

Judul:

Memahami Konsep Computational Design Thinking Melalui Video Game (Studi Kasus: Minecraft) = Understanding the Concept of Computational Design Thinking Through Video Games (Case Study: Minecraft)

Pengarang/Penulis:

Raisah Ali, author

Subjek:

Architectural design; Video games; Design thinking

Nomor Panggil:

S-pdf

Penerbitan:

Fakultas Teknik Universitas Indonesia

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