DAFTAR PUSTAKA

A&E Television Networks. (n.d.). *1970s: Watergate and women's rights*. History.com. https://www.history.com/topics/1970s

Agustin Dyah Satya Yoga. (2011). "Penurunan Rasa Cinta Budaya dan Nasionalisme Generasi Muda Akibat Globalisasi", Jurnal Sosial Humaniora 4, No. 2.

Amalia, R. (2022). Kearifan Ekologi dalam Naskah Dedongengan Jilid II: Studi Teks "Wana Ing Siluman" Karya Wirapremana. Prosiding Konferensi Nasional Etnoparenting (Bandung, 5 Juli 2022) (Paper). 1. Bandung: Universitas Pendidikan Indonesia. hlm. 69–86.

Aparaschivei, Lavinia. (2021). *How to Design a Character*. Retrieved from https://www.linearity.io/blog/character-design/

Ballesteros, Patrick. (2017). *What Is Concept Art?* Philadelphia: Linkedin. Retrieved from https://www.google.co.id/books/edition/What_Is_Concept_Art/GkszzAEACAAJ?hl=id

Bancroft, Tom. (2006). Creating characters with personality. New York, Watson-Guptill.

Bancroft, Tom. (2019). "*Creating Strong Gestures*". In 21 Draw Character Designer, 15-21. Knivsta: 21 Draw Sweden AB.

Bell, Lowell. (2023). *Best JRPGs Of All Time*. Retrieved from https://www.timeextension.com/guides/best-jrpgs-of-all-time

Bradley, Steven. (2014). *Design Principles: Visual Perception And The Principles Of Gestalt*. Retrieved from https://www.smashingmagazine.com/2014/03/design-principles-visual-perception-and-the-principles-of-gestalt/

Cabral, C. G. (2013). *Cartoon Fundamentals: Create Emotions From Simple Changes in the Face*. Retrieved from https://design.tutsplus.com/articles/cartoon-fundamentals-create-emotions-from-simple-changes-in-the-face--vector-16278?_ga=2.114173575.1044984273.1697728778-792569962.1697466221

Cerrato, Herman. (2012). *The Meaning of Colors*. Herman Cerrato Graphic Designer.

Charlene Collins Freeman Art. (2019). *Understanding Color: Temperature*. Retrieved from https://charlenecollinsfreeman.com/blog-montauk/2018/11/28/understanding-color-temperature

Christensen, P. (2008). *The "Wild West": The life and death of a myth*. Southwest Review, 310.

E., Malloy, Kaoime. (2014). *The art of theatrical design : elements of visual composition, methods, and practice*. New York. ISBN 9781138021501. OCLC 882620042

Eiseman, Leatrice. (2017). *The Complete Color Harmony: Pantone Edition*. Rockport Publishers.

Evans, Poppy, and Mark E. Thomas. (2007). *Exploring the Elements of Design*. 2nd ed. Florence, AL: Delmar Cengage Learning.

Feist, Jess and Gregory J. Feist. (2006). *Theories of Personality, Sixth Edition*. New York: The McGraw-Hill Companies, Inc.

Gatto, J. A., Porter, A. W., & Selleck, J. (2011). *Exploring visual design: The elements and principles* (4th ed.). Worcester, MA: Davis Publications.

Geller, Prof. (2018, July 7). *Ifrit - mythical creature of Arabic folklore*. Mythology.net. https://mythology.net/mythical-creatures/ifrit/

Graham, Lisa. (2008). *Gestalt Theory in Interactive Media Design*. Journal of Humanities and Social Science Volume 2 Issue 1.

Haake, M., & Gulz, A. (2008). *Visual Stereotypes and Virtual Pedagogical Agents*. Educational Technology and Society.

Jasper, Adam. (2014). *Colour Theory*. Architectural Theory Review.

Kirriemuir, J., & McFarlane, A. (2004). *Literature Review in Games and Learning*. Bristol, UK: Futurelab

Lane, Edward William. (1883). Lane-Poole, Stanley (ed.). *Arabian society in the Middle ages: studies from the Thousand and one nights*.

Leighfield, Luke. (2022). *The 12 Character Archetypes*. Retrieved from https://boords.com/storytelling/character-archetypes

Levin, K. (1998). *Beyond Modernism: Essays on Art from the '70s and '80s*. Harper & Row.

