

DAFTAR PUSTAKA

- Aditya, D. K., Koesoemadinata, M. I. P., Hidayat, S., Wahab, T. (2017). *Board Game as A New Media to Local Geniuses Narratives Case Study: Board Game Project Based on Astrological System of Kolenjer. Advances in Economics, Business, and Management Research (AEBMR)*, 41, 64-69.
- Burgun, Keith. (2012). *Game Design Theory*. Florida: CRC Press.
- Cherry, Kendra. (2024, 1 Mei). *Pidget's 4 Stages of Cognitive Development Explained*. Diakses pada 21 April 2024, dari <https://www.verywellmind.com/piagets-stages-of-cognitive-development-2795457>
- Fauzi, Lalu Muhammad., dkk. (2022). *Ethnomathematics: Exploration of Mathematics and Cultural Values in the Performing Arts of the Sasak Tribe Peresean. Hypotenuse: Journal of Mathematical Society*, 4 (1), 24-26.
- Hajazi, Mohamad. (2024, 14 Maret). *Mengenal Seni Tradisional Peresean dari Masyarakat Adat Sasak*. [Artikel]. Blog. <https://www.aman.or.id/story/mengenal-seni-tradisional-perisean-dari-masyarakat-adat-sasak>
- Hutcheon, Linda. (2006). *A Theory of Adaptation*. New York: Routledge.
- Imran, Ali., Hananingsih, Wahyu. (2021). Nilai-Nilai Sportifitas Dalam Seni Pertunjukan Peresean Masyarakat Sasak Lombok. *Jurnal Pendidikan Mandala*, 6 (1), 1-3.
- Maharsi, Indiria. (2006). *Ilustrasi*. Yogyakarta: Badan Penerbit ISI.
- McGuire, Morgan., Jenkins, O. C. (2008). *Creating Games Mechanics, Content, and Technology*. Massachusetts: A K Peters.
- Oxland, Kevin. (2004). *Gameplay and Design*. Harlow: Pearson Education Limited.
- Paulin, Richard. (2018). *Design School: Layout*. Beverly: Rockport Publishers.
- Pulsipher, Lewis. (2012). *Game Design*. Jefferson: McFarland.
- Rogers, Scott. (2010). *Level Up! The Guide to Great Video Game Design*.

West Sussex: John Wiley & Sons, Ltd.

- Saprilla, R. B., Hidayat, S. (2019). Perancangan Identitas Visual dan Media Informasi Kampung Batik Laweyan. *E-Proceeding of Art & Design: 6* (1), 110-123.
- S, Lia Anggraini., Nathalia, Kirana. (2014). *Desain Komunikasi Visual*. Bandung: Nuansa Cendekia.
- Soewena, Elnang., Pamadhi, Hadjar., Azmi, Santriawan. *Building Sportivity Through Appreciation of Tradition Peresean in Sasak Tribe Lombok. Advances in Social Science, Education and Humanities Research*, 44, 186-189.
- Solikatun., Kartono, Drajat Tri. (2020). Tradisi Maskulinitas Suku Sasak. *Jurnal Analisa Sosiologi*, 9 (1), 183-186.
- Taspinar, Bahar., Schmidt, Werner., Schuhbauer, Heidi. (2016). *Gamification in Education: A Board Game Approach to Knowledge Acquisition. Procedia Computer Science*, 99, 101-103.
- Vestia, Etika., dkk. (2023). *The Psychology behind Evaluating Value of Character Education in the Tradition of the Sasak Tribes in Peresean Game. Journal for Re Attach Therapy and Developmental Diversities*, 6 (5s), 791-798.
- Wiresti, Ririn Dwi., Na'imah. (2020). Aspek Perkembangan Anak: Urgensitas Ditinjau dalam Paradigma Psikologi Perkembangan Anak. *Aulad: Journal on Early Childhood*, 3(1), 36-44.
- Zeegen, Lawrence. (2009). *What is Illustration?.* Beverly: Rockport Publishers.