

## DAFTAR PUSTAKA

- 7 *gestalt principles of visual perception: Cognitive psychology for ux*. UserTesting. (2019). Retrieved from <https://www.usertesting.com/resources/topics/gestalt-principles>
- Agi. Asosiasi Game Indonesia. (n.d.). Retrieved from <https://www.agi.or.id/id/agia/>
- Aps, A. (2021, August 17). *'the east' in a transnational context: The Indonesian War of Independence in Film*. New Mandala. Retrieved March 13, 2023, from <https://www.newmandala.org/the-east-in-a-transnational-context-the-indonesian-war-of-independence-in-indonesian-and-dutch-films/>
- Artincontext. (2022, August 25). *Rendering art - the different styles of artistic renderings*. artincontext.org. Retrieved from <https://artincontext.org/rendering-art/>
- Bernard, T. (2012, November 4). *Principles of good design: Proportion*. Teresa Bernard Oil Paintings. Retrieved from <https://teresabernardart.com/principles-of-good-design-proportion/>
- Bernard, T. (2012, November 6). *Principles of good design: Movement*. Teresa Bernard Oil Paintings. Retrieved from <https://teresabernardart.com/principles-of-good-design-movement/>
- Bernard, T. (2012, October 15). *Principles of good design: Space*. Teresa Bernard Oil Paintings. Retrieved from <https://teresabernardart.com/art-good-design-space/>
- Bradley, S. (2014, March 29). *Design principles: Visual perception and the principles of Gestalt*. Smashing Magazine. Retrieved from <https://www.smashingmagazine.com/2014/03/design-principles-visual-perception-and-the-principles-of-gestalt/>
- Bradley, S. (2016, March 17). *Icon, index, and symbol - three categories of signs*. Vanseo Design. Retrieved from <https://vanseodesign.com/web-design/icon-index-symbol/>
- Chapman, C. (2019, September 24). *Breaking down the principles of design (with infographic)*: Toptal®. Toptal Design Blog. Retrieved from <https://www.toptal.com/designers/gui/principles-of-design-infographic>
- Chutintharanon Sunēt. (1988). *Mandala, segmentary state and the politics of centralization in medieval ayudhya*.
- Coedès George, Cowing, S. B., & Vella, W. F. (1996). *The Indianized States of Southeast Asia*. Univ. of Hawaii Press.

- Collins, W. (2017, September 16). *The secret history of dune*. Los Angeles Review of Books. Retrieved from <https://lareviewofbooks.org/article/the-secret-history-of-dune/>
- Glatch, S. (2021, July 30). *The 5 stages of Freytag's pyramid: Introduction to dramatic structure*. Writers.com. Retrieved from <https://writers.com/freytags-pyramid>
- Heinlein, R. A. (n.d.). *Science fiction: Its nature, faults and virtues*. American Science Fiction, Classic Novels of the 1950's. Retrieved from [https://sciencefiction.loa.org/biographies/heinlein\\_science.php](https://sciencefiction.loa.org/biographies/heinlein_science.php)
- Hirschmann, P. (2015, March 30). *The making of... medal of honor*. gamesradar. Retrieved from <https://www.gamesradar.com/making-medal-honor/>
- Hopkins, O. (2021, June 7). *The Dezeen Guide to brutalist architecture*. Dezeen. Retrieved from <https://www.dezeen.com/2014/09/10/dezeen-guide-to-brutalist-architecture-owen-hopkins/>
- Illing, S. (2019, November 22). *Can american nationalism be saved?* Vox. Retrieved March 13, 2023, from <https://www.vox.com/policy-and-politics/2019/11/22/20952353/trump-nationalism-america-first-rich-lowry>
- Indotelko. (2018, October 19). *Menguak potensi "Mobile gaming" Di indonesia*. IndoTelko. Retrieved from <https://www.indotelko.com/read/1539922440/menguak-mobile-gaming-indonesia>
- Ingram, C. (2021, October 15). *The Ultimate Collection of Principles of design examples and definitions*. Art Class Curator. Retrieved from <https://artclasscurator.com/principles-of-design-examples/>
- Karimuddin, A. (2012, February 29). *Agate survey: Indonesians Love RPG, Strategy and FPS Games*. DailySocial.id. Retrieved from <https://dailysocial.id/post/agate-survey-indonesians-love-rpg-strategy-and-fps-games>
- Kinney, A. (2003). Worshiping siva and Buddha: The temple art of east java. *Choice Reviews Online*, 41(06). <https://doi.org/10.5860/choice.41-3224>
- Koffka, K. (1980). *The growth of the mind*. Transaction Books.
- Mahabhusana Wilwatiktapura, Pakaian Kerajaan Majapahit*. Kelananusantara. (n.d.). Retrieved from <https://kelananusantara.com/mahabhusana-wilwatiktapura-pakaian-kerajaan-majapahit/>
- Meyer, M. (2022, June 15). *Retro futurism 101: Definition, Aesthetic, fashion examples*. The VOU. Retrieved from <https://thevou.com/fashion/retro-futurism/>