Lidwell, W., Holden, K., & Butler, J. (2023). *Universal principles of design: 200 ways to increase appeal, enhance usability, influence perception, and make better design decisions*. Rockport Publishers.

Lohr, L. L. (2008). *Creating graphics for learning and performance: Lessons in visual literacy* (2nd ed.). Upper Saddle River, NJ: Pearson.

Lubis, Bustanuddin. (2014). Mitologi Nusantara: Penerapan Teori. Quiksi, Bengkulu. ISBN 978-602-98396-0-9.

Lupton, E., & Phillips, J. C. (2008). Graphic design: The new basics. Princeton Architectural Press : Maryland Institute College of Art.

Malpas, P. (2007). *Capturing Colour* (1st ed.). Routledge.

Masterclass. (2021). *Psychology of Color Explained: What Is Color Psychology?* Retrieved from https://www.masterclass.com/articles/psychology-of-color-explained

Mollica, Patti. (2018). *Special Subjects: Basic Color Theory: An Introduction to Color for Beginning artists*. Walter Foster Publishing.

Mollica, Patti. *Special Subjects: Basic Color Theory: An Introduction to Color for Beginning artists*. Walter Foster Publishing, 2018.

Morais, P. (2021). The 3 Act Structure. https://patricia-morais.com/en/the-3-act-structure/

Na'im, Akhsan; Syaputra, Hendry. (2010). "Kewarganegaraan, Suku Bangsa, Agama dan Bahasa Sehari-hari Penduduk Indonesia" (PDF). Badan Pusat Statistik (BPS).

Pennington, Donald. (2003). *Essential Personality*. Routledge. ISBN 978-1-134-66598-3.

Purwanto, Antonius. (2022). "Kota Banjar: Pintu Gerbang Utama Jalur Selatan Jawa Barat". Kompas.id.

Richter, Felix. (2022). *Are You Not Entertained?* Retrieved from https://www.statista.com/chart/22392/global-revenue-of-selected-entertainment-industry-sectors/

Robert E. Buswell Jr.; Donald S. Lopez Jr. (2013). *The Princeton Dictionary of Buddhism*. Princeton University Press. pp. 314–315. ISBN 978-1-4008-4805-8.

Roohi, Samad & Forouzandeh, Aynaz. (2019). *Regarding color psychology principles in adventure games to enhance the sense of immersion*. Entertainment Computing. 30. 10.1016/j.entcom.2019.100298.

Setiawan, Wawan (2017) Era Digital dan Tantangannya. In: Seminar Nasional Pendidikan 2017, 09 Agustus 2017, Sukabumi.

Sincuba, T. H. (2022). *Contrapposto – What Is Contrapposto, the Famous Classical Pose?* Retrieved from https://artincontext.org/contrapposto/

Soejima, Shigenori. (2012). *Persona 4 Official Design Works*. Udon Entertainment.

Solarski, Chris. (2012). *Drawing Basics and Video Game Art, first edition*. Watson-Guptill Publications, New York.

Square Enix. Square Enix 2022 Annual Report. (2022). Retrieved from
https://www.hd.square-enix.com/eng/ir/library/pdf/ar_2022en.pdf

Taylor, Jean Gelman. (2003). *Indonesia : People And History*. New Haven : Yale University Press.

The Pokemon Company. Pokemon in Figures. (2023). Retrieved from
https://corporate.pokemon.co.jp/en/aboutus/figures/

Tillman, Bryan. (2011). Creative Character Design. Massachusetts: Focal Press.

Tresidder, Jack. (2005). *The Complete Dictionary of Symbols*. Chronicle Books. p. 36. ISBN 0-8118-4767-5.

"Visualisasi Data Kependudukan - Kementerian Dalam Negeri 2020". www.dukcapil.kemendagri.go.id.

Ware, Colin. (2008). *Visual Thinking: For Design*. Morgan Kaufmann.

Wartika, Enok. (2020). *Online Video Games of Indonesian Culture Content as One of the Creative Ways to Introduce Nation Culture Values*. Atlantis Press.

West, Josh. (2021). *The 50 best games of all time*. Retrieved from
https://www.gamesradar.com/best-games-of-all-time/

Wijman, Tom. (2020). *The World's 2.7 Billion Gamers Will Spend $159.3 Billion on Games in 2020; The Market Will Surpass $200 Billion by 2023*. Retrieved from
https://newzoo.com/resources/blog/newzoo-games-market-numbers-revenues-and-audience-2020-2023