

DAFTAR REFERENSI

- Hadiprakoso, R. B., & Satria, W. A. (2022). Rancang Bangun Aplikasi Gamifikasi Untuk Meningkatkan Kesadaran Keamanan Siber. *Jurnal Ilmiah Ilmu Komputer Fakultas Ilmu Komputer Universitas Al Asyariah Mandar*, 8(2), 94-100.
- Putra, M. D. (2022). KAJIAN SISTEMATIS TERHADAP PENERAPAN APLIKASI CAPTURE THE FLAG UNTUK PEMBELAJARAN CYBERSECURITY MENGGUNAKAN CLOUD BASED VIRTUAL LAB.
- Rohman, A. N. (2022). Evaluasi Terhadap Media Pembelajaran Cybersecurity Daring Berbasis Capture the Flag Ditinjau dari Aspek Ethical Hacking dan Aspek Gamifikasi.
- Gerysena, M. A. (2022). Rancang Bangun Sistem Kompetisi Keamanan Jaringan Online Berbasis Web pada UKM Protek Divisi Keamanan Jaringan. *Jurnal Teknologi Terkini*, 2(5).
- Chen, L. K., Jenalis, M. H., & Juremi, J. (2023). Towards Inclusive Cybersecurity Learning: A Novice-Friendly Capture-the-Flag Onboarding Platform. *Journal of Applied Technology and Innovation (e-ISSN: 2600-7304)*, 7(4), 60.
- Santiago Lozada, R. E. (2019). Capture the flag (ctf): Website tutorial to boost cybersecurity training. *Computer Science*;
- Carlisle, B., Reininger, M., Fox, D., Votipka, D., & Mazurek, M. L. (2020). On the other side of the table: Hosting capture the flag (ctf) competitions. In *Proceedings of the 6th Workshop on Security Information Workers, ser. WSIW* (Vol. 20).
- Karagiannis, S., Maragos-Belmpas, E., & Magkos, E. (2020, September). An analysis and evaluation of open source capture the flag platforms as cybersecurity e-learning tools. In *IFIP World Conference on Information Security Education* (pp. 61-77). Cham: Springer International Publishing.
- Kaplan, Z., Zhang, N., & Cole, S. V. (2022, July). A Capture The Flag (CTF) Platform and Exercises for an Intro to Computer Security Class. In *Proceedings of the 27th*

ACM Conference on on Innovation and Technology in Computer Science Education Vol. 2 (pp. 597-598).

Tann, W., Liu, Y., Sim, J. H., Seah, C. M., & Chang, E. C. (2023). Using large language models for cybersecurity capture-the-flag challenges and certification questions. *arXiv preprint arXiv:2308.10443*.

Švábenský, V., Čeleda, P., Vykopal, J., & Brišáková, S. (2021). Cybersecurity knowledge and skills taught in capture the flag challenges. *Computers & Security*, 102, 102154.

Khoo, L. J. (2019). Design and develop a cybersecurity education framework using capture the flag (CTF). In *Design, Motivation, and Frameworks in Game-Based Learning* (pp. 123-153). IGI Global.

Fisk, N. (2023). Developmental Challenges: Capture the Flag and the Professionalization of Cybersecurity. *Human Organization*, 82(1), 61-72.

Cole, S. V. (2022, July). Impact of Capture The Flag (CTF)-style vs. Traditional Exercises in an Introductory Computer Security Class. In *Proceedings of the 27th ACM Conference on on Innovation and Technology in Computer Science Education Vol. 1* (pp. 470-476).

Chen, L. K., Jenalis, M. H., & Juremi, J. (2023). Towards Inclusive Cybersecurity Learning: A Novice-Friendly Capture-the-Flag Onboarding Platform. *Journal of Applied Technology and Innovation (e-ISSN: 2600-7304)*, 7(4), 60.

Colón Pérez, J. A. (2018). Capture-The-Flag Framework and Virtual Environment for Cyber Security Education. *Computer Science*;

Ortiz-Garcés, I., Gutierrez, R., Guerra, D., Sanchez-Viteri, S., & Villegas-Ch, W. (2023). Development of a Platform for Learning Cybersecurity Using Capturing the Flag Competitions. *Electronics*, 12(7), 1753.

Vykopal, J., Švábenský, V., & Chang, E. C. (2020, February). Benefits and pitfalls of using capture the flag games in university courses. In *Proceedings of the 51st ACM Technical Symposium on Computer Science Education* (pp. 752-758).

Kartasasmita, D. G., Timur, F. C., & Reksoprodjo, A. H. (2023). Enhancing Competency of Cybersecurity Through Implementation of the “CAPTURE THE FLAG” On College in Indonesia. *International Journal Of Humanities Education and Social Sciences*, 3(2).

Holmi, J. H. (2020). *Advantages and challenges of using capture-the-flag games in cyber security education* (Bachelor's thesis, J.-H. Holmi).

