

DAFTAR PUSTAKA

- Taylor, Steven J. Bogdan Robert.1984. *Introduction To Quamethodslitative Research.Canada:Hoboken, New Jersey.*
- Mardalis. *Metode Penelitian : Suatu Pendekatan Proposal.*2014.Jakarta:Bumi Aksara.
- Susilana, Rudi dan Riyana, Cepi.2009. *Media Pembelajaran.*Bandung:CV Wancana Prima.
- Nova, Firsan.2009. *Crisis Public Relation.*Jakarta:Grasindo.
- Adams, Ernest. Rollings, Andrew. *Andrews Rollings and Ernest Adams on Game Design.*2012. *United States of America: New Raiders.*
- Nafisah Syifaun.2003.*Grafika Komputer.*Yogyakarta:Graha Ilmu.
- Al-bahra bin ladjamudin. 2013. *analisis dan desain sistem informasi.* Yogyakarta: Graha Ilmu.
- Estidianti, Brigitta R dan Lakoro, Rahmatsyam. (2014) “JURNAL SAINS DAN SENI POMITS”. *Perancangan Karakter Game Novel visual “Tikta Kavya”* dengan Konsep Visual Bishonen.
- Agos T. Celso. 2013. *Game Development Of Ibong Adarna Visual Novel.* *INTERNATIONAL JOURNAL OF SCIENTIFIC & TECHNOLOGY RESEARCH VOLUME 2, ISSUE 9, SEPTEMBER 2013.* Diambil dari:
<http://www.ijstr.org/final-print/sep2013/Game-Development-Of-Ibong-Adarna-Visual-Novel.pdf> (20 Maret 2017)
- Headgpath, Kevin. Missal, Headgpath. *Chracter Design step by step guide to Designing & Devloping character for visual media.*2006.New York: Thomson Delmar Learning
- Hedgpath, Kevin.2006.*Exploring Character Design.*New York: Thomson Delmar Learning
- Hight, John. Novak, Jeannnie. “*Game Devploment Essentials” Game Project Managemnet.*2008.New York: Thomson Delmar Learning.

John hight, Jeannnie Novak “*Game Devploment Essentials*” *Game Project Managemnet*.

Tillman Bryan. “*Creative Character Design*”.2011.Burlington: Elsevier Science Pardew Les.“*Game Character Animation All In One*”. 2007.United States of America: Premiere Press.

Gunawan, Bambi Bambang. 2013. *Nganimasi Bersama Mