

DAFTAR PUSTAKA

- Agnez, Y. (2024). *Survei Goodstats: Benarkah Kesadaran Masyarakat Akan Isu Sampah Masih Rendah?* Goodstats. <https://Goodstats.Id/Article/Survei-Goodstats-Benarkah-Kesadaran-Masyarakat-Akan-Isu-Sampah-Masih-Rendah-U7wxa>
- Aji, C., & Dasari, D. (2009). Desain Faktorial Fraksional 2k-P Serta Analisisnya Berbasis Web. *Seminar Nasional Pendidikan Matematika Fpmipa Upi*, 1–10.
- Andriani, D. P., Setyanto, N. W., & Kusuma, L. T. W. N. (2017). *Desain Dan Analisis Eksperimen Untuk Rekayasa Kualitas* (B. Anugrah & R. Kurniawan (Eds.); 1st Ed.). Ub Press. <https://Books.Google.Co.Id/Books?Id=Xmxvdwaaqbaj&Printsec=Copyright&Hl=Id#V=Onepage&Q&F=False>
- Annisa. (2025). *Kuesioner Masyarakat*. Scribd. <https://Id.Scribd.Com/Document/853796018/Kuisisioner-Masyarakat>
- Arini, R. W., Herdianto, B., Anwar, M. H. R., Ramdhani, A. Y., Khanza, S., & Munikhah, I. A. T. (2023). Perancangan Eksperimen Untuk Menemukan Parameter Terbaik Algoritma Simulated Annealing: Studi Kasus Vehicle Routing Problem. *Tekmapro*, 18(1), 36–47. <https://Doi.Org/10.33005/Tekmapro.V18i1.340>
- Baek, N. (2013). *Lampiran 4 Kuesioner*. Scribd. <https://Www.Scribd.Com/Document/134623490/Lampiran-4-Kuesioner>
- Cambizar. (2025). *Kuesioner Pengelolaan Limbah B3 Domestik*. Scribd. <https://Www.Scribd.Com/Document/383945600/Kuesioner-Pengelolaan-Limbah-B3-Domestik>
- Cohen, L., Manion, L., & Morrison, K. (2007). *Research Methods In Education*. In *Research Methods In Education* (6th Ed.). <https://Doi.Org/10.4324/9780203029053>
- Djulianti, Y. (2025). *Kuesioner Sistem Pemilahan Dan Pewadahan Sampah Di Institut Teknologi Nasional (Itenas) Menunjukkan Bahwa Responden Kurang Mengetahui Program Pemilahan Sampah Tps-3r Dan Tempat Sampah Di Kampus Belum Terpilah Sesuai Jenis*. Scribd. <https://Www.Scribd.Com/Document/370986475/Kuesioner-Sampah>

- Hamari, J., Koivisto, J., & Sarsa, H. (2014). Does Gamification Work? *Proceedings Of The Annual Hawaii International Conference On System Sciences, January*(6–9), 3025–3034.
- Huotari, K., & Hamari, J. (2017). A Definition For Gamification: Anchoring Gamification In The Service Marketing Literature. *Electronic Markets*, 27(1), 21–31. <https://doi.org/10.1007/s12525-015-0212-z>
- Iskandar. (2017). *Kuesioner Adiwiyata*. Scribd. <https://www.scribd.com/document/386405330/Kuesioner-Adiwiyata>
- Jack, F., Norman, W., & Helen, H. (2012). How To Design And Evaluate Research In Eduvcation. In *Sustainability (Switzerland)* (Vol. 11, Issue 1).
- Kumar, A., Mantri, A., Singh, G., & Kaur, D. P. (2022). Impact Of AR-Based Collaborative Learning Approach On Knowledge Gain Of Engineering Students In Embedded System Course. *Education And Information Technologies*, 27(5), 6015–6036. <https://doi.org/10.1007/s10639-021-10858-9>
- Li, Y., Bhutto, M. Y., Sun, C., & Mehdi, S. M. (2023). Do Information Publicity And Moral Norms Trigger Waste-Sorting Intention Among Households? A Sequential Mediation Analysis. *Frontiers In Psychology*, 14. <https://doi.org/10.3389/fpsyg.2023.1193411>
- Missouri, R., Annafi, N., Lukman, L., Khairunnas, K., Mutmainah, S., Fathir, F., & Alamin, Z. (2023). Peningkatan Kesadaran Dan Partisipasi Masyarakat Melalui Pelatihan Pengelolaan Sampah. *Taroa: Jurnal Pengabdian Masyarakat*, 2(2), 91–101. <https://doi.org/10.52266/Taroa.V2i2.2617>
- Montgomery. (2017). Design And Analysis Of Experiments Ninth Edition. In *Arizona State University*. www.wiley.com/go/permissions. <https://lccn.loc.gov/2017002355>
- Montgomery, D. C. . (2013). Response Surface Methods And Designs. In *Design And Analysis Of Experiments*. https://faculty.ksu.edu.sa/sites/default/files/Douglas_C._Montgomery-Design_And_Analysis_Of_Experiments-Wiley_2012_Edition_8.pdf
- Muttaqin, B. I. A. (2019). Telaah Kajian Dan Literature Review Design Of Experiment (Doe). *Journal Of Advances In Information And Industrial*

