

## DAFTAR PUSTAKA

- Ali, I. 2021. 10 Game Populer yang Paling Banyak di Download di Android dan iOS. Retrieved September 20, 2021, from [https://www.pricebook.co.id/article/game\\_apps/2018/07/02/8518/game-android-terpopuler-di-indonesia](https://www.pricebook.co.id/article/game_apps/2018/07/02/8518/game-android-terpopuler-di-indonesia)
- Arnheim, Rudolf. 1954. *Art and Visual Perception*. Los Angeles: University of California Press. <https://doi.org/10.1007/BF02719925>.
- Ashadi. 2017. *Keraton Jawa*. Jakarta: Arsitektur UMJ Press
- Asmoro, Purbo. [Purbo Asmoro Official]. (2020, Apr 11). *Wayang knowledge series #2: Bima* [Video]. YouTube. <https://www.youtube.com/watch?v=5xjInU2UP9U&t=308s>
- , (2020, Apr 16). *Wayang knowledge series #3: Duryudana* [Video]. YouTube. [https://www.youtube.com/watch?v=9\\_QGWpm74bM](https://www.youtube.com/watch?v=9_QGWpm74bM)
- , (2020, Jun 9). *Jamus Kalimasada | Pengetahuan Wayang Ki Purbo Asmoro* [Video]. YouTube. <https://www.youtube.com/watch?v=W2eT0u2uuZ4&t=518s>
- , (2021, Jan 9). *Pengetahuan Wayang Durna Ki Purbo Asmoro* [Video]. YouTube. <https://www.youtube.com/watch?v=hIFAf3CCb78&t=16s>
- , (2021, Feb 28). *Senjata-Senjata di dalam Wayang (bagian 1)* [Video]. YouTube. <https://www.youtube.com/watch?v=uKEfpBHknnI>
- Atmaja, P. W., Siahaan, D. O., & Kuswardayan, I. (2016). Game Design Document Format for video games with Passive Dynamic Difficulty Adjustment. *Register: Jurnal Ilmiah Teknologi Sistem Informasi*, 2(2), 86. <https://doi.org/10.26594/r.v2i2.551>
- Awalin, F. R. 2019. Sejarah Perkembangan Dan Perubahan Fungsi Wayang Dalam Masyarakat. *Kebudayaan*, 13(1), 77-89. doi:10.24832/jk.v13i1.234
- Badan Pusat Statistik. "Hasil Sensus Penduduk 2020." Badan Pusat Statistik. Accessed September 18, 2020. <https://www.bps.go.id/publication/2019/07/05/153a8fecadb642f5c4cf32e5/statistik-sosial-budaya-2018.html>
- Badan Pusat Statistik. "Jumlah Penduduk Hasil SP2020 Provinsi DKI Jakarta sebesar 10.56 juta jiwa" Badan Pusat Statistik. Accessed October 11, 2020. <https://jakarta.bps.go.id/pressrelease/2021/01/22/541/jumlah-penduduk-hasil-sp2020-provinsi-dki-jakarta-sebesar-10-56-juta-jiwa.html>

- Badan Pusat Statistik. "Statistik Sosial Budaya 2018." Badan Pusat Statistik. Accessed September 18, 2020. <https://www.bps.go.id/pressrelease/2021/01/21/1854/hasil-sensus-penduduk-2020.html>
- Ballon, R. 2003 *Breathing Life Into Your Characters. How to give your characters emotional & psychological depth.* Cincinnati: Writer's digest books.
- Bancroft, Tom. 2006. *Creating Characters With Personality.* New York: WatsonGuptill Publications.
- Chandler, Daniel. *Semiotics: the Basics.* Routledge, 2017.
- Eiseman, L. 2017. *The Complete Color Harmony, Pantone Edition.* Massachusetts: Rockport
- Eco, Umberto. 1976. *A Theory of Semiotics.* Bloomington, IN: Indiana University Press/London: Macmillan.
- Fagerholt, E., & Lorentzon, M. (2009). Beyond the HUD - User Interfaces for Increased Player Immersion in FPS Games. Chalmers University of Technology, Göteborg.
- Fier, B. 2007. *Composition Photo Workshop.* New Jersey: Wiley Publishing.
- Freytag, Gustav, and Manfred Plinke. *Die Technik Des Dramas.* Autorenhaus Verlag, 2003.
- Gurney, James. 2010. *Color and Light: A Guide for the Realist Painter.* Kansas City: Andrews McMeel Publishing.
- Gottesman, S. (2018, January 01). 6 Art-Historical Poses You Should Know. Retrieved from <https://www.artsy.net/article/artsy-editorial-6-art-historical-poses>
- Hamm, Jack. 1963. *Drawing The Head & Figure.* New York: The Putnam Publishing Group.
- Haryadi, Toto & Khamadi. 2015. Perancangan Model Wujud Visual Tokoh Pewayangan Dalam Pembentukan Identitas Dan Watak Tokoh Sebagai Acuan Desain Karakter Dalam Karya Dkv. *DeKaVe*, 7(2). doi:10.24821/dkv.v7i2.1280
- Hope, D. 2014. *Punkpunk: A Compendium of Literary Punk Genres.* Retrieved October 16, 2021, from <https://litreactor.com/columns/punkpunk-a-compendium-of-literary-punk-genres>

