

DAFTAR PUSTAKA

- Aalbers, T., Baars, M. A. E., Rikkert, M. G. M. O., & Kessels, R. P. C. (2013). *Puzzling With Online Games (BAM-COG): Reliability , Validity , and Feasibility of an Online Self-Monitor for Cognitive Performance in Aging Adults* Corresponding Author : 15, 1–12. <https://doi.org/10.2196/jmir.2860>
- Boletsis, C., & McCallum, S. (2016). *A Serious Game for Cognitive Health Screening.* 5(4), 1–11. <https://doi.org/10.1089/g4h.2015.0107>
- Boulay, M., Benveniste, S., Jouvelot, P., & Rigaud, A. (2011). *A pilot usability study of MINWii , a music therapy game for demented patients.* 19, 233–246. <https://doi.org/10.3233/THC-2011-0628>
- BPS. (2017). *Statistik Penduduk Usia Lanjut 2017.*
- Brox, E., Fernandez-Luque, L., & Tøllefsen, T. (2011). Healthy gaming - Video game design to promote health. *Applied Clinical Informatics*, 2(2), 128–142. <https://doi.org/10.4338/ACI-2010-10-R-0060>
- Čábelková, I., Strielkowski, W., Rybakova, A., & Molchanova, A. (2020). Does playing video games increase emotional creativity? *International Journal of Environmental Research and Public Health*, 17(7). <https://doi.org/10.3390/ijerph17072177>
- Care, D. (2011). 10 Warning Signs of Alzheimer's symptoms. *Office*, 9–11.
- Chesham, A., & Gerber, S., Schutz, N. (2019). Search and Match Task : Development of a Taskified Match-3 Puzzle Game to Assess and Practice Visual Search. *Preprints.Jmir.Org*, 7(2). <https://doi.org/10.2196/13620>
- Chesham, A., Wyss, P., Martin, M., & Mosimann, U. P. (2017). *What Older People Like to Play : Genre Preferences and Acceptance of Casual Games* Corresponding Author : 5, 1–11. <https://doi.org/10.2196/games.7025>
- Ching-teng, Y. (2019). Social Work in Health Care Effect of board game activities on cognitive function improvement among older adults in adult day care centers. *Social Work in Health Care*, 0(0), 1–14. <https://doi.org/10.1080/00981389.2019.1656143>
- Cove, J., Jacobi, N., Donovan, H., Orrell, M., Stott, J., & Spector, A. (2014). *Effectiveness of weekly cognitive stimulation therapy for people with dementia*

and the additional impact of enhancing cognitive stimulation therapy with a carer training program. 2143–2151.

- Dartigues, J. F., Foubert-samier, A., Goff, M. Le, Viltard, M., Amieva, H., Orgogozo, J. M., Barberger-gateau, P., & Helmer, C. (2013). *Playing board games , cognitive decline and dementia : a French population-based cohort study.* 1–8. <https://doi.org/10.1136/bmjopen-2013-002998>
- Ding, X., Barban, N., Tropf, F. C., & Mills, M. C. (2019). The relationship between cognitive decline and a genetic predictor of educational attainment. *Social Science and Medicine*, 239(September), 112549. <https://doi.org/10.1016/j.socscimed.2019.112549>
- Fauziningtyas, R.; Lathifah, M.; Hariyanto, J. (2016). The Influence of Dhakonan TRADITIONAL GAMES ON The Level Of Dementia In The Elderly at Puskesmas Waru Kabupaten Sidoarjo. *International Nursing Workshop and Conference, 2017*, 1–10.
- Ge, S., Zhu, Z., Wu, B., & Mcconnell, E. S. (2018). *Technology-based cognitive training and rehabilitation interventions for individuals with mild cognitive impairment : a systematic review.*
- Gerling, K. M., Schulte, F. P., & Masuch, M. (2011). Designing and evaluating digital games for frail elderly persons. *ACM International Conference Proceeding Series.* <https://doi.org/10.1145/2071423.2071501>
- Gomez, R., Jimenez, P., & Rodriquez, M. (2017). Benefit of Music Therapy on b Behavior Disorders in Subjects Diagnosed with Dementia: A Systematic Review. *Neurologia (English Edition)*, 32 (4), 253–263. <https://doi.org/10.1145/2071423.2071501>
- Iizuka, A., Suzuki, H., Ogawa, S., Kobayashi-cuya, K. E., & Kobayashi, M. (2018). *Pilot Randomized Controlled Trial of the GO Game Intervention on Cognitive Function.* 33(3), 192–198. <https://doi.org/10.1177/1533317517753362>
- Iizuka, A., Suzuki, H., Ogawa, S., Kobayashi-cuya, K. E., Kobayashi, M., Takebayashi, T., & Fujiwara, Y. (2019). *Can cognitive leisure activity prevent cognitive decline in older adults ? A systematic review of intervention studies.* 1–14. <https://doi.org/10.1111/ggi.13671>
- Jirayucharoensak, S. P. I. (2019). A game-based neurofeedback training system to enhance cognitive performance in healthy elderly subjects and in patients with

- amnestic mild cognitive impairment. *Dovepress*, 347–360.
- Kabat-Zinn, J. (2018). *Wherever You Go There You Are*.
- Kao, D., & Simone, J. J. De. (2019). *Exploring How Preference and Perceived Performance Vary in Different Game Genres Across Time of Day*. 1–5.
- Knoefel, J. E., & Jankowiak, J. (2006). Can our leisure activities help to prevent cognitive decline? *Southern Medical Journal*, 100(8), 858.
<https://doi.org/10.1097/SMJ.0b013e3181334453>
- Lee, G. J., Bang, H. J., Lee, K. M., Kong, H. H., Seo, H. S., Oh, M., & Bang, M. (2018). A comparison of the effects between 2 computerized cognitive training programs, *Bettercog* and *COMCOG*, on elderly patients with MCI and mild dementia. 0(June), 1–5.
- Lim, W. N., Lee, Y., & Anggoro, I. (2019). Augmented Reality 3D Cubes Puzzle Bingo Game for the Elderly. *HAVE 2019 - IEEE International Symposium on Haptic, Audio-Visual Environments and Games, Proceedings*, 6–11.
<https://doi.org/10.1109/HAVE.2019.8921044>
- MacAndrew, M, m Brooks, D. and Beattie, E. (2018). NonPharmacological interventions for managing wandering in the community: A narrative review of the evidence base. *Health & Social Care in the Community*, 21 (11), 1197–1205.
<https://doi.org/10.1080/13607863.2016.1211620>
- Mayor, S. (2017). Mentally stimulating activities reduce risk of mild cognitive impairment, study finds. *BMJ (Online)*, 356, 3822.
<https://doi.org/10.1136/bmj.j526>
- Meiner, S.E., A. G. . (2011). *Gerontologic Nursing*. Mosby, Elsevier.
- Moola S, Munn Z. (2017). Checklist for Case Reports. *Joanna Briggs Institute Critical Appraisal Tools*, 5. http://joannabriggs.org/assets/docs/critical-appraisal-tools/JBI_Critical_Appraisal-Checklist_for_Case_Reports2017.pdf
- Patterson, C. (2018). *The state of the art of dementia research : New frontiers World Alzheimer Report 2018*.
- Perrot, A., Maillot, P., & Hartley, A. (2019). *Cognitive Training Game Versus Action Videogame* : 8(1), 1–6. <https://doi.org/10.1089/g4h.2018.0010>
- Petersen, R. C., Caracciolo, B., Brayne, C., Gauthier, S., Jelic, V., & Fratiglioni, L. (2014). Mild cognitive impairment: A concept in evolution. *Journal of Internal*

- Medicine*, 275(3), 214–228. <https://doi.org/10.1111/joim.12190>
- Prince, M., Bryce, R., Albanese, e., Wimo, A., Ribeiro, W., Ferri, C. P. (2013). The global prevalence of dementia: A systematic review and metaanalysis. *Alzheimer's and Dementia*, 9 (1), 63–75.
<https://doi.org/10.1016/j.jalz.2012.11.007>
- Riley-Doucet, C. . (2009). Use of multisensory environments in the home for people with dementia. *Journal of Gerontological Nursing*, 42–52.
<https://doi.org/10.9999/00989134-20090331-01>
- Russoniello, C. V., Fish, M., & O'Brien, K. (2013). The Efficacy of Casual Videogame Play in Reducing Clinical Depression: A Randomized Controlled Study. *Games for Health Journal*, 2(6), 341–346.
<https://doi.org/10.1089/g4h.2013.0010>
- Sadoun, G. G. S. (2016). *Physical and Cognitive Stimulation Using an Exergame in Subjects with Normal Aging , Mild and Moderate Cognitive Impairment*. 53, 1299–1314. <https://doi.org/10.3233/JAD-160268>
- Salthouse, T. A., Atkinson, T. M., & Berish, D. E. (2003). Executive Functioning as a Potential Mediator of Age-Related Cognitive Decline in Normal Adults. *Journal of Experimental Psychology: General*, 132(4), 566–594.
<https://doi.org/10.1037/0096-3445.132.4.566>
- Schmitt, F. S. M. C. K. T. (2018). Evaluating the Adoption of the Physical Board Game Ludo for Automated Assessments of Cognitive Abilities. *Springer Nature Switzerland AG 2018*, 1(January 2018), 79–90. <https://doi.org/10.1007/978-3-030-02762-9>
- Schoene, D., Lord, S. R., Delbaere, K., Severino, C., Davies, T. A., & Smith, S. T. (2013). A Randomized Controlled Pilot Study of Home-Based Step Training in Older People Using Videogame Technology. 8(3).
<https://doi.org/10.1371/journal.pone.0057734>
- Schultz, S. A., Larson, J., Oh, J., Koscik, R., Dowling, M. N., Gallagher, C. L., Carlsson, C. M., Larue, A., & Okonkwo, O. C. (2014). *Participation in cognitively-stimulating activities is associated with brain structure and cognitive function in preclinical Alzheimer ' s disease*. <https://doi.org/10.1007/s11682-014-9329-5>

- Selvidge, E. (2006). *Journey to Egypt: A board game*. Montessori life.
- Siegler, R. S., & Ramani, G. B. (2008). Playing linear numerical board games promotes low-income children's numerical development (Developmental Science (2008) 11, (655-661)). *Developmental Science*, 11(6), 895. <https://doi.org/10.1111/j.1467-7687.2008.00777.x>
- Simpson, R., P. M. (2009). *Systematic reviews: CRD's 16 guidance for undertaking reviews in health care*, York: University of York. (p. 30). <https://doi.org/10.7748/ns2009.10.24.6.30.p4606>
- SJ, Wayne, romero rm baumgart. (2018). *Application and Interpretation of Functional Outcome Measures for Testing Individuals With Cognitive Impairment*. 34(1), 13–35. <https://doi.org/10.1097/TGR.0000000000000171>
- Tang, H., Xu, Q., Wu, Y., Cheng, Q., Li, C., Xiao, S., Shen, L., Tang, W., Yu, H., He, N., Lin, H., Yan, F., Cao, W., Yang, S., Liu, Y., Zhao, W., Lu, D., Jiao, B., Xiao, X., ... Chen, S. (2018). *Shanghai cognitive intervention of mild cognitive impairment for delaying progress with longitudinal evaluation-a prospective , randomized controlled study (SIMPLE): rationale , design , and methodology*. 1–8.
- Tarpin-bernard, F., Tedesco, A., & Marque, I. (2014). BLended Cognitive Training. *Non-Pharmacological Therapies in Dementia*, 3(2).
- Teh, J. K. L., & Peng, N. (2019). SSM - Population Health Effects of selected leisure activities on preventing loneliness among older Chinese. *SSM - Population Health*, 9, 100479. <https://doi.org/10.1016/j.ssmph.2019.100479>
- Treher, E. (2011). *Learning with board games. Play for performance. Tools for learning and retention*. The learning key inc. <http://www.thelearningkey.com>
- Tseng, C. N., Chan, H. Y., & Lee, H. T. (2011). The global cognitive measures in elderly for cognitive stimulation. *Formosan Journal of Medicine*, 15(4), 429–437.
- Verghese, J., L., Hall, C. B., Ph, D., Derby, C. A., Ph, D., Kuslansky, G., Ph, D., Ambrose, A. F., Sliwinski, M., Ph, D., & Buschke, H. (2003). Leisure activities and the risk of deme in the Elderly. *New England Journal Of Medicine*, 2508–2516.
- Vriendt, P. D. E., Gorus, E., Cornelis, E., Bautmans, I., Petrovic, M., & Mets, T.

- (2013). *The Advanced Activities Of Daily Living : A Tool Allowing The Evaluation Of Subtle Functional Decline In Mild Cognitive.* 17(1), 21–23.
- Wolinsky, F. D., Weg, M. W. Vander, Howren, M. B., Jones, M. P., & Dotson, M. M. (2019). *Effects of cognitive speed of processing training on a composite neuropsychological outcome : results at one-year from the IHAMS randomized controlled trial.* 2016, 317–330. <https://doi.org/10.1017/S1041610215001428>
- Woods, B., Spector, A. E., Prendergast, L., & Orrell, M. (2005). Cognitive stimulation to improve cognitive functioning in people with dementia. *Cochrane Database of Systematic Reviews*, 2. <https://doi.org/10.1002/14651858.cd005562>
- Yoon, J. S., Roque, N. A., Andringa, R., Harrell, E. R., Lewis, K. G., Vitale, T., Charness, N., & Boot, W. R. (2019). Intervention Comparative Effectiveness for Adult Cognitive Training (ICE-ACT) Trial: Rationale, design, and baseline characteristics. *Contemporary Clinical Trials*, 78(November 2018), 76–87. <https://doi.org/10.1016/j.cct.2019.01.014>
- Zheng, H., Li, J., Salmon, C. T., & Theng, Y. (2020). Computers in Human Behavior The effects of exergames on emotional well-being of older adults. *Computers in Human Behavior*, 110(January), 106383. <https://doi.org/10.1016/j.chb.2020.106383>