

DAFTAR PUSTAKA

- Abt, C. C. (1970). *Serious Games*. Viking.
<https://archive.org/details/seriousgames0000abt/page/n9/mode/2up>
- Alomair, Y., Ahmad, I., & Alghamdi, A. (2015). A review of evaluation methods and techniques for simulation packages. *Procedia Computer Science*, 62, 249–256.
<https://doi.org/10.1016/j.procs.2015.08.447>
- Althoff, T., White, R. W., & Horvitz, E. (2016). Influence of pokémon go on physical activity: Study and implications. *Journal of Medical Internet Research*, 18(12).
<https://doi.org/10.2196/jmir.6759>
- Ampatzidou, C., Gugerell, K., Constantinescu, T., Devisch, O., Jauschneg, M., & Berger, M. (2018). All work and no play? Facilitating serious games and gamified applications in participatory urban planning and governance. *Urban Planning*, 3(1), 34–46.
<https://doi.org/10.17645/up.v3i1.1261>
- Andrew, K. (2016, August 23). Stockholm to use *Cities: Skylines* to plan new real world district. *PCGamesN*. <https://www.pcgamesn.com/cities-skylines/stockholm-planners-to-use-cities-skylines>
- Assyakurrohim, D., Ikham, D., Sirodj, R. A., & Afgani, M. W. (2022). Metode Studi Kasus dalam Penelitian Kualitatif. *Jurnal Pendidikan Sains Dan Komputer*, 3(01), 1–9.
<https://doi.org/10.47709/jpsk.v3i01.1951>
- Azlan, N. N. N., & Rohani, M. M. (2018). Overview of Application of Traffic Simulation Model. *MATEC Web of Conferences*, 150.
<https://doi.org/10.1051/mateconf/201815003006>
- Badan Pusat Statistik. (2024a). *KOTA YOGYAKARTA KOTA YOGYAKARTA DALAM ANGKA DALAM ANGKA BADAN PUSAT STATISTIK KOTA YOGYAKARTA*.
- Badan Pusat Statistik. (2024b). *PRODUK DOMESTIK REGIONAL BRUTO KOTA YOGYAKARTA MENURUT LAPANGAN USAHA*.
- Badan Pusat Statistik. (2024c, May 28). *Jumlah Kendaraan Bermotor Menurut Kabupaten/Kota dan Jenis Kendaraan di D.I. Yogyakarta (unit), 2021–2023*.
<https://yogyakarta.bps.go.id/id/statistics-table/1/MTg0IzE=/jumlah-kendaraan-bermotor-menurut-kabupaten-kota-dan-jenis-kendaraan-di-d-i--yogyakarta--unit---20212023.html>
- Banks, C. M. (2010). INTRODUCTION TO MODELING AND SIMULATION. In C. M. Banks & J. A. Sokolowski (Eds.), *odeling and Simulation Fundamentals: Theoretical Underpinnings and Practical Domains*.



Banks, N., Lombard, M., & Mitlin, D. (2019). Urban Informality as a Site of Critical Analysis. *The Journal of Development Studies*, 56(2), 223–238. <https://doi.org/10.1080/00220388.2019.1577384>

Bastarianto, F. F., Hancock, T. O., Choudhury, C. F., & Manley, E. (2023). Agent-based models in urban transportation: review, challenges, and opportunities. In *European Transport Research Review* (Vol. 15, Issue 1). Springer Science and Business Media Deutschland GmbH. <https://doi.org/10.1186/s12544-023-00590-5>

Becker, K., & Gopin, E. (2016). Selection Criteria for Using Commercial-Off-the-Shelf (COTs) for Learning. In Karen Schrier (Ed.), *Learning, Education & Games* (Vol. 2). ETC Press. <https://www.researchgate.net/publication/308402340>

Bereitschaft, B. (2016). Gods of the City? Reflecting on City Building Games as an Early Introduction to Urban Systems. *Journal of Geography*, 115(2), 51–60. <https://doi.org/10.1080/00221341.2015.1070366>

Bereitschaft, B. (2021). Commercial city building games as pedagogical tools: what have we learned? In *Journal of Geography in Higher Education* (Vol. 47, Issue 2, pp. 161–187). Routledge. <https://doi.org/10.1080/03098265.2021.2007524>

Carras, M. C., Van Rooij, A. J., Spruijt-Metz, D., Kvedar, J., Griffiths, M. D., Carabas, Y., & Labrique, A. (2018). Commercial video games as therapy: A new research agenda to unlock the potential of a global pastime. In *Frontiers in Psychiatry* (Vol. 8, Issue JAN). Frontiers Media S.A. <https://doi.org/10.3389/fpsy.2017.00300>

de Guzman, J. (2016, February 23). Finland city holds city planning contest using video game. *Rappler*. <https://www.rappler.com/technology/123474-finland-hameenlinna-cities-skylines-planning-contest/>

Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From game design elements to gamefulness: Defining 'gamification'. *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments, MindTrek 2011*, 9–15. <https://doi.org/10.1145/2181037.2181040>

Dickinson, K., & Place, M. (2016). The Impact of a Computer-Based Activity Program on the Social Functioning of Children with Autistic Spectrum Disorder. *Games for Health Journal*, 5(3), 209–215. <https://doi.org/10.1089/g4h.2015.0063>

Djaouti, D., Alvarez, J., & Jessel, J.-P. (2011). Classifying serious games: the G/P/S model. *Advances in Game-Based Learning*, 118–136. <https://doi.org/10.4018/978-1-60960-495-0.ch006>

Droll, D., & Söbke, H. (2021). Realism of Simulation Models in Serious Gaming Two case studies from Urban Water Management Higher Education. In F. de Rosa, I. M. Schottman, J. B. Hauge, F. Bellotti, P. Dondio, & M. Romero (Eds.), *Games and Learning Alliance*. <https://doi.org/https://doi.org/10.48550/arXiv.2109.10572>

- Ejercito, P. M., Gayle Nebrija, K. E., FERIA, R. P., & Leah Lara-Figueroa, L. (2017). Traffic Simulation Software Review. *2017 8th International Conference on Information, Intelligence, Systems & Applications (IISA)*. <https://doi.org/10.1109/IISA.2017.8316415>
- Fernández, P., & Ceacero-Moreno, M. (2021). Urban sustainability and natural hazards management; designs using simulations. *Sustainability (Switzerland)*, *13*(2), 1–26. <https://doi.org/10.3390/su13020649>
- Fitriani, Nurmandi, A., Lutfi, M., & Muslim, A. (2023). How does buy service-based policy attract public transportation customers in Yogyakarta, Indonesia? *Otoritas : Jurnal Ilmu Pemerintahan*, *13*(2), 2023. <https://doi.org/10.26618/ojip.v12i2.10794>
- Flanagan, M. (2009). Board Games. In *Critical Play* (pp. 63–116). The MIT Press. <https://doi.org/10.7551/mitpress/7678.003.0004>
- Fonseca, D., Cavalcanti, J., Peña, E., Valls, V., Sanchez-Sepúlveda, M., Moreira, F., Navarro, I., & Redondo, E. (2021). Mixed assessment of virtual serious games applied in architectural and urban design education. *Sensors*, *21*(9). <https://doi.org/10.3390/s21093102>
- Fulman, N., Benenson, I., & Ben Elia, E. (2020). Modeling parking search behavior in the city center: A game-based approach. *Transportation Research Part C: Emerging Technologies*, *120*. <https://doi.org/10.1016/j.trc.2020.102800>
- Gora, P., Katrakazas, C., Drabicki, A., Islam, F., & Ostaszewski, P. (2020). Microscopic traffic simulation models for connected and automated vehicles (CAVs) - State-of-the-art. *Procedia Computer Science*, *170*, 474–481. <https://doi.org/10.1016/j.procs.2020.03.091>
- Harrison, G., Bivona, E., & Rossetti, R. (2020). Editorial: Special issue on Simulation in Transportation. In *Journal of Simulation* (Vol. 14, Issue 4, pp. 239–241). Taylor and Francis Ltd. <https://doi.org/10.1080/17477778.2020.1829514>
- Hasanah, H. (2016). TEKNIK-TEKNIK OBSERVASI (Sebuah Alternatif Metode Pengumpulan Data Kualitatif Ilmu-ilmu Sosial). *At-Tawaddum*, *8*(1). <https://doi.org/10.21580/at.v8i1.1163>
- Hendricks, T. S. (2010). Caillois's Man, Play, and Games An Appreciation and Evaluation •. *American Journal of Play*, *3*, 157–185. <https://eric.ed.gov/?id=EJ1070247>
- Hofer, C., Jäger, G., & Füllsack, M. (2018). Including traffic jam avoidance in an agent-based network model. *Computational Social Networks*, *5*(1). <https://doi.org/10.1186/s40649-018-0053-y>
- Jantke, K. P. (2010). Toward a taxonomy of game based learning. *Proceedings of the 2010 IEEE International Conference on Progress in Informatics and Computing, PIC 2010*, *2*, 858–862. <https://doi.org/10.1109/PIC.2010.5687903>

