

## DAFTAR PUSTAKA

- Adams, Ernest. *Fundamentals of Game Design, Second Edition*. Berkeley: New Riders, 2010.
- Agustin, Feny Maulia. *IDN Times*. Juli 26, 2020. <https://sumsel.idntimes.com/life/education/feny-agustin/aesan-gede-dan-aesan-paksangko-baju-adat-wajib-pengantin-palembang> (accessed Mei 2023, 05).
- Alesich, Simone. *Women and Work in Indonesia*. London: Taylor&Francis, 2008.
- Allan, Tony, and Sara Maitland. *Ancient Greece and Rome*. New York: Rosen Publishing Group, 2011.
- Amarseto, Binuko. *Ensiklopedia Kerajaan Islam di Indonesia*. Yogyakarta: Relasi Inti Media, 2017.
- Ambrose, Gavin. *Design Thinking for Visual Communication*. London: Bloomsbury Publishing, 2015.
- Ananda. *Gramedia Blog*. June 10, 2023. <https://www.gramedia.com/literasi/senjata-tradisional-bali/> (accessed June 2023, 16).
- andr045. *Kominfo*. November 18, 2022. [https://www.kominfo.go.id/content/detail/45818/pesona-tenun-warisan-kesultanan-tidore-di-ktt-g20/0/artikel\\_gpr](https://www.kominfo.go.id/content/detail/45818/pesona-tenun-warisan-kesultanan-tidore-di-ktt-g20/0/artikel_gpr) (accessed Maret 12, 2023).
- Astuti, Febbi, Muhamad Idris, and Kabib Sholeh. *Minat Siswa Terhadap Sejarah Dan Budaya Palembang Di SMA Negeri 15 Palembang*. Malang: Penerbit Lakeisha, 2021.

- Athans, Philip, and R. A. Salvatore. *The Guide to Writing Fantasy and Science Fiction: 6 Steps to Writing and Publishing Your Bestseller!* Massachusetts: Adams Media, 2010.
- Azizah, Laeli Nur. *Gramedia Blog*. May 5, 2023. <https://www.gramedia.com/literasi/pakaian-adat-papua/> (accessed June 15, 2023).
- Batra, Rajeev, Diann Brei, and Colleen M. Seifert. *The Psychology of Design: Creating Consumer Appeal*. London: Taylor & Francis, 2015.
- Breault, Michael. *Narrative Design: The Craft of Writing for Games*. Florida: CRC Press, 2020.
- Budiarti, Irma. *Tribun Bali*. September 03, 2020. <https://bali.tribunnews.com/2020/09/03/arti-mimpi-kupu-kupu-simbol-kelahiran-kembali-dan-perubahan-dalam-hidup> (accessed June 15, 2023).
- Cambridge. *Cambridge Dictionary*. October 2021, 26. <https://dictionary.cambridge.org/dictionary/english/royal> (accessed November 01, 2022).
- Cartwright, Mark. *World History Encyclopedia*. September 27, 2021. <https://www.worldhistory.org/article/1839/pirate-clothing-in-the-golden-age-of-piracy/> (accessed June 15, 2023).
- Chang, Rong, Xinmiao Song, and Huiwen Liu. *HCI International 2022 Posters: 24th International Conference on Human-Computer Interaction, HCII 2022, Virtual Event, June 26 – July 1, 2022, Proceedings, Part II*. New York: Springer International Publishing, 2022.

