DAFTAR PUSTAKA

Adams, S., Morioka, N., & Stone, T. (2004). *Logo design workbook: A hands-on guide to creating logos*. Rockport Publishers.

Adkins, M. (2018, April 18). The Rise Of IP-Driven Tabletop Games. *Nerds on Earth*. https://nerdsonearth.com/2018/04/the-rise-of-ip-driven-tabletop-games/

Airey, D. (2010). *Logo design love: A guide to creating iconic brand identities*. New Riders.

Airey, D. (2019). *Identity Designed: The Definitive Guide to Visual Branding*. Quayside Publishing Group. https://public.ebookcentral.proquest.com/choice/publicfullrecord.aspx?p=5 702644

Ambrose, G., & Harris, P. (2011). *Packaging the brand: The relationship between packaging design and brand identity*. AVA Academia.

Bancroft, T. (2006). *Creating characters with personality.* Watson-Guptill.

Bancroft, T. (2019). *The Character Designer*. 21 Draw.

Beltrami, D. (2020, December 22). *A board game design process: A game is a system*. Medium. https://uxdesign.cc/a-board-game-design-process-a-game-is-a-system-5469dfa4536

Braam, H. van. (n.d.). *The Basics of Color Psychology*.

Budelmann, K., Kim, Y., & Wozniak, C. (2010). *Brand identity essentials: 100 principles for designing logos and building brands*. Rockport Publishers.

Chapman, C. (2021, May 20). *Color Theory for Designers, Part 1: The Meaning of Color*. Smashing Magazine. https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/

Engelstein, G. (2021). *Gamecraft: Prototyping and producing your board game*. https://ebookcentral.proquest.com/lib/gprc-ebooks/detail.action?docID=6389819

Gobet, F., Voogt, A. J. de, & Retschitzki, J. (2004). *Moves in mind: The psychology of board games*. Psychology Press.

Isbister, K. (2006). *Better game characters by design: A psychological approach*. Elsevier/Morgan Kaufmann.

Klimchuk, M. R., & Krasovec, S. A. (2012). *Packaging design: Successful product branding from concept to shelf* (Second edition). John Wiley & Sons.

Landa, R. (2011). *Graphic design solutions* (4th ed). Wadsworth/Cengage Learning.

Lin, R.-T. (2007). *Transforming Taiwan Aboriginal Cultural Features into Modern Product Design:* 9.

Mara River Safari Lodge. (2018, July). *Bali – Balinese Traditional Clothing and Etiquette*. https://www.marariversafarilodge.com/bali-balinese-traditional-clothing-and-etiquette

Nieminen, M. (2017). *PSYCHOLOGY IN CHARACTER DESIGN*. 76.

Selinker, M., & Ernest, J. (2011). *The Kobold guide to board game design*. Open Design LLC.

Slack, J., & Stegmaier, J. (2017). *The board game designer's guide: The easy 4 step process to create amazing games that people can't stop playing*.

Stanchfield, W. (2020). *Gesture Drawing for Animation*.

Sutiono, A. (2014). *The Roles and Significance of Wong Pinter, the Javanese Shaman*. 268.

Tetali, Prof. P., & Pancharia, V. (n.d.). *Character Design for Animation—Poses and Gestures* [Digital Courses]. https://www.dsource.in/course/character-design-animation/poses-and-gestures

Tillman, B. (2011). *Creative character design*. Focal Press.

Tjahjono, G. (2002). *Indonesian Heritage: Arsitektur* (Vol. 6). Buku Antar Bangsa for Grolier International.

Wheeler, A. (2018). *Designing brand identity: An essential guide for the entire branding team* (Fifth edition). John Wiley & Sons, Inc.

Wu, T. Y., Hsu, C. H., & Lin, R. T. (2004). *The Study of Taiwan Aboriginal Culture on Product Design*. 11.