- Juraschek, M., Herrmann, C., & Thiede, S. (2017). Utilizing Gaming Technology for Simulation of Urban Production. *Procedia CIRP*, 61, 469–474. <https://doi.org/10.1016/j.procir.2016.11.224>
- Karakaya, A. S., Stef, I. A., Köhler, K., Heinovski, J., Dressler, F., & Bermbach, D. (2023). Achieving realistic cyclist behavior in SUMO using the SimRa dataset. *Computer Communications*, 205, 97–107. <https://doi.org/10.1016/j.comcom.2023.04.015>
- Khan, T. A., & Zhao, X. (2021). Perceptions of Students for a Gamification Approach: Cities Skylines as a Pedagogical Tool in Urban Planning Education. In *Responsible AI and Analytics for an Ethical and Inclusive Digitized Society: Vol. 12896 LNCS* (pp. 763–773). Springer Science and Business Media Deutschland GmbH. https://doi.org/10.1007/978-3-030-85447-8_64
- Kickert, C. C., Pont, M. B., & Nefs, M. (2014). Surveying density, urban characteristics, and development capacity of station areas in the delta metropolis. *Environment and Planning B: Planning and Design*, 41(1), 69–92. <https://doi.org/10.1068/b39020>
- Kotusevski, G., & Hawick, K. A. (2009). A Review of Traffic Simulation Software. In *Res. Lett. Inf. Math. Sci* (Vol. 13, pp. 35–54). Massey University. <http://hdl.handle.net/10179/4506>
- Kuehnel, N., Ziemke, D., Moeckel, R., & Nagel, K. (2020). The end of travel time matrices: Individual travel times in integrated land use/transport models. *Journal of Transport Geography*, 88. <https://doi.org/10.1016/j.jtrangeo.2020.102862>
- Laamarti, F., Eid, M., & El Saddik, A. (2014). An overview of serious games. *International Journal of Computer Games Technology*, 2014. <https://doi.org/10.1155/2014/358152>
- Łuniewska, M., Chyl, K., Dębska, A., Kacprzak, A., Plewko, J., Szczerbiński, M., Szewczyk, J., Grabowska, A., & Jednoróg, K. (2018). Neither action nor phonological video games make dyslexic children read better. *Scientific Reports*, 8(1). <https://doi.org/10.1038/s41598-017-18878-7>
- Mittal, A., Scholten, L., & Kapelan, Z. (2022). A review of serious games for urban water management decisions: current gaps and future research directions. In *Water Research* (Vol. 215). Elsevier Ltd. <https://doi.org/10.1016/j.watres.2022.118217>
- Nasr-Azadani, E., Wardrop, D., & Brooks, R. (2022). Is the rapid development of visualization techniques enhancing the quality of public participation in natural resource policy and management? A systematic review. *Landscape and Urban Planning*, 228, 104586. <https://doi.org/10.1016/j.landurbplan.2022.104586>
- Nilamsari, N. (2014). MEMAHAMI STUDI DOKUMEN DALAM PENELITIAN KUALITATIF. *WACANA: Jurnal Ilmiah Ilmu Komunikasi*, 13(2), 177–181. <http://fisip.untirta.ac.id/teguh/?p=16/>
- Olszewski, R., Cegiełka, M., Szczepankowska, U., & Wesołowski, J. (2020). Developing a serious game that supports the resolution of social and ecological problems in the toolset

- Paradox Interactive. (2022, June 22). *Cities: Skylines hits 12 million sales mark*. <https://www.paradoxinteractive.com/media/press-releases/press-release/cities-skylines-hits-12-million-sales-mark>
- Paradox Interactive. (2023, July 31). *Cities: Skylines II Feature Highlight #7: Maps & Themes*. <https://www.paradoxinteractive.com/games/cities-skylines-ii/features/maps-themes>
- Patel, V., Chaturvedi, M., & Srivastava, S. (2016). Comparison of SUMO and SiMTrAM for Indian Traffic Scenario Representation. *Transportation Research Procedia*, 17, 400–407. <https://doi.org/10.1016/j.trpro.2016.11.081>
- Piňos, J. (2019). CURRENT TRENDS IN USING SERIOUS GAMES AND VIDEO GAMES IN THE FIELD OF URBAN PLANNING. *Kartografické Listy*, 27(1), 14–24. <https://gis.fns.uniba.sk/kartografickelisty/archiv/KL27/2.pdf>
- Piňos, J. (2021). *THE APPLICATION OF CITY-BUILDING GAMES IN SPATIAL PLANNING Olomouc 2021* [Dissertation Thesis, Palacký University Olomouc]. https://theses.cz/id/ctdxnf/pinos2021_disert_autoref_merged.pdf
- Poor, N. (2014). Computer game modders' motivations and sense of community: A mixed-methods approach. *New Media and Society*, 16(8), 1249–1267. <https://doi.org/10.1177/1461444813504266>
- Qiu, Y., Lin, Y., He, J., & Lu, H. (2024). Using Social Media Data to Understand Citizen Perceptions of Urban Planning in a City Simulation Game. *Simulation and Gaming*. <https://doi.org/10.1177/10468781241271080>
- Rahardjo, M. (2017). *STUDI KASUS DALAM PENELITIAN KUALITATIF: KONSEP DAN PROSEDURNYA* oleh. Universitas Islam Negeri Maulana Malik Ibrahim Malang. <http://repository.uin-malang.ac.id/1104/>
- Rodrigue, J., Comtois, C., & Slack, B. (2013). Urban Transportation. In *The Geography of Transport Systems* (3rd ed., pp. 188–224). Routledge. <http://people.hofstra.edu/geotrans>.
- Rofiah, C., Pgri, S., & Jombang, D. (2022). *ANALISIS DATA KUALITATIF: MANUAL ATAU DENGAN APLIKASI?* (Vol. 6, Issue 1).
- Rufat, S., & Ter Minassian, H. (2012). Video games and urban simulation: New tools or new tricks? *CyberGeo*, 2012. <https://doi.org/10.4000/cybergeogeo.25561>
- Salen, K., & Zimmerman, E. (2004). *Rules of Play: Game Design Fundamentals*. MIT Press.
- Salles, D., Kaufmann, S., & Reuss, H.-C. (2020). Extending the Intelligent Driver Model in SUMO and Verifying the Drive Off Trajectories with Aerial Measurements. *SUMO User Conference 2020*, 1. <https://doi.org/https://doi.org/10.52825/scp.v1i.95>



