

## Daftar Pustaka

- Ahsan, Moh. 2012. *Komposisi Desain; Prinsip-Prinsip Desain*. Desain Animasi.
- B, Limandoko. 2000. "Desain Komunikasi Visual dan Perilaku." In *Desain Komunikasi Visual dan Perilaku*, by Limandoko B, 84-91.
- Chapman, Cameron. 2019. *The Principles of Design and Their Importance*. 02 23. Accessed 04 2020, 23. <https://www.toptal.com/designers/ui/principles-of-design>.
- Fajri, Choirul. 2010. "Tantangan Industri Kreatif-Game Online di Indonesia." 5.
- Google. 2020. *Google Forms*. 04 17. Accessed 04 17, 2020. [https://support.google.com/docs/answer/6281888?hl=en&ref\\_topic=6063584](https://support.google.com/docs/answer/6281888?hl=en&ref_topic=6063584).
- Kompas.com. 2014. *Flappy Bird, dari kelahiran hingga kematian*. 2 14. Accessed 4 25, 2020. <https://industri.kontan.co.id/news/flappy-bird-dari-kelahiran-hingga-kematian>.
- M S.Sn, Rosidin, and Hidayat S M.Sn. 2018. "PERANCANGAN BOARD GAME MINAT KARIER ' KULIAH : SENI & DESAIN ' UNTUK SISWA SMA DESIGNING BOARD GAME CAREER INTEREST ' ." In *PERANCANGAN BOARD GAME MINAT KARIER ' KULIAH : SENI & DESAIN ' UNTUK SISWA SMA DESIGNING BOARD GAME CAREER INTEREST '* , 66-73.
- M. Ridwan, and P. Prasetyawan. 2017. "Rancangan Bangun Aplikasi Permainan Adventure of Frunimal Untuk Edukasi Bahasa Inggris Berbasis Android." *SIMETRIS* 8 (2): 763-772.
- M.D Husni, S, Permana, and Muslihudin. 2016. "Implementasi Model Luther Pada Pengembangan Aplikasi Pembelajaran Tata Surya Berbasis Android." *Jurnal VOI* 5 (2): 79-90.
- Prasetya, Gilang. 2019. "Pengertian DKV." *Pengertian DKV*.
- Pratas, Antonio. 2019. "Flat Design: An In-Depth Look." *Flat Design: An In-Depth Look*.

- R.I. Borman, and Apriansyah. 2018. "Penerapan Media Pembelajaran Interaktif Berbasis Multimedia Pada Mata Kuliah Sistem Pendukung Keputusan." 1-6. Accessed 4 14, 2020. [osf.io/preprints/inarxiv/mwvf3](https://osf.io/preprints/inarxiv/mwvf3).
- Rollings, Andrew, and Ernest Adams. 2006. "Fundamentals of Game Design." *Prentice Hall*.
- Saaty, Thomas L. 2008. "Decision making with the analytic hierarchy process ." *International journal of services sciences*.
- Sekaran, Uma, and Bougie, Roger. 2013. *Research Methods for Business (Sixth Edition)*. West Sussex, United Kingdom: John Wiley & Sons Ltd.
- Setiawan, Arif Puji, and M.Maulana Zia Ulhaq. n.d. *Animation*.
- Sukmana, Jacky. 2018. "Metode 2d Hybrid Animation Dalam Pembuatan Film Animasi Di Macromedia Flash MX." *Jurnal Pseudocode* 5.
- Thorn, Alan. 2007. *Unity - 2D Game Development Walkthrough*. Zurich.
- UXPin Inc;. 2015. *Elegant Web UI Design Teqhniques : Flat Design & Colors*. UXPin inc.
- Walsh, Delcan. 2015. *2D Game Art "A Simple guide to creating great 2D game art and animation"*.
- Zagal, José Pablo, Nussbaum, Miguel, and Rosas, Ricardo. 2000. "A model to support the design of multiplayer games." *Presence: Teleoperators and Virtual Environments* 9 (5): 448-462.
- Zikmund, William G., Babin, Barry J., Carr, Jon C., and Griffin, Mitch. 2010. *Business Research Methods (Eight Edition)*. South Western, Canada: Cengage Learning.