- Jones, C. S. 2015. "Anything But Neutral: Using Color to Create Emotional Images". <https://photography.tutsplus.com/tutorials/anything-but-neutral-using-color-to-create-emotional-images--cms-23214>
- Knezovic, A. (n.d.). *AFK Arena Analysis: The Road to More Than 1 Million Daily Active Users*. Udonis. Retrieved November 30, 2022, from <https://www.blog.udonis.co/mobile-marketing/mobile-games/afk-arena-analysis#:~:text=As%20we%20have%20seen%20with,both%20women%20and%20men%2C%20etc>
- Kuning, B. 2011. *Atlas Tokoh-Tokoh Wayang dari Riwayat Sampai Silsilahnya*. Yogyakarta: Narasi.
- Kusumajadi. 1970. "Wayang Kulit Buto Terong Gaya Yogyakarta", Sani. Yogyakarta : STSRI "ASRI"
- Lidwell, William, Kritina Holden, and Jill Butler. 2010. "Universal Principles of Design: A Cross-Disciplinary Reference," 272. <https://doi.org/10.1007/s11423-007-9036-7>.
- Malpas, P. 2007. *Basics photography. Vol. 3: Capturing colour*. Retrieved September 20, 2021. Singapore: AVA Publishing
- Mulyono, S. 1989. *Wayang, asal-usul, filsafat dan masa depannya*. Jakarta: Haji Masagung.
- Nurgiantoro, Burhan. 1998. *Transformasi Unsur Pewayangan Dalam Fiksi Indonesia*. Gadjah Mada University Press
- Ocvirk, Otto G, Robert E Stinson, Philip R Wigg, Robert O Bone, and David L Cayton. 2006. *Art Fundamentals: Theory and Practice*. Tenth. New York: McGraw-Hill.
- Pratnyawan, A. (2021). Sebaran Pemain Mobile Legends Indonesia, Terbanyak di Pulau Ini. Retrieved September 21, 2021, from <https://www.suara.com/tekno/2021/08/12/142903/sebaran-pemain-mobile-legends-indonesia-terbanyak-di-pulau-ini?page=all>
- Purbasari, Tyas 2010. *Kajian Aspek Teknis, Estetis, dan Simbolis Warna Wayang Kulit Karya Perajin Wayang Desa Tunahan Kabupaten Jepara*.
- Purwanto, A. (2021, May 23). Provinsi DKI Jakarta: Ibu Kota Negara dan Pusat Perekonomian Nasional (T. Yuniarto, Ed.). Retrieved October 20, 2021, from <https://kompaspedia.kompas.id/baca/profil/daerah/provinsi-dki-jakarta-ibu-kota-negara-dan-pusat-perekonomian-nasional>

- Salazar, M. G., Mitre, H. A., Olalde, C. L., & Sanchez, J. L. (2012). Proposal of Game Design Document from Software Engineering Requirements Perspective. The 17th International Conference on Computer Games.
- Savchenko, K. (2015, June 03). One-handed mobile interface. Retrieved October 27, 2021, from <https://medium.com/@konsav/-55aba8ed3859#.mf1j05vv7>
- Shamsuddin, A., Islam, K., B., & Islam, K. 2013. Evaluating Content Based Animation through Concept Art. *International Journal of Trends in Computer Science*, 2(11).
- Soetarno, & S., S. M. 2010. *Wayang kulit dan perkembangannya*. Jebres, Surakarta: ISI Press Solo bekerjasama dengan CV. Cendrawasih Sukoharjo
- Solarski, Chris. *Interactive Stories and Video Game Art: a Storytelling Framework for Game Design*. CRC P., 2017.
- Solichin, Suyanto, & Sumari. 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 1). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 2). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 3). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 4). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 5). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 6). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 7). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 8). Bandung: Mitra Sarana Edukasi.
- , 2017. *Ensiklopedi Wayang Indonesia* (Revisi Tahun 2017, Vol. 9). Bandung: Mitra Sarana Edukasi.
- Sonia Fizek. 2018. Interpassivity and the Joy of Delegated Play in Idle Games. *Transactions of the Digital Games Research Association* 3, 3 (2018).

- Steinböck, M. 2017. *Game design patterns in digital card games : A browser engine to an abstract card game model.*
- Sudjarwo, H. S., Sumari, & Wiyono, U. (2010). *Rupa & Karakter Wayang Purwa: Dewa, Ramayana, Mahabharata.* Kakilangit Kencana.
- Sultan A. Alharthi, Olaa Alsaedi, Z O. Toups, Tess Tanenbaum, and Jessica Hammer. 2018a. Playing to Wait: A Taxonomy of Idle Games. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*. ACM, New York, NY, USA, Article 621, 15 pages. DOI: <http://dx.doi.org/10.1145/3173574.3174195>
- Techjury. (2021, September 09). 23 Mobile Gaming Statistics [2.2 Billion of Us Play In 2021]. Retrieved September 19, 2021, from <https://techjury.net/blog/mobile-gaming-statistics/>
- Tsai, Francis. 2007. Effective Character Design. *ImagineFX, February 2007*, 80-83. <http://www.imaginefx.com/02287754331827093439/tutorial.pdf> or <https://www.scribd.com/document/73212813/Effective-Character-Design-ImagineFX-Francis-Tsai>
- Vogler, Christopher. 1998. *The Writer's Journey Mythic Structure for Writers*. 2nd ed. California: Michael Wiese Productions.
- Ware, C. 2008. *Visual thinking for design*. Burlington, MA: Morgan Kaufmann.
- Yu, A. C. Ashura - Japanese Wiki Corpus, <https://www.japanese-wiki-corpus.org/Buddhism/Ashura.html>.
- Zardasht, A. S. (2021, February 2). Strike a pose: A brief history of posture in art. Retrieved October 27, 2021, from <https://artuk.org/discover/stories/strike-a-pose-a-brief-history-of-posture-in-art>