

DAFTAR PUSTAKA

- Abt, C. C. (1966). *Games for learning* . Occasional Paper No.7 1966.
- Adams, E. (2014). *Fundamentals of game design*. Pearson Education.
- Chernenkii, A. V. (2020). Using of the Aerospace modeling simulator in the educational Process. *2020 V International Conference on Information Technologies in Engineering Education (Inforino)*, 1-5.
- Deandra, T. R. (2018). Re-aktualisasi Kujang Ciung Sebagai Personifikasi Karakter Game Senjata. *JURNAL DEKAVE*, 45.
- Desmita. (2013). *Psikologi Perkembangan*. Bandung: Remaja Rosdakarya.
- Edwards, S. (2013). Digital Play in the early years : A contextual response to the problem of integrating technologies and play-based pedagogies in the early childhood curriculum. *European Early Childhood Education Research Journal*.
- Gumelar, M. (2011). *Comic Making Cara Membuat Komik* . Jakarta Barat: PT Index.
- K, H. &. (2006). *Exploring Character Design*. Thomson Delmar Learning.
- Lankoski, P. (2010). Player Character Engagement in Computer Games. In *Games and culture*.
- Moreno-Ger, P. e. (2008). Educational game design for online education . *Computers in Human Behaviour*.
- Mulyana, D. (2002). *Metodologi Penelitian Kualitatif: Paradigma Baru Ilmu Komunikasi dan Ilmu Sosial Lainnya*. Bandung: Remaja Rosdakarya.

- Nieminen, M. (2017). *Psychology in a Character Design : Creation of a Character Design Tool*.
- Prensky, M. (2001). *Digital game based learning*. New York: McGraw-Hill.
- Schell, J. (2018). *The Art of Game Design*. Amerika: Morgan Kaufmann Publisher.
- Sherin, A. (2012). *Design elements, Color fundamentals: A graphic style manual for understanding how color affects design*. Rockport Publishers.
- Sloan, R. (2015). *Virtual Character Design*. Boca Raton: Taylor & Francis Group.
- Soewardikoen, D. W. (2019). *Metodologi Penelitian: Desain Komunikasi Visual*. PT Kanisius.
- Sugiyono. (2017). *Metode penelitian kuantitatif*. Bandung: CV Alfabeta.
- Tillman, B. (2011). *Creative Character Design*. Waltham: Focal Press.
- White, T. (2009). *How to make an animation films : Tony white complete masterclass on the traditional principles of animation*.
- Wibawanto, W. (2020). *Game Edukasi RPG (Role Playing Game)*.
- Widadijo, W. T. (2017). 12 Prinsip Animasi Dalam Serial “Adit & Sopo Jarwo”. *Aksa: Jurnal Desain Komunikasi Visual*.
- Zlotowski, J. A. (n.d.). "Understanding anthropomorphism in the interaction between users and robots.". 2015.