

DAFTAR PUSTAKA

- Abrams, M. H., & Harpham, G. G. (2015). *A Glossary of Literary Terms* (11th ed.). Cengage Learning.
- Anggraini, L., & Nathalia, K. (2014). *Desain Komunikasi Visual: Panduan untuk Pemula*. Nuansa Cendekia.
- Apsari, Diani & Aditya, Krisna Dimas., (2019) *The Influence of the Advancement* Atlantis Press: July 2019. 160.
- Bell, J. S. (2004). *Plot & Structure: Techniques and Exercises for Crafting a Plot That Grips Readers from Start to Finish*. Writer's Digest Books.
- Burroway, J. (2007). *Imaginative Writing: The Elements of Craft* (3rd ed.). Longman.
- Chiarello, Mark. (2007). *Designing Comics: The Principles of Layout. The layout book*. Ava Publishing
- Copi, I. M., & Cohen, C. (2001). *Introduction to Logic* (12th ed.). Prentice Hall.
- Darmawan, A. (2016). *Desain Grafis Komunikasi*. Yogyakarta: CV. Budi Utama.
- Eisner, Will. (1985). *Comics and Sequential Art*. Tamarac: Poorhouse Press.
- Groensteen, Thierry. (2013). *The System of Comics*. Jackson: University Press of Mississippi.
- Iskandar, D., & Marlina, N. (2019). Pendidikan Pemilih Muda Cerdas Di Kabupaten Boyolali. *Jurnal Pengabdian Vokasi*, 1(1), 12-18.
- Jahovic, L. (2011). *Illustration: A Theoretical & Contextual Perspective*. Laurence King Publishing.
- Kharisma, D. (2015). Peran Pendidikan Politik Terhadap Partisipasi Politik Pemilih Muda. *Politico: Jurnal Ilmu Politik*, 1(7), 1144.
- Lamb, A., & Johnson, L. (2009). *Graphic Novels, Digital Comics, and Technology Enhanced Learning: Part 1*. *Teacher Librarian*, 36(5), 70-84.
- Madden, Mat. (2007). *The Practice of Comics Design*. In *Proceedings of the SIGCHI conference on Human factors in computing systems* (pp. 1371-1374).
- McCloud, S. (2008). *Membuat komik: rahasia bercerita dalam komik, manga dan novel grafis*. Gramedia Pustaka Utama.

- McCloud, Scott. (1993). *Understanding Comics: The Invisible Art*. New York: Harper Perennial.
- Meskin, Aaron & Roy, T.C. (2012). *The Art of Comics: A Philosophical Approach*. *British Journal of Aesthetics* 41 (4) : 446-449.
- of Social Media in The Visual Language of Indonesian Comics Strips.
- Ramadhan & Rasuardie. (2020). *Kajian Industri Komik Daring Indonesia Studi Kasus: Komik Tahilalats*. 8(1) 3.
- Rand, P. (1996). *Design, form, and chaos*. Yale University Press.
- Safinatunnajah, Fina, and Asep Kadarisman. "DESIGN of COSMOLOGY PHOTOGRAPHY BOOK 'BADUY LUAR' KANEKES." *6th Bandung Creative Movement 2019, Bandung, Indonesia, October 2019*. Telkom University, 2019.
- Salisbury, M., & Styles, M. (2020). *Children's picturebooks second edition: The art of visual storytelling*. Hachette UK.
- Sasmita, S. (2011). Peran informasi politik terhadap partisipasi pemilih pemula dalam Pemilu/Pemilukada. *Jurnal Ilmiah Administrasi Publik dan Pembangunan*, 2(1), 217-224.
- Sihombing, D. (2001). *Tipografi dalam desain grafis*. Gramedia Pustaka Utama.
- Snyder, B (2005). *Save The Cat! The Last Book on Screenwriting You'll Ever Need*. Michael Wiese Productions.
- Soedewi, Sri, et al. "Signage Design of the Gasmin Field Bandung." *Visualita*, vol. 9, no. 1, 2020, pp. 169-180, doi:[10.34010/visualita.v9i1.3335](https://doi.org/10.34010/visualita.v9i1.3335).
- Tinarbuko, S. (2013). *Desain Komunikasi Visual*. Yogyakarta: Andi Offset.
- Truby, J. (2008). *The Anatomy of Story: 22 Steps to Becoming a Master Storyteller*. Faber & Faber.
- Wardhani, P. S. N. (2018). Partisipasi politik pemilih pemula dalam pemilihan umum. *Jupis: Jurnal Pendidikan Ilmu-Ilmu Sosial*, 10(1), 57-62.