Daftar Pustaka

1. Anneta, L. A., Minugue, J., Holmes, S. Y,. & Cheng, M. T. (2009). Investigating the impact of video games on high school studen' engagement and learning about genetics. *Computers & Education, 53(1), 74-85.*

2. Clark, R,E,. & Mayer, R,E. (2008). E-learning and the science (2nd ed.). San Francisco: jossey-Bass.

3. Connolly, T,M., Boyle, E,A., MacArthur, E., Hainey, T., & Boyle, J. M. (2012). A systematic literature review of empirical evidence on computer game and serious game. Computer & Education, Vol. 59, No. 661 − 686. (http://dx.doi.org/10.1016/j.compedu). (last access:2012/03/04).

4. Csikszentmihalyi, M. (1988). The flow experience and its significance for human psychology. In M. Csikszenmihalyi, & I. S. Csikszentmihalyi (Eds), *Optimal experience : Psychology studies of flow in consciousness* (pp. 15 - 35. Cambrige, MA : Cambtige Univ. Press.

5. Eccles, J. S., & Wigfield, A. (2002). Motivationnal beliefs, values, and goals. Annual Review of Pyscology, Vol. 53, No.109 - 132.

6. Farlane, A., Sparrowhawk A., & Healtd Y. (2002). Report on the educational use of game. (http://www.teem.org.uk/publication/teem_gamesined_full.pdf). (last access: 27/08/2007).

7. Lieberman, D.A., (2006). What can we learn from playing interactive game ? In P. Vordorer, & J. Bryan (Eds), Playing Video Game: Motives, response, and consequences) Mahwah, Nj: Erlbaum, United States.

8. Liu, M., Horton, L., Olmanson, J., & Toprac, P (2011). A study and motivation in a new media enriched environment for middle school science. Education technologie Research Development, Vol. 59, No.249 − 265. (http://dx.doi.org/10.1007/s11423-011-9192-7).

9. Martens, R,L., Gulikers, J., & Bastiaens, T (2004). The impact of intrinsic motivation on e-learning in autentic computer tasks. Journal of Computer Assisted Learning, Vol. 20, No.368 – 367, 2004.

10. Mumtaz, S., (2001), Children's enjoyment and perception of computer use in home and the shool Computers and Education, 2001.

11. Oblinger, D., (2004), The next generation of educational engagement. Journal of Interactive Media in Education, 2004.

12. Papastergio, M., (2009). Digital game – based learning in hight school computer science education: impact on educational effectiveness and student motivation. Computers & Education. (http://dx.doi.org/10.1016/j.compedu). (last acces: 2008/06/04).

13. Shernoff, D,J., Csikszentmihalyi, M., Schneider, B., & Shernoff, E,S. (2003). Studernt engagement in high school clashrooms from the perspective of flow theory. School Psychology Quaterly, Vol.18, No.158 – 176, 2003.