- Muljana, S. (1968). *Runtuhan Kerajaan Hindu-Djawa Dan Timbulnya Negara<sup>2</sup> Islam di nusantara*. Bhratara.
- Muljana, S. (2005). *Runtuhan Kerajaan Hindu-jawa Dan Timbulnya Negara-negara islam di nusantara*. LKiS Yogyakarta.
- Parise, J. (2002, March 5). *Story structure*. Storytelling: Story Structure. Retrieved from <https://www.cs.cmu.edu/~jparise/research/storytelling/structure/>
- Perdana, A. B., & Kurniawan, K. R. (2022). The VĀSTU order as an alternative concept for analysing Javanese temple architecture | Tatanan Vāstu Sebagai KONSEP Alternatif Untuk menelaah Arsitektur Candi jawa. *SPAFA Journal*, 6. <https://doi.org/10.26721/spafajournal.hw783q0010>
- Perpusnas. (2014). *Candi Bajangratu (Jawa Timur) - Kepustakaan Candi - Perpusnas*. Retrieved from [https://candi.perpusnas.go.id/temples/deskripsi-jawa\\_timur-candi\\_bajangratu](https://candi.perpusnas.go.id/temples/deskripsi-jawa_timur-candi_bajangratu)
- Putri, R. H. (2018, December 10). *Majapahit Dalam catatan ma Huan Dan Sejarah Dinasti Ming*. Historia. Retrieved from <https://historia.id/kuno/articles/majapahit-dalam-catatan-ma-huan-dan-sejarah-dinasti-ming-vxJed/page/1>
- Reid, M. (2019). *The 7 principles of design and how to use them – 99designs*. 99designs.com. Retrieved from <https://99designs.com/blog/tips/principles-of-design/>
- Soegaard, M. (2021). *Repetition, pattern, and Rhythm*. The Interaction Design Foundation. Retrieved from <https://www.interaction-design.org/literature/article/repetition-pattern-and-rhythm>
- Soegaard, M. (2023, March 12). *The law of similarity - gestalt principles (part 1)*. The Interaction Design Foundation. Retrieved from <https://www.interaction-design.org/literature/article/the-law-of-similarity-gestalt-principles-1>
- Staff, D. S. (2019, August 9). *Call of duty modern warfare developer says the game isn't political*. DualShockers. Retrieved from <https://www.dualshockers.com/call-of-duty-modern-warfare-developer-says-the-game-isnt-political/>
- Stefyn, N. (2022, December 21). *How to become a concept artist: Blizzard artist Tyler James explains*. How to Become a Concept Artist | Blizzard Artist Tyler James Explains. Retrieved from <https://www.cgspectrum.com/blog/what-it-is-like-to-be-a-professional-concept-artist>
- Suler, J. (2004). The online disinhibition effect. *CyberPsychology & Behavior*, 7(3), 321–326. <https://doi.org/10.1089/1094931041291295>

- Thi, N. (2022, December 21). *The problem of living inside Echo Chambers*. The Conversation. Retrieved from <https://theconversation.com/the-problem-of-living-inside-echo-chambers-110486>
- Vlahos, J. (2020). *Digital Design Elements You Need To Know: Printivity*. Printivity Insights. Retrieved from <https://www.printivity.com/insights/2020/07/20/the-7-principles-of-design/>
- Wagemans, J., Elder, J. H., Kubovy, M., Palmer, S. E., Peterson, M. A., Singh, M., & von der Heydt, R. (2012). A century of gestalt psychology in visual perception: I. perceptual grouping and figure–ground organization. *Psychological Bulletin*, 138(6), 1172–1217. <https://doi.org/10.1037/a0029333>
- World Leaders in Research-Based User Experience. (2020, July 12). *The principle of common region: Containers create groupings*. Nielsen Norman Group. Retrieved from <https://www.nngroup.com/articles/common-reg>

