

DAFTAR PUSTAKA

- Andina, Y. (n.d.). *Apa Itu Graphic Standard Manual? Yuk Baca Penjelasan Lengkapnya!* Kreativv. Retrieved December 1, 2022, from <https://kreativv.com/graphic-standard-manual/view-all/>
- Asal-Usul Bakmi dan Perkembangannya Hingga Jadi Makanan Favorit Masyarakat Indonesia.* (2021). Scarf Media.
- Bradley, S. (2017). *Design Principles: Compositional, Symmetrical And Asymmetrical Balance.* Smashing Magazine. <https://www.smashingmagazine.com/2015/06/design-principles-compositional-balance-symmetry-asymmetry/>
- Cornelia, T. (2021, November 16). *#HistoryofHakka Baju Tradisional Suku Hakka.* Taiwan Studies Nusantara. <https://www.twasn.org/post/baju-tradisional-suku-hakka>
- Defining Hakka Identity: From History to Culture and Cuisine.* (n.d.). Asia Society. Retrieved October 29, 2023, from <https://asiasociety.org/northern-california/defining-hakka-identity-history-culture-and-cuisine>
- Goldstein, K. (2021). *Visual Identity: What It Is and Why It Matters for Your Brand.* Wixblog.
- Joewono, S. (2020). *Ide Sarapan Pagi untuk Akhir Pekan Ini! Bubur atau Mie Ayam?!* #AkhirBulanMakanApa. USS FEED. <https://ussfeed.com/ide-sarapan-pagi-untuk-akhir-pekan-ini-bubur-atau-mie-ayam-akhirbulanmakanapa/food/>

- Keung, L. (2019). *The Basic Elements of Design*. Envatotuts.
<https://design.tutsplus.com/articles/the-basic-elements-of-design--cms-33922>
- Lakovlev, Y. (n.d.). *Shape Psychology in Graphic Design*. Zeka Graphic. Retrieved December 1, 2022, from <https://www.zekagraphic.com/shape-psychology-in-graphic-design/>
- Landa, R. (2011). *Graphic Design Solutions* (4th ed.). Wadsworth.
- Lindwell, W., Holden, K., & Butler, J. (2010). *Universal Principles of Design*. Rockport Publisher.
- Lischer, B. (n.d.). *What Is A Brand?* Ignyte. Retrieved December 1, 2022, from <https://www.ignytebrands.com/what-is-a-brand/>
- Mie Kam Pak, Cemara Asri. (2021). Makanmana.
- Perdana, D. (2021). *Sejarah Mi di Indonesia Ternyata Bermula dari Sini*. Suarasurabaya.Net. <https://www.suarasurabaya.net/senggang/2021/sejarah-mi-di-indonesia-ternyata-bermula-dari-sini/>
- Poulin, R. (2018). *The Language of Graphic Design Revised and Updated*. Rockport Publisher.
- Romanti. (2023). *Menelusuri Budaya Peranakan di Indonesia dan Sejarahnya*. Inspektorat Jenderal Kemendikbud. <https://itjen.kemdikbud.go.id/web/menelusuri-budaya-peranakan-di-indonesia-dan-sejarahnya/>
- THE IMPORTANCE OF COLOR IN VISUAL IDENTITY*. (n.d.). DESIGN106. Retrieved December 1, 2022, from <https://design106.com/importance-color-visual-identity/>

Vizal, A. (2020). *5 Suku Tionghoa Terbesar di Indonesia: Sekilas Sejarah dan Budaya*. Terminal.

Wheeler, A. (2017). *Designing Brand Identity* (5th ed.). John Wiley & Sons, Inc.

Wijaya, Y. G. (2019). *Sejarah Bakmi hingga Jadi Favorit di Indonesia* Artikel ini telah tayang di Kompas.com dengan judul "Sejarah Bakmi hingga Jadi Favorit di Indonesia." Kompas.Com.

<https://travel.kompas.com/read/2019/11/27/111100127/sejarah-bakmi-hingga-jadi-favorit-di-indonesia->

