

Daftar Pustaka

- Adams, E. (2010). *Fundamentals of Game Design* (2nd Editio). Pearson Education, Inc.
- Azizah, R. A., & Budiman, A. (2018). *Perancangan Background Untuk Film Animasi Pendek 2D “ Radio Malabar ” Background Design for 2D Short Animation “ Radio Malabar .”* 5(3), 1319–1325.
- Cantrell, B., & Yates, N. (2012). *Modeling the Environment : Techniques and Tools For the 3d Illustration of Dynamic Landscapes*. John Wiley & Sons, Inc.
- Creswell, J. W., & Creswell, J. D. (2018). *Research Design : Qualitative, Quantitative, and Mix Methods Approaches*. In *Research Defign: Qualitative, Quantitative, and Mixed Methods Approaches* (5th Editio). Sage Publications.
- Dawe, J., & Matthew, H. (2019). *Make Your Own Pixel art : create graphics for game, animation, and more!* No Starch Press.
- Edwards, B. (2004). *Color by Betty Edwards : A Course in Mastering the Art of Mixing Colors*. Penguin Group (USA) Inc.
- Gage, J. (1999). *Color and Meaning : Art, Science, and Symbolism*. Thames & Hudson.
- Hatta, M. (2008). *Dampak Kebakaran Hutan terhadap Sifat-Sifat Tanah di Kecamatan Besitang Kabupaten Langkat* [Universitas Sumatera Utara]. <https://repositori.usu.ac.id/handle/123456789/54629>
- Hibit, E. (2022). *Color Theory For Dummies*. John Wiley & Sons, Inc.
- Karlsson, T., Brusk, J., & Engström, H. (2023). *Level Design Processes and Challenges: A Cross Section of Game Development*. *Games and Culture*, 18(6), 821–849. <https://doi.org/10.1177/15554120221139229>

- Kotler, P., & Keller, K. L. (2016). *Marketing Management*.
<https://openlibrary.telkomuniversity.ac.id/home/catalog/id/196521/slug/marketing-management-15-e-global-edition.html>
- Linde Riccard. (2005). *Game Art: Creation, Direction, and Careers*. Charles River Media, INC. <https://archive.org/details/gameartcreationdunselind>
- Maheswari, J., & Dwiutami, L. (2013). Pola Perilaku Dewasa Muda Yang Kecenderungan Kecanduan Situs Jejaring Sosial. *JPPP - Jurnal Penelitian Dan Pengukuran Psikologi*, 2(1), 51–62.
<https://doi.org/10.21009/jppp.021.08>
- Maulana, R. A., Anwar, A. A., & Deanda, T. R. (2021). Desain Karakter *Game* Ngabendung Adaptasi Cerita Rakyat Asal Usul Kota Bandung. *EProceedings of Art & Design*, 8(6), 2178–2186.
- Oktaviardi, B. (2012). *STUDI KONDISI VEGETASI DAN PENILAIAN BAHAYA KEBAKARAN DI RESORT KUALA PENET TAMAN NASIONAL WAY KAMBAS* [Universitas Lampung]. <https://digilib.unila.ac.id/12505/>
- Scolastici, C., & Nolte, D. (2013). *Mobile Game Design Essentials*. Packt Publishing Ltd.
- Silber, D. (2016). *Pixel Art for Game Developers*. Taylor & Francis Group.
- Siyoto, S., & Sodik, M. A. (2015). Dasar Metodologi Penelitian Dr. Sandu Siyoto, SKM, M.Kes M. Ali Sodik, M.A. 1. In *Dasar Metodologi Penelitian*. Literasi Media Publishing.
- Soewardikoen, D. W. (2021). *Metodologi Penelitian Desain Komunikasi Visual* (Revisi). Kanisius.
- Solarski, C. (2012). *Drawing Basics and Video Game Art*. Watson-Gutpill Publication.
- Sukaesih, T. (2017). *Pendidikan Keimanan Bagi Usia Dewasa Awal Menurut Perspektif Islam* [UIN Raden Intan]. <http://repository.radenintan.ac.id/91/>

- Supriyono, R. (2010). *Desain Komunikasi Visual - Teori dan Aplikasi* (1st ed.). CV. ANDI OFFSET.
<https://openlibrary.telkomuniversity.ac.id/pustaka/25771/desain-komunikasi-visual-teori-dan-aplikasi-cet-1.html>
- Tillman, B. (2011). Creative character design. In *Creative Character Design*. Elsevier.Inc. <https://doi.org/10.4324/9780240814964>
- Tjiptono, F. (2012). *Pemasaran Strategik - Mengupas Pemasaran Strategik, Branding Strategy, Customer Satisfaction, Strategi Kompetitif, hingga e-Marketing Edisi 2* (2nd ed.). C.V ANDI OFFSET.
<https://openlibrary.telkomuniversity.ac.id/home/catalog/id/25703/slug/pemasaran-strategik-mengupas-pemasaran-strategik-branding-strategy-customer-satisfaction-strategi-kompetitif-hingga-e-marketing-edisi-2.html>
- Wirartha, I. M. (2006). *Pedoman Penulisan Usulan Penelitian Skripsi dan Tesis / oleh I Made Wirartha ; editor, Dhewiberta Hardjono* (D. Hardjono (ed.)). ANDI. <https://opac.perpusnas.go.id/DetailOpac.aspx?id=569119#>