

## DAFTAR PUSTAKA

- Ramadan, R., & Widyani, Y. (2013). Game development life cycle guidelines. *2013 International Conference on Advanced Computer Science and Information Systems, ICAC SIS 2013, September 2013*, 95–100.  
<https://doi.org/10.1109/ICAC SIS.2013.6761558>
- Renatovna, A. G. (2019). Modern Approaches To the Development of Critical Thinking of Students. *European Journal of Research and Reflection in Educational Sciences*, 7(10), 65–67.
- Burgun, K. (2013). *A New Philosophy for Understanding Games*.
- Jiwal, S., Jain, P., & Jain, A. K. (2019). Impact of playing action and Puzzle video-games on attention and executive function: A comparative study. *Indian Journal of Physiology and Pharmacology*, 63(2), 122–129.
- Wolf, Ma. J. P., & Perron, B. (2019). An Introduction To the Video Game Theory. *Journal of Chemical Information and Modeling*, 53(9), 1689–1699.
- Denilson, B. T., Nouchi, R., & Kawashima, R. (2019). Does video gaming have impacts on the brain: Evidence from a systematic review. *Brain Sciences*, 9(10).  
<https://doi.org/10.3390/brainsci9100251>
- Nopitasari Dewi. (2019). The use of Crossword Puzzle towards the Students Vocabulary. Universitas Pendidikan Muhammadiyah Sorong. *Ayan*, 8(5), 55.

Patrick Catharine (1955). What is Creative Thinking. Philosophical Library, Inc. 15 East 40<sup>th</sup> Street, New York 16 N.Y.

Pamungkas, P. W. G., & Ghofur, M. A. (2021). Pengembangan Media Pembelajaran Word Search Puzzle Berbasis Android pada Mata Pelajaran Ekonomi Kelas X pada Saat Pandemi Covid-19. *Edukatif: Jurnal Ilmu Pendidikan*, 3(6), 4363–4373. <https://doi.org/10.31004/edukatif.v3i6.1464>

Paul, R. (1991). Critical Thinking: What Every Person Needs To Survive in a Changing World. *NASSP Bulletin*, 75(533), 120–122. <https://doi.org/10.1177/019263659107553325>

*Potential benefits of a Puzzle Video Game - Cognitive Enrichment Programme for the development of critical thinking among first year BEd students BJ Bunt orcid . org / 0000-0002-2102-4381 Learning and Teaching at the North-West University Promoter : Prof (Issue October). (2019).*

Moffat, D. C., Crombie, W., & Shabalina, O. (2017). Some video games can increase the player's creativity. *International Journal of Game-Based Learning*, 7(2), 35–46. <https://doi.org/10.4018/IJGBL.2017040103>

Susiaty, U. D., & Prihatin, I. (2021). Mengembangkan dan Memainkan Game Geometric Puzzle Untuk Meningkatkan Kemampuan Berpikir Kreatif Matematis. *Kreano, Jurnal Matematika Kreatif-Inovatif*, 12(1), 39–50. <http://journal.unnes.ac.id/nju/index.php/kreano>

Williams, A. D., & Shortz, W. (2004). *The Jigsaw Puzzle: Piecing Together a History*

<https://www.puzzlewarehouse.com/history-of-puzzles/>

<https://www.puzzlewarehouse.com/history-of-puzzles/>)