DAFTAR PUSTAKA

Dharwiyanti, S. and Satria Wahono, R. (2003) 'Pengantar Unified Modeling Language (UML)', pp. 1–13.

Ferati, D. (2015) *Activity Diagram in the Unified Modeling Language (UML).* Netherlands.

Harms, J. *et al.* (2015) 'Gamification of *online* surveys: *Design* process, case study, and evaluation', *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 9296(Section 4), pp. 219–236. doi: 10.1007/978-3-319-22701-6_16.

Izzawati, N. (2015) 'Efektivitas Pelatihan Perencanaan Karir terhadap Peningkatan Efikasi Diri dalam Pengambilan Keputusan Karir', *Psikologi Tabularasa*, 10(1), pp. 70–88.

Jusuf, H. (2016) 'Penggunaan Gamifikasi dalam Proses Pembelajaran Heni Jusuf Perangkingan Usability *Web*site menggunakan Metode Multiple Criteria Decision Analisys Sekretariat Redaksi : Program Pascasarjana Universitas Budi Luhur Jl . Raya Ciledug , Petukangan Utara , Jakar', *TICOM*, 5(1). Available at: https://www.researchgate.net/publication/320920734%0APenggunaan.

Kurniawan, T. A. (2018) 'Pemodelan *Use Case* (UML): Evaluasi Terhadap beberapa Kesalahan dalam Praktik', *Teknologi Informasi dan Ilmu Komputer*, 5(1), pp. 77–86. doi: 10.25126/jtiik.201851610.

Levinson, D. and City, Q. (1980) 'Career Stages: A Partial Test of Levinson ' s Model of Life / Career Stages', *Journal of Vocational Behavior 16,347-359*, 359, pp. 347–359.

Liu, P. (2017) 'Study on the Current Situation of College Students ' Career Planning', *Journal of Human Resource Management*, 5(2), pp. 39–44. doi: 10.11648/j.jhrm.20170502.12.

Mavletova, A. (2015) 'A gamification effect in longitudinal *web* surveys among children and adolescents', *IInternatinal Journal of Market Research*, 57(3). doi: 10.2501/IJMR-2015-035.

Mingsong, C., Xiaokang, Q. and Xuandong, L. (2006) 'Automatic Test Case Generation

for UML *Activity Diagram*s', pp. 2–8.

Nagy, N., Froidevaux, A. and Hirschi, A. (2019) *Lifespan Perspectives on Careers and Career Development*, *Work Across the Lifespan*. Edited by B. B. Baltes et al. Elsevier Inc. doi: 10.1016/B978-0-12-812756-8.00010-4.

Nidhra, S. and Dondeti, J. (2012) 'B LACK BOX AND W HITE B OX T ESTING T ECHNIQUES – A L ITERATURE R EVIEW', *International Journal of Embedded Systems and Applications*, 2(2), pp. 29–50.

Purwanta (2012) *Cakrawala Pendidikan*. 2nd edn, *Ilmiah Pendidikan*. 2nd edn. LPPMP Universitas Negri Yogyakarta.

Rizky, M. *et al.* (2018) 'Penerapan *Mechanics Dynamics Aesthetics Framework* pada *Game* Pengenalan Wisata Kota Malang', *Pengembangan Teknologi Informasi dan Ilmu Komputer*, 2(5), pp. 2086–2091.

Sabilla, S. I. and Suryani, E. (2016) 'Rancang Bangun Aplikasi Perangkat Bergerak Layanan Pemesanan Barang Surabaya ")', *Teknik ITS*, 5(2), pp. 783–788.

Sugiyono (2017) *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta.

Supardi, E. (2009) 'PENGEMBANGAN KARIR KONTRIBUSINYA TERHADAP KINERJA PEGAWAI Oleh: Endang Supardi *) ABSTRAK', 9(1).

Widarto (2015) *Bimbingan Karier dan Tips Berkarier*. 1st edn. Yogyakarta: Leutikaprio.

Yuliansyah, H. (2014) 'PERANCANGAN REPLIKASI BASIS DATA MYSQL DENGAN', *Informatika*, 8(1), pp. 826–836.