

## DAFTAR PUSTAKA

- Adam, Ernest. 2010. *Fundamentals of Game Design, Second Edition*. Berkeley: New Riders.
- Creswell, John C. 2009. *Research Design: Pendekatan Kualitatif, Kuantitatif, dan Mixed*. Yogyakarta: Pustaka Pelajar.
- Kusrianto, Adi. 2007. *Pengantar Desain Komunikasi Visual*. Yogyakarta: Penerbit ANDI
- Miller, Carolyn Handler. 2004. *Digital Storytelling: A Creator's Guide to Interactive Entertainment*. Burlington: Focal Press.
- Novak, Jeannie. 2012. *Game Development Essentials an Introduction – Third Edition*. New York: Delmar.
- Ratna, Nyoman Khuta. 2010. *Metodologi Penelitian, Kajian Budaya dan Ilmu Sosial Humaniora Pada Umumnya*. Yogyakarta: Pustaka Pelajar.
- Rogers, Scott. 2014. *Level Up! The Guide to Great Video Game Design – 2<sup>nd</sup> Edition*. Chichester: John Wiley & Sons Ltd.
- Schell, Jesse. 2015. *The Art of Game Design, a Book of Lenses- Second Edition*. New York: CRC Press.
- Scolastici, Claudio. And David Nolte. 2013. *Mobile Game Design Essentials*. Birmingham: Packt Publishing Ltd.
- Sherin, Aaris. 2012. *Design Elements: Color Fundamentals*. Massacutes: Rockport Publishers.
- Soewardikoen, Didit Widiatmoko. 2013. *Metode Penelitian Visual*. Bandung: Dinamika Komunika.
- Solarski, Chris. 2012. *Drawing Basic and Video Game Art: Calssic to Cutting-Edge Art Techniques for Winning Video Game Design*. New York: Watson-Guptill Publications.
- Solarski, Chris. 2016. *Interactive Stories and Video Game Art: A Storytelling Framework for Game Design*. New York: CRC Press.
- Tim, PAH. 2012. *Panduan Lengkap Gerakan Pramuka*. Surabaya: CV.Pustaka Agung Harapan.
- Webster, Chris. 2005. *Animation: The Mechanics of Motion*. Burlington: Focal Press.