

Daftar Pustaka

- [1] James R. Parker, *INTRODUCTION TO GAME DEVELOPMENT USING PROCESSING*. David Pallai, MERCURY LEARNING AND INFORMATION, 2015.
- [2] R. Bhardwaj, "The Ergonomic Development of Video *Game* Controllers," *J Ergon.*, vol. 7, no. 4, 2017.
- [3] A. H. Cummings, "The Evolution of *Game* Controllers and Control Schemes and their Effect on their *Games*," *SemanticScholar*, 2006. [Online]. Available: <https://www.semanticscholar.org/paper/The-Evolution-of-Game-Controllers-and-Control-and-Cummings/76f3d23b46896af6e602ad28436f9ec774a67d7e>. [Accessed: 13-Mar-2019].
- [4] J. R. Parker and J. Heerema, "Audio Interaction in Computer Mediated *Games*," *Int. J. Comput. Games Technol.*, vol. 2008, 2008.
- [5] S. M. Flynn and B. S. Lange, "*Games* for rehabilitation : the voice of the players," in *Proc. 8th Intl Conf. Disability, Virtual Reality & Associated Technologies Viña del Mar/Valparaíso, Chile*, 2010, pp. 185–194.
- [6] K. M. Gerling, M. Klauser, and J. Niesenhaus, "Measuring the Impact of *Game* Controllers on Player Experience in FPS *Games* Measuring the Impact of *Game* Controllers on Player Experience in FPS *Games*," in *In Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments (MindTrek '11)*, 2014, no. November.
- [7] R. H. Creighton, *Unity 3D Game Development by Example*. PACKT PUBLISHING, 2010.
- [8] F. Allison, M. Carter, and M. Gibbs, "A History of Voice Interaction in *Games*," *Proc. 1st Int. Jt. Conf. DiGRA FDG*, pp. 1–2, 2016.

- [9] M. Rahman, S. M. Ferdous, and S. I. Ahmed, "Speech development of autistic children by interactive computer Games," *Interact. Technol. Smart Educ.*, vol. 8, no. 4, pp. 208–223, 2011.
- [10] N. Nasiri, S. Shirmohammadi, and A. Rashed, "A serious Game for children with speech disorders and hearing problems A Serious Game for Children with Speech Disorders and Hearing Problems," in *Conference: 2017 IEEE 5th International Conference on Serious Games and Applications for Health (SeGAH)*, 2017, no. February 2018.
- [11] W. S. Yue, N. Azan, and M. Zin, "Voice Recognition and Visualization Mobile Apps Game for Training and Teaching Hearing Handicaps Children," *Procedia Technol.*, vol. 11, no. Iccci, pp. 479–486, 2013.
- [12] D. Umanski, W. Kusters, F. Verbeek, and N. O. Schiller, "Integrating computer Games in speech therapy for children who stutter," in *Workshop of Child, Computer and Interaction*, 2008, no. October.
- [13] B. Guide, *Unity 3D Game Development by Example*. .
- [14] B. Macnamee, "Agent Based Modeling in Computer Graphics and Games Agent Based Modeling in Computer Graphics and Games," 2009.