DAFTAR PUSTAKA

Anugrah, N. (2020). KLHK: Indonesia Memasuki Era Baru Pengelolaan Sampah. In *Klhk*.

Bethke, E. (2003). Game development and production. In *Booksgooglecom* (Vol. 62).

Cabrera, J. (2017). Modular Design Frameworks: A Project-based Guide for IU/UX Designers. In *Apress*.

Cao, J., Zieba, K., Stryjewski, K., & Ellis, M. (2018). Consistency in UI Design: Creativity Without Confusion. *E-Conversion - Proposal for a Cluster of Excellence*.

Delima, R., Kurnia Arianti, N., & Pramudyawardani, B. (2015). Identifikasi Kebutuhan Pengguna Untuk Aplikasi Permainan Edukasi Bagi Anak Usia 4 sampai 6 Tahun. *Jurnal Teknik Informatika Dan Sistem Informasi*, *1*(April).

Dillon, R. (2020). The Digital Gaming Handbook. In *The Digital Gaming Handbook*. https://doi.org/10.1201/9780429274596

Drachen, A., Mirza-Babaei, P., & Nacke, L. E. (2018). Games user research. In *Games User Research*. https://doi.org/10.1093/oso/9780198794844.001.0001

Fred Rogers Center. (2012). Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8. *Children*, *January*.

Ijsselsteijn, W., Hoogen, W. van den, Klimmt, C., Kort, Y. de, Lindley, C., Mathiak, K., Poels, K., Ravaja, N., Turpeinen, M., & Vorderer, P. (2008). Measuring the Experience of Digital Game Enjoyment. *Journal of Personality*, *2008*.

Indriati, L., Paulina Tjandrawibawa, & Mychael Maoretz Engel. (2021). Strategi Komunikasi BSIS Melalui Edukasi Pengelolaan Sampah Untuk Pencegahan Penyebaran Penyakit Di Masa Pandemi Covid-19. *Jurnal Abadimas Adi Buana*, *5*(01). https://doi.org/10.36456/abadimas.v5.i01.a3094

Landa, R. (2016). Advertising by Design. In *Advertising by Design*. https://doi.org/10.1002/9781119273639

Landa, R. (2019). Graphic design solutions. In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9).

Lilly, E. (2015). *The Big Bad World of Concept Art for Video Games: An Insider's Guide for Students* (Illustrated). Design Studio Press.

Madjapuni, M. N. (2019). Kemahiran Berfikir Kritis Melalui Permainan Digital Dalam Persekitaran Pembelajaran Konstruktivisme Sosial. *International Journal of Education, Psychology and Counseling*, *4*(28).

Maiti, & Bidinger. (2020). UX and UI Strategy: A step by step Guide on UX and UI design. In *Journal of Chemical Information and Modeling*.

Marder, L. (2019). *Ways of Defining Art*. ThoughtCo.

Moosa, I. A. (2020). The effectiveness of social distancing in containing Covid-19. *Applied Economics*. https://doi.org/10.1080/00036846.2020.1789061

Norman, D. (2013). The Design of Everyday Things (Revised & Expanded Version). In *Interactions*.

Nucci, E. de, & Kramarzewski, A. (2018). *Practical Game Design: Learn the Art of Game Design Through Applicable Skills and Cutting-edge Insight*. Packt Publishing.

Ortiz, L., Tillerias, H., Chimbo, C., & Toaza, V. (2020). Impact on the video game industry during the COVID-19 pandemic. *Athenea*, *1*(1). https://doi.org/10.47460/athenea.v1i1.1

Oxford University Press. (2020). Oxford Advanced Learner's Dictionary (Seventh Edition). In *Oxford University Press*.

Qin, Y., Cho, H., & Zhang, L. (2021). Augmentation and displacement effects of multiplayer social network games: Examining the roles of social interactions and co-players' identities. *Telematics and Informatics*, *59*. https://doi.org/10.1016/j.tele.2020.101558

Rafiq Elmansy, R. (2013). Illustrator Foundations, The Art of Vector Graphics and Design in Illustrator. In *Journal of Chemical Information and Modeling* (Vol. 53, Issue 9).

Selwyn, N. (2009). The digital native - myth and reality. In *Aslib Proceedings: New Information Perspectives* (Vol. 61, Issue 4). https://doi.org/10.1108/00012530910973776

Shannon, C. E. (1948). A Mathematical Theory of Communication. *Bell System Technical Journal*, *27*(3). https://doi.org/10.1002/j.1538-7305.1948.tb01338.x

Utami, N. (2020). Sampah Domestik Jadi Permasalahan di Indonesia. In *Indonesia Environment Energy Center*.

Wheeler, A. (2013). Designing brand identity: an essential guide for the whole branding team. *Choice Reviews Online*, *50*(09). https://doi.org/10.5860/choice.50-5098

World Bank. (2021). *World Bank Data: Population*. World Bank Data Website.