.05 WIB

<http://www.jejaringkimia.web.id/2013/11/benarkah-kimia-itu-sulit.html> diakses 27 Agustus 2016 pukul 20.05 WIB

http://www.kompasiana.com/pughiyman/apa-itu-belajar_55004441a333115b745101ea diakses 5 September 2016 pukul 10.09 WIB

<http://ridalatifah.blogs.uny.ac.id/2015/11/18/pengertian-belajar-dan-macam-macam-teori-belajar/> diakses 8 September 2016 pukul 12.30 WIB

<http://manikmaya.com/about>, diakses 27 Agustus 2016 pada pukul 06.05 WIB

<http://www.play-board-games.com/blog/blog/wp-content/uploads/2014/08/compounded-board-game.jpg> diakses 28 agustus 2016 pukul 17:53,.2016

<https://www.kickstarter.com/projects/natsch/science-ninjas-valence-chemistry-card-game>, diakses 11 September 2016 pada pukul 20.12 WIB