- Technology*, 1(1), 33–40. <https://doi.org/10.52435/Jaiit.V1i1.10>
- Nichofieroharumalbara. (2024). *Kuesioner Adek*. Scribd. <https://www.scribd.com/document/707464516/Kuesioner-Adek>
- Noor, R. T. (N.D.). *Kuesioner Pengelolaan Sampah*. Scribd. <https://www.scribd.com/document/365258204/Kuesioner-Pengelolaan-Sampah-Docx>
- Nurhalijah, S. D., Cahyati, N., Romadhona, A., Maulani, N., & Rahayu, M. S. (2024). *Analisis Korelasi Spearman Untuk K Mengetahui Hubungan Antara Penggunaan Media Sosial Dan Tingkat Produktivitas Akademis Mahasiswa Agribisnis (Studi Kasus : Universitas Sultan Ageng Tirtayasa)*. 10(16), 1–23. <https://doi.org/https://doi.org/10.5281/Zenodo.13766003>
- Perugini, M., Gallucci, M., & Costantini, G. (2018). A Practical Primer To Power Analysis For Simple Experimental Designs. *International Review Of Social Psychology*, 31(1), 1–23. <https://doi.org/10.5334/IRSP.181>
- PP. Indonesia. (2012). *Peraturan Pemerintah Republik Indonesia Nomor 81 Tahun 2012* (P. 32).
- Pramono, B. (2018). Norma Sebagai Sarana Menilai Bekerjanya Hukum Dalam Masyarakat. *Perspektif Hukum*, 17(1), 101. <https://doi.org/10.30649/Phj.V17i1.86>
- Prawiyogi, A. G., Sadiyah, T. L., Purwanugraha, A., & Elisa, P. N. (2021). Penggunaan Media Big Book Untuk Menumbuhkan Minat Membaca Di Sekolah Dasar. *Jurnal Basicedu*, 5(1), 446–452. <https://doi.org/10.31004/basicedu.V5i1.787>
- Putra, L. D., Hidayat, F. N., Izzati, I. Nu., & Ramadhan, M. A. (2024). *Penerapan Gamifikasi Untuk Meningkatkan Motivasi Dan Kolaborasi Pada Siswa Sekolah Dasar*. 4(3), 131–139.
- Ramadani, A., & Susanti, S. (2024). *Permainan Pemilahan Sampah Menggunakan Construct 3 Di Sdn 184 Buahbatu Untuk Didaur Ulang Bisa Menjadi Pilihan Sederhana Dalam Mengurangi Tumpukan Sampah*. 2(3).
- Sailer, M., Hense, J. U., Mayr, S. K., & Mandl, H. (2017). How Gamification Motivates: An Experimental Study Of The Effects Of Specific Game Design Elements On Psychological Need Satisfaction. *Computers In Human*

- Behavior*, 69, 371–380. <https://doi.org/10.1016/j.chb.2016.12.033>
- Sari, A. P., Hasanah, S., & Nursalman, M. (2024). *Uji Normalitas Dan Homogenitas Dalam Analisis Statistik*. 8(2012), 51329–51337.
- Setyanto, N. W., & Lukodono, R. P. (2017). *Teori Dan Aplikasi Desain Eksperimen Taguchi* (U. Press (Ed.); 1st Ed.). Ub Press. https://www.google.co.id/books/edition/Teori_Dan_Aplikasi_Desain_Eksperimen_Tag/Ychtdwaaqbaj?hl=id&gbpv=1&dq=Metode+Taguchi&pg=Pa17&printsec=frontcover
- Tisngati, U., Martini, Meifiani, N. I., & Apriyani, D. C. N. (2019). Model-Model Anava Untuk Desain Faktorial 4 Faktor. In *Lppm Press Stkip Pgri Pacitan* (P. 1).
- Turnip, C. C. (2023). *Pengendalian Kualitas Roti Menggunakan Metode Taguchi Pada Akbar Jaya Bakery*.
- Undang-Undang Republik Indonesia Tentang Pengelolaan Sampah (UU Nomor 18 Pasal 1 Ayat 1 Tahun 2008) (2008).
- Venturi, S., Zulauf, K., Cuel, R., & Wagner, R. (2025). Trash To Treasure: Gamification And Informed Recycling Behavior. *Resources, Conservation And Recycling*, 215(November 2024), 108108. <https://doi.org/10.1016/j.resconrec.2024.108108>
- Viscusi, W. K., Huber, J., Bell, J., Revue, S., Huber, J., & Bell, J. (2014). *Private Recycling Values, Social Norms, And Legal Rules*. 124(2), 159–178.
- Widyanti, A. (2023). *Orasi Ilmiah Guru Besar Institut Teknologi Bandung Ergonomi Kognitif Di Industri 4.0*.