



DAFTAR PUSTAKA

- Chunghanacharoenlert, S., Chockwanich, N., & Pasuralertsakul, K. (2014). The Golden Sugarcane: A Math Game on Android. *Third ICT International Student Project Conference*, 29-32.
- Davis, V. (2014). *Edutopia: A Guide to Game-Based Learning*. Retrieved February 26, 2015, from <http://www.edutopia.org/blog/guide-to-game-based-learning-vicki-davis>
- Google. (2012). *Introducing Google Play: All your entertainment, anywhere you go*. Retrieved February 25, 2015, from <http://googleblog.blogspot.com/2012/03/introducing-google-play-all-your.html>
- International Data Corporation. (2014). *Smartphone OS Market Share, Q4 2014*. Retrieved May 18, 2015, from <http://www.idc.com/prodserv/smartphone-os-market-share.jsp>
- Jiugen, Y., Ruonan, X., & Jianmin, W. (2010). Applying Research of Mobile Learning Mode in Teaching. *International Forum on Information Technology and Applications*, 417-420.
- Ku, O., Chen, S. Y., Wu, D. H., Lao, A. C., & Chan, T.-W. (2013). The Effects of Game-Based Learning on Mathematical Confidence and Performance: High Ability vs. Low Ability. *Educational Technology & Society*, 17(3), 65-78.
- Kumon. (2015, May 17). *Kumon*. Retrieved from [www.kumon.com: http://www.kumon.com/math-program](http://www.kumon.com/math-program)
- Kuo, M.-J. (2007). How Does an Online Game Based Learning Environment Promote Students' Intrinsic Motivation for Learning Natural Science and How Does It Affect Their Learning Outcomes. *The First IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning*.
- Lin, W.-C., Lai, C.-H., Ho, J.-Y., & Jong, B.-S. (2014). Mobile Game-based Learning to Inspire Students Learning Motivation. *Information Science, Electronics and Electrical Engineering (ISEEE), 2014 International Conference on, II*, 810-813.
- Little, B. (2012). Effective and Efficient Mobile Learning: Issues and Tips for Developers. *Industrial and Commercial Training*, 44(7), 402-407.
- Meier, R. (2012). *Professional Android 4 Application Development*. Indianapolis: John Wiley & Sons, Inc.
- Motiwalla, L. F. (2007). Mobile Learning - A Framework and Evaluation. *Computer and Education*, 49, 581-596.



Perrota, C., Featherstone, G., Aston, H., & Houghton, E. (2013). Game-based Learning: Latest Evidence and Future Directions (NFER Research Programme: Innovation in Education).

Simin, G., Afshari, M., & Salleh, A. (2012). Management Strategies for E-Learning System as the Core Component of Systemic Change: A Qualitative Analysis. *Life Science Journal*, 2190-2196.

Would, J. (2010). The Relationship Between Kumon and Achievement in Mathematics.