

2.6 PENGERTIAN DOWNSYNDROME	9
2.7 TENTANG CONSTRUCT 2	10
2.7.1. PENGERTIAN CONSTRUCT 2	10
2.7.2. KELEBIHAN DARI CONSTRUCT 2	10
2.7.3. CARA KERJA CONSTRUCT 2	10
2.8 PENGERTIAN FIREBASE	10
2.9 UNIFIED MODELING LANGUAGE (UML)	11
2.9.1 usecase Diagram.....	12
2.9.2 <i>Activity Diagram</i>	13
2.9.3 <i>Sequence Diagram</i>	16
2.10 TERKAIT VARIABEL.....	16
2.10.1. Pengertian Variabel.....	16
2.10.2. Macam-Macam Variabel.....	16
2.11 MODEL PENELITIAN.....	16
2.12 HIPOTESA.....	17
BAB 3.....	23
ANALISIS DAN PERANCANGAN	23
3.1 KERANGKA BERPIKIR	23
3.2 METODE PENELITIAN	24
3.3 POPULASI DAN SAMPLE.....	24
3.4 TEKNIK PENGUMPULAN DATA.....	24
3.5 METODE PERANCANGAN GAME.....	24
3.5.1 INITIATION	25
3.5.2 ANALISIS SISTEM.....	25
3.5.2.1 PERANCANGAN USE CASE DIAGRAM	25
3.5.2.2 PERANCANGAN FLOW CHART	26
3.5.2.3 ACTIVITY DIAGRAM	27
1. ACTIVITY DIAGRAM BUKA APLIKASI.....	27
2. ACTIVITY DIAGRAM REGISTER	28
3. ACTIVITY DIAGRAM LOGIN	29
4. ACTIVITY DIAGRAM BERMAIN	30