

DAFTAR PUSTAKA

- Abdi Mirzaqon T, B. P. (2018). STUDI KEPUSTAKAAN MENGENAI LANDASAN TEORI DAN. *Jurnal Sastra*, 3-4.
- Adams, E. (2010). *Fundamentals of Game Design 2nd Edition*. Berkeley: New Riders.
- Aditiawarman, M. (2019). Hoaks dan Hate Speech Di Dunia Maya. Lembaga Kajian Aset Budaya Indonesia Tonggak Tuo.
- Agung, L. (2017). *Pengantar Sejarah dan Konsep Estetika*. Sleman: PT Kanisius.
- Arksey, H., & Knight, P. (1999). *Interviewing for Social Scientists*. London: SAGE Publications.
- Barclay, D. A. (2018). *Fake News, Propaganda, and Plain Old Lies: How to Find Trustworthy Information in the Digital Age*. Maryland: Rowman & Littlefield.
- Bell, J., & Waters, S. (2018). *DOING YOUR RESEARCH PROJECT: A GUIDE FOR FIRST-TIME RESEARCHERS*. London: McGraw-Hill Education.
- Chopine, A. (2011). *3D Art Essentials The Fundamentals of 3D*. New York: Elsevier Inc.
- Dawson, C. (2007). *A Practical Guide to Research Methods*. Oxford: How To Content.
- Dictionary: Cambridge Dictionary*. (2021, November 9). Retrieved from Cambridge Dictionary:
<https://dictionary.cambridge.org/dictionary/english/hoaks>
- Dr. J. R. Raco, M. M. (2010). *Metode Perancangan Kualitatif Jenis, Karakteristik dan Keunggulannya*. jakarta: PT Grasindo.
- Entri: KBBI Daring*. (2021, November 9). Retrieved from KBBI Daring:
<https://kbbi.kemdikbud.go.id/entri/hoaks>
- Franson, D., & Thomas, E. (2007). *Game Character Design Complete*. Boston: Thomson Course Technology.
- Hartini. (2017). Perkembangan Fisik Dan Body Image Remaja. *Jurnal Psikologi*, 28-30.
- Kartika, D. S. (2007). *Estetika*. Bandung: Rekayasa Sains Bandung.

- Kennedy, S. R. (2013). *How To Become A Video Game Artist*. New York: WatsonGuptill Publications.
- Keo, M. (2017). *Graphical Style in Video Games*. Riihimäki: Häme University of Applied Sciences.
- Lee, P., & Don, S. (2005). *Mastering Digital 2D And 3D Art*. Boston: Thomson Course and Technology.
- Lilian Lee Shiau Gee, J. D. (2016). Graphic Styles Appearance in Educational Games to. *2nd International Conference on Creative Media, Design 7 Technology*.
- Mitchell, B. L. (2012). *Game Design Essentials*. Sybex.
- Sanyoto, S. E. (2005). *Dasar-dasar Tata Rupa dan Desain*. Yogyakarta: CV Arti Bumi Intaran.
- Simarmata, J., Iqbal, M., Hasibuan, M. S., Limbong, T., & Albra, W. (2019). *Hoaks dan Media Sosial: Saring Sebelum Sharing*. Yayasan Kita Medulis.
- Sugiyono. (2013). *METODE PERANCANGAN KUANTITATIF*. Bansung: ALFABETA, CV.
- Suparta, I. M. (2010). Unsur-Unsur Seni Rupa. *Unsur-Unsur Seni Rupa*, 2-3.
- Totten, C. (2012). *Game Character*. Indianapolis: Sybex.
- Vaughan, W. (2012). *Digital Modeling*. Berkeley: New Riders.