UNIVERSITAS
GADJAH MADA

Pemanfaatan Permainan "Cities: Skylines" dalam Perencanaan Perkotaan (Studi Kasus Simulasi

Transportasi Kawasan Perkotaan Yogyakarta)

Mawar Sekartaji, Dr. Ir. Tri Mulyani Sunarharum, S.T., IPU.

Universitas Gadjah Mada, 2025 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Shields, P. M., & Tajalli, H. (2006). Intermediate Theory: The Missing Link in Successful Student Scholarship. In Source: *Journal of Public Affairs Education* (Vol. 12, Issue 3).

Sousa, M., Antunes, A. P., Pinto, N., & Zagalo, N. (2022). Serious Games in Spatial Planning: Strengths, Limitations and Support Frameworks. *International Journal of Serious Games*, 9(2), 115–133. <https://doi.org/10.17083/ijsg.v9i2.510>

Suits, B. (1967). What Is a Game? *Philosophy of Science*, 34(2), 148–156. <https://doi.org/https://doi.org/10.1086/288138>

Syaifullah, M. (2024, October 3). Jumlah Pengguna KRL Yogya-Solo Meningkatkan, Mayoritas untuk Berwisata. *Tempo.Co*. <https://www.tempo.co/hiburan/jumlah-pengguna-krl-yogya-solo-meningkat-mayoritas-untuk-berwisata-2980>

Ulrich, F., & Helms, N. H. (2017). CREATING EVALUATION PROFILES FOR GAMES DESIGNED TO BE FUN: An Interpretive Framework for Serious Game Mechanics. *Simulation and Gaming*, 48(5), 695–714. <https://doi.org/10.1177/1046878117709841>

Wicaksana, G. B. A., & Linggasani, M. A. W. (2022). Model into Playable Simulation in Games Cities. *Advances in Social Science, Education and Humanities Research/Advances in Social Science, Education and Humanities Research, Proceedings of the International Webinar on Digital Architecture 2021 (IWEDA 2021)*. <https://doi.org/10.2991/assehr.k.220703.054>

Wardhani, C. M. (2024, March 25). Penumpang Commuter Line Yogyakarta dan Prameks Turun Saat Ramadan. *Tribun Jogja*. <https://jogja.tribunnews.com/2024/03/25/penumpang-commuter-line-yogyakarta-dan-prameks-turun-saat-ramadan>

Wilson, V. (2011). Research Methods: Content Analysis. *Evidence Based Library and Information Practice*, 6(4), 177–179. <https://doi.org/https://doi.org/10.18438/B86P6S>

Yuliani, W. (2018). QUANTA METODE PENELITIAN DESKRIPTIF KUALITATIF DALAM PERSPEKTIF BIMBINGAN DAN KONSELING. 2(2). <https://doi.org/10.22460/q.v2i1p21-30.642>

Zayeni, D., Raynaud, J. P., & Revet, A. (2020). Therapeutic and Preventive Use of Video Games in Child and Adolescent Psychiatry: A Systematic Review. In *Frontiers in Psychiatry* (Vol. 11). Frontiers Media S.A. <https://doi.org/10.3389/fpsy.2020.00036>