

## DAFTAR PUSTAKA

- Agren, T., Hoppe, J. M., Singh, L., Holmes, E. A., & Rosén, J. (2023). The neural basis of Tetris *gameplay*: implicating the role of visuospatial processing. *Current Psychology*, 42(10), 8156–8163. <https://doi.org/10.1007/s12144-021-02081-z>
- Berry, J. (2024). *Winners Improvise to Score Dirty Tetris*. <https://papers.ssrn.com/>. <https://doi.org/10.2139/ssrn.4809352>
- Fakunle, S., & Alfaraj, A. (2023). Tetris *Video Game via FPGA Tetris Video Game via FPGA Name : Samuel Fakunle , Abdullah Alfaraj. December 2022.*
- Febriyanti, N. M. D., Sudana, A., & ... (2021). Implementasi *Black box Testing* pada Sistem Informasi Manajemen Dosen. *Jurnal Ilmiah ...*, 2(3). [http://download.garuda.kemdikbud.go.id/article.php?article=3457876&val=30165&title=Implementasi \*Black box Testing\* pada Sistem Informasi Manajemen Dosen](http://download.garuda.kemdikbud.go.id/article.php?article=3457876&val=30165&title=Implementasi%20Black%20box%20Testing%20pada%20Sistem%20Informasi%20Manajemen%20Dosen)
- Fitrah, N., Muawwal, A., & Marlina. (2022). Analisis Kualitas Layanan Terhadap Kepuasan Pelanggan Website Gepo Menggunakan Metode *Pieces*. *KHARISMA Tech*, 17(2), 172–183. <https://doi.org/10.55645/kharismatech.v17i2.306>
- Gehnen, M., & Venier, L. (2024). Tetris Is Not Competitive. In *Leibniz International Proceedings in Informatics, LIPIcs* (Vol. 291, Issue 16, pp. 16:1-16:0). Schloss Dagstuhl – Leibniz-Zentrum für Informatik, Dagstuhl Publishing, Germany. <https://doi.org/10.4230/LIPIcs.FUN.2024.16>
- Hamda, H., Teknik, S., Graf, A., Graf, G. V, & V, E. (2023). *Penerapan Pohon Keputusan dalam Penyusunan Grid dalam Permainan Granblue Fantasy.*
- Hardness, M., Demaine, E. D., Hall, H., & Li, J. (2024). Tetris with Few *Piece* Types. *Leibniz International Proceedings in Informatics, LIPIcs*, 291, 1–37. <https://doi.org/10.4230/LIPIcs.FUN.2024.24>
- Lidia, Nur Alim Amri, & M. Yusran Rahmat. (2023). Meningkatkan Kemampuan Pemecahan Masalah Melalui Puzzle Tetris Pada Anak Kelompok B Di Tk Pusat Paud Tunas Inti Baturappe Kecamatan Biringbulu Kabupaten Gowa. *Didaktik : Jurnal Ilmiah PGSD STKIP Subang*, 9(3), 1316–1323. <https://doi.org/10.36989/didaktik.v9i3.1587>
- Munzayana, H. (2023). *Penerapan Algoritma Boyer Moore dan Branch and Bound Pada Optimasi Peletakan Tetromino Permainan Tetris Sederhana.* 1–7.

- Odja, M. O., Likadja, F. J., Ina, W. T., & Pella, S. I. (2021). Penggunaan Microsoft Excel untuk Kemudahan Pengolahan Data Nilai Hasil Belajar Siswa. *Jurnal Pengabdian Kepada Masyarakat Undana*, 15(2), 22–29. <https://doi.org/10.35508/jpkmlppm.v15i2.6052>
- Pangkatodi, E., Liliana, & Satiabudhi, G. (2021). Implementasi Rule Base System dan Fuzzy Logic Artificial Intelligence pada *Game* Kartu Capsa. *Infra*, 4(1), 1–7.
- Paszkiel, S., Rojek, R., Lei, N., & Castro, M. A. (2021). A Pilot Study of *Game Design* in the Unity Environment as an Example of the Use of Neurogaming on the Basis of Brain–Computer *Interface* Technology to Improve Concentration. *NeuroSci*, 2(2), 109–119. <https://doi.org/10.3390/neurosci2020007>
- Pattnayak, A. (2024). *Designing Real - Time Strategy Games Using AI The Current State of AI in RTS Games Self-Learning Through Auto-Play*. 1–7.
- Propp, J. (2022). *Some 2-adic conjectures concerning polyomino tilings of Aztec diamonds*. 2(4), 1–16. <http://arxiv.org/abs/2204.00158>
- Simamora, B. (2022). Skala Likert, Bias Penggunaan dan Jalan Keluarnya. *Jurnal Manajemen*, 12(1), 84–93. <https://doi.org/10.46806/jman.v12i1.978>
- Wibowo Kom, T. S., Limken, V., & Mada Baloi Sei Ladi Batam, J. (2021). *Designing Learning Media for Batakese Cuisine Using Multimedia Development Life Cycle (Mdlc) Method*. *Journal of Information System and Technology*, 02(02), 56–63.
- Zeng, Z., Cheng, Q., & Si, Y. (2023). Logical Rule-Based Knowledge Graph Reasoning: A Comprehensive Survey. *Mathematics*, 11(21). <https://doi.org/10.3390/math11214486>