- Choi, TB. *Design Your Own Anime and Manga Characters: Step-by-Step Lessons for Creating and Drawing Unique Characters - Learn Anatomy, Poses, Expressions, Costumes, and More*. Beverly: Rockport Publishers, 2022.
- Ciputra, William. *Kompas.com*. January 30, 2022. <https://regional.kompas.com/read/2022/01/30/151700378/pakaian-adat-kalimantan-timur-dan-keunikannya?page=all> (accessed May 19, 2023).
- Connors, April. *Gesture Drawing: A Story-Based Approach*. Florida: CRC Press, 2017.
- D'Amato, James. *The Ultimate RPG Guide Boxed Set: Featuring The Ultimate RPG Character Backstory Guide, The Ultimate RPG Gameplay Guide, and The Ultimate RPG Game Master's Worldbuilding Guide*. Massachusetts : Adams Media, 2021.
- Darian, Steven. "The Other Face of the Makara." *Artibus Asiae*, 1976: 29-36.
- Day, Jesse. *Line Color Form*. New York: Allworth, 2013.
- Deckers, Lambert. *Motivation: Biological, Psychological, and Environmental*. London: Taylor & Francis, 2022.
- Deluxe, Studio Hard. *Drawing Anime Faces and Feelings: 800 Facial Expressions from Joy to Terror, Anger, Surprise, Sadness and More*. New York: Penguin Publishing Group, 2020.
- Denson, Shane. *Discorrelated Images*. London: Duke University Press, 2020.
- Dictionary, Collin English. *Dictionary*. June 15, 2023. <https://www.dictionary.com/browse/yin-and-yang> (accessed 15 June, 2023).

- Dillon, Robert. *Black Belt: GETA AS A KARATE TRAINING TOOL*. Colorado: Active Interest Media, Inc., 1982.
- Disney, Walt. "Walt Disney." *The Walt Disney Family Museum*. April 06, 2022. [https://www.waltdisney.org/sites/default/files/2020-04/T%26T\\_ShapeLang\\_v9.pdf](https://www.waltdisney.org/sites/default/files/2020-04/T%26T_ShapeLang_v9.pdf).
- Ditamei, Stefani. *Detik.com*. August 29, 2022. <https://www.detik.com/jabar/berita/d-6260473/10-peninggalan-kerajaan-kutai-beserta-sejarahny#:~:text=Peninggalan%20Kerajaan%20Kutai%20selanjutnya%20adalah,tersimpan%20di%20Museum%20Nasional%20Jakarta>. (accessed June 15, 2023).
- Donovan, Art. *The Art of Steampunk, Revised Second Edition: Extraordinary Devices and Ingenious Contraptions from the Leading Artists of the Steampunk Movement*. Pennsylvania: Fox Chapel Publishing, 2013.
- Draeger, Donn F. *Weapons & Fighting Arts of Indonesia*. Clarendon: Tuttle Publishing, 2012 .
- Frida, Trisya. *Viva.co.id*. Juli 18, 2022. <https://www.viva.co.id/trending/1498827-5-suku-di-indonesia-yang-dikenal-mahir-ilmu-santet> (accessed Mei 2023, 05).
- Gardiner, Mayling Oey, Fandi Rahardi, and Canyon Keanu Can. *Ethics In Social Science Research In Indonesia*. Jakarta Pusat: Yayasan Pustaka Obor Indonesia, 2021.

- Hamblen, Karen A., and Sara Smith. "Identifying a Research Art Style in Art Education." *Identifying a Research Art Style in Art Education*, 1994: 1-19.
- Hamm, Jack. *Drawing the Head and Figure*. New York: Penguin Publishing Group, 1963.
- Harris, Scott. *Draw Manga Style: A Beginner's Step-by-Step Guide for Drawing Anime and Manga - 62 Lessons: Basics, Characters, Special Effects*. Beverly: Quarry Books, 2021.
- Hastuti, Dwi. *Warisan Budaya Takbenda Indonesia*. Januari 01, 2013. <https://warisanbudaya.kemdikbud.go.id/?newdetail&detailCatat=3766> (accessed April 03, 2023).
- Herdyanto, Abraham. *IDN Times*. May 26, 2020. <https://www.idntimes.com/tech/games/abraham-herdyanto/fakta-lokapala-game-moba-baru-asal-indonesia?page=all> (accessed November 11, 2022).
- Hernando, Eko. "HASIL PENELITIAN DAN PEMBAHASAN." *BELA DIRI SUKU DAYAK KALIMANTAN TENGAH (Sebuah Kajian Sejarah, Filosofi, dan Teknik Seni Bela Diri Tradisional)*, 2018: 60-100.
- Horton, Steve, and Jeong Mo Yang. *Professional Manga: Digital Storytelling with Manga Studio EX*. Waltham: Focal Press/Elsevier, 2008.
- Hu, Tze-yue G. *Frames of Anime: Culture and Image-building*. Hong Kong: Hong Kong University Press, 2010.
- Hutchinson, Rachael. *Japanese Culture Through Videogames*. London: Taylor & Francis, 2019.
- Ifa Wuryanto, S.Sn. *Seni Reog Naluri Brijolor*. 2022.

- Indonesia, The colour of. *The colour of Indonesia*. November 03, 2015. <https://www.thecolourofindonesia.com/2015/11/flora-dan-fauna-papua-barat.html> (accessed June 15, 2023).
- Intan, Putu. *Detik Travel*. November 15, 2022. <https://travel.detik.com/travel-news/d-6407994/penari-jathil-dulunya-laki-laki-mengapa-kini-didominasi-perempuan> (accessed Mei 2023, 05).
- IRAWAN, YOHANES KURNIA. *Kompas.com*. February 23, 2021. <https://www.kompas.com/skola/read/2021/02/23/150000169/king-baba-dan-king-bibinge-pakaian-adat-kalimantan-barat?page=all> (accessed May 19, 2023).
- Ivory, James D. "A brief history of video games ." In *The Video Game Debate*, by James D. Ivory, 204. United Kingdom: Taylor & Francis, 2015.
- J. Lindblad. *New Challenges in the Modern Economic History of Indonesia; Proceedings of the First Conference on Indonesia's Modern Economic History, Jakarta, October 1-4, 1991*. Michigan : Programme of Indonesian Studies, 1993.
- Jackson, Linda A., and Alexander I. Games. "What are Video games?" In *Video Games and Creativity*, by Linda A. Jackson, & Alexander I. Games , 332. Amsterdam: Elsevier Science, 2015.
- Jayendra, Dr. Putu Sabda. *Barong brutuk*. Bali: Nilacakra, 2019.
- Johnson-Woods, Toni. *Manga: An Anthology of Global and Cultural Perspectives*. London: Bloomsbury Academic, 2010.

- Jones, Tod. "Kebudayaan dan Kekuasaan di Indonesia." In *Kebudayaan dan Kekuasaan di Indonesia*, by Tod Jones, 356. Jakarta: KITLV, 2015.
- Kaban, Roberto, and Fandy Syahputra. *Perancangan Game RPG(Role Playing Game) "Nusantara Darkness Rises"*. July 31, 2021. <https://ejurnal.seminar-id.com/index.php/josh/article/view/780/531>.
- Kobre, Kenneth. *Videojournalism: Multimedia Storytelling*. London: Taylor & Francis, 2013.
- Komandoko, Gamal. *Ensiklopedia Pelajar dan Umum*. Yogyakarta: Pustaka Widayatama, 2010.
- Komiya, K., and T. Nakajima. "HCI in Games: First International Conference, HCI-Games 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings." *Increasing Motivation for Playing Blockchain Games*, 2019: 125-140.
- Kristina. *5 Pengertian Kebudayaan Menurut Para Ahli*. September 16, 2021. <https://www.detik.com/edu/detikpedia/d-5725690/5-pengertian-kebudayaan-menurut-para-ahli#:~:text=Pengertian%20Budaya%20Menurut%20Para%20Ahli&text=Menurut%20Tylor%2C%20kebudayaan%20adalah%20sistem,oleh%20manusia%20sebagai%20anggota%20masyarakat>.
- Kurnia, Retno. *Detik Sumsel*. June 9, 2023. <https://www.detiksumsel.com/kuliner-wisata/9749079603/urban-legend-kota-palembang-misteri-antu-banyu-yang-mendiami-sungai-musi> (accessed June 15, 2023).

- Kurniasih, Wida. *Gramedia Blog*. 15 June, 2022. <https://www.gramedia.com/best-seller/arti-warna-dalam-psikologi-dan-filosofinya/> (accessed June 15, 2023).
- Kusnadi. "Perspektif Seni Rupa Indonesia." In *Analisis Kebudayaan (Tahun 1, Nomer 2 - 1980/1981)*, by Kusnadi, 166. Jakarta: Departemen Pendidikan dan Kebudayaan, 1980.
- Kustopo. *Mengenal Kesenian Nasional 5 Reog*. Semarang: Alprin, 2020.
- Loomis, Andrew. *Figure Drawing For All It's Worth*. London: Titan, 2011.
- Lucie-Smith, Edward. *Art and civilization*. New York: Laurence King, 1993.
- Mahnke, Frank H. *Color, Environment, and Human Response: An Interdisciplinary Understanding of Color and Its Use as a Beneficial Element in the Design of the Architectural Environment*. New York: Wiley, 1996.
- Matessi, Mike. *Force Character Design From Life Drawing*. London: CRC Press, 2012.
- Maugein, Pierre. *The Legend of Final Fantasy VI: Creation - Universe - Decryption*. Toulouse: Third Editions, 2018.
- Meiskhe. *orami.co.id*. Januari 22, 2022. <https://www.orami.co.id/magazine/pakaian-adat-sumatera-selatan> (accessed June 15, 2023).
- Merriam-Webster. *Merriam-Webster.com*. n.d. <https://www.merriam-webster.com/dictionary/pauldron> (accessed May 2023, 19).
- Mollica, Patti. *Special Subjects: Basic Color Theory: An Introduction to Color for Beginning Artists*. California: Walter Foster Publishing, 2018.



- Mulya, Adhitya. *Bajak Laut & Mahapatih*. Jakarta Selatan: GagasMedia, 2019.
- Murthy, K. Krishna. *Mythical Animals in Indian Art*. India: Abhinac Publications, 1985.
- Nelson, Mark. *Fantasy World-Building: A Guide to Developing Mythic Worlds and Legendary Creatures*. New York: Dover Publications, 2019.
- Nitanai, Keiko. *Kimono Design: An Introduction to Textiles and Patterns*. Vermont: Tuttle Publishing, 2017.
- Nolden, Nico. *Making Histories*. Berlin: De Gruyter, 2020.
- Noor, Riduan. *Multimedia Center Kalimantan Tengah*. Februari 02, 2018. <https://mmc.kalteng.go.id/berita/read/660/asal-muasal-silat-kuntau-bangkui-khas-dayak-ngaju-kalimantan-tengah> (accessed April 03, 2023).
- Nurchayanto, Rizky. *Dunia Games*. September 30, 2021. <https://duniagames.co.id/discover/article/lokapala-moba-pertama-buatan-indonesia-yang-menarik-untuk-dicoba> (accessed November 11, 2022).
- Nurdin, Ali. *Komunikasi Magis: fenomena dukun di pedesaan*. Yogyakarta: LKiS Pelangi Aksara, 2015.
- Omernick, Matthew. *Creating the Art of the Game*. London: Pearson Education, 2004.
- Operation, Tim Ganesha. *Pasti Bisa Ilmu Pengetahuan Sosial untuk SMP/MTs Kelas IX*. Surabaya: Penerbit Duta, 2013.
- Pearl, John. *Becoming a Video Game Artist From Portfolio Design to Landing the Job*. Florida: CRC Press, 2016.

Pender, Ken. *Digital Colour in Graphic Design*. Waltham, Massachusetts: Focal Press, 1998.

Poesponegoro, Marwati Djoened, and Nugroho Notosusanto. *Sejarah nasional Indonesia: Zaman kuno*. Jakarta Timur: Balai Pustaka, 2008.

Pratama, Sandy Indra. *Betahita*. Oktober 08, 2022.

<https://betahita.id/news/detail/8024/papua-mahkota-bulu-cendrawasih-tidak-boleh-digunakan-sembarangan.html?v=1665201847#:~:text=Kaway%20mengatakan%20mahkota%20cendrawasih%20merupakan,untuk%20bisa%20mengenakan%20atribut%20itu>. (accessed Maret 12, 2023).

Putri, Vanya Karunia Mulia. *Kompas*. September 20, 2022.

<https://www.kompas.com/skola/read/2022/09/20/120000469/reog-ponorogo--pengertian-asal-sejarah-pementasan-dan-tokohnya?page=all> (accessed Mei 05, 2023).

Rahayu, Ani Sri. *Ilmu Sosial dan Budaya Dasar Perspektif Baru Membangun Kesadaran Global Melalui Revolusi Mental*. Jakarta Timur: Bumi Aksara, 2022.

Ramos, Alexis Rodriguez. "Heroic Possibilities: Video Games as a way to learn and understand culture." In *Cultural Perspectives of Video Games: From Designer to Player*, by Adam L. Brackin, & Natacha Guyot, 210. Amsterdam: Brill, 2020.

- Rodin, Rhoni. "Informasi dalam konteks sosial budaya." In *Informasi dalam Konteks Sosial Budaya - Rajawali Pers*, by Rhoni Rodin, 210. Depok: PT. RajaGrafindo Persada, 2021.
- Rogers, Scott. *Level Up! The Guide to Great Video Game Design*. New Jersey: Wiley, 2014.
- S.W., Hagung Kuntjara. "Introduction." *Character Design in Games Analysis of Character Design Theory*, 2017: 42-43.
- Sinkević, Ida. *Knights in Shining Armor: Myth and Reality 1450-1650*. Charlestown: Bunker Hill Publishing, 2006.
- Siwalima, Museum. *Siwalima*. January 01, 2013. <http://siwalima.atspace.com/in/s0404.html> (accessed June 15, 2023).
- Sujanayasa, I Made. *Sang Garuda, Teladan Anak Suputra Sejati*. Bali: Nilacakra, 2023.
- Svensson, Björn, and Shanti Fowler. *Nias Heritage Museum*. April 03, 2017. <https://museum-nias.org/en/nias-customs/> (accessed June 15, 2023).
- Swara, Puspa, and Risha Rack. *TEMPAT MENYERAMKAN PLUS HANTU-HANTU TERKENAL DI DUNIA*. Depok: Puspa Swara, 2020.
- Sweeney, James, and Diana Bourisaw. *Judgement*. London: Taylor & Francis, 2013.
- Syariffuddin. *Buku Ajar Kearifan Lokal Daerah Sumatera Selatan*. Sumatera Selatan: Bening Media Publishing, 2022.

- Sylvano, Christo. *Good News From Indonesia*. Maret 07, 2021. <https://www.goodnewsfromindonesia.id/2021/03/07/mengenal-kuntau-bangkui-silat-dari-suku-dayak-ngaju> (accessed April 03, 2023).
- Tanner, Jeremy. *The Sociology of Art: A reader*. London: Taylor and Francis Group, 2003.
- Tantawi, Isma. "Kebudayaan Manusia." In *Dasar-Dasar Ilmu Budaya*, by Isma Tantawi, 256. Jakarta Timur: Prenada Media, 2019.
- Tillman, Bryan. *Creative Character Design*. Florida: CRC Press, 2012.
- Tomlinson, John. *Globalization and Culture*. United Kingdom: Polity Press, 2013.
- Toto Sugiarto. *Ensiklopedi Pakaian Nusantara: Kalimantan Timur hingga Nusa Tenggara Barat*. Yogyakarta: Hikam Pustaka, 2021.
- UNESCO. *iWarebatik*. Oktober 02, 2009. <https://www.iwarebatik.org/?lang=id> (accessed Mei 06, 2023).
- White, Lucas. *Granblue Fantasy 101: Where the Heck is All This Coming From?* April 30, 2019. <https://www.playstationlifestyle.net/2019/04/30/granblue-fantasy-101/>.
- Whitson, Roger. *Steampunk and Nineteenth-Century Digital Humanities: Literary Retrofuturisms, Media Archaeologies, Alternate Histories*. London: Taylor & Francis, 2016.
- Wikipedians. *Japan*. Mainz: PediaPress, 2022.
- Wilson, Lee. *Martial Arts and the Body Politic in Indonesia*. Leiden: Brill, 2015.
- Windriarti, S.Pd. *Buku Siswa Sejarah Indonesia SMA/MA Kelas 10*. Jakarta Pusat: Gramedia Widiasarana Indonesia, 2021 .

- Wirawan, Dr. Komang Indra. *Keberadaan Barong dan Rangda Dalam Dinamika Religius Masyarakat Hindu Bali*. Jakarta: PT JAPA WIDYA DUTA, 2016.
- Yustian, Indra. *Ecology and Conservation Status of Tarsius Bancanus Saltator on Belitung Island, Indonesia*. Göttingen: Cuvillier, 2007.
- Zaman, Malik Ibnu. *Catatan Mistis*. Bogor: Guepedia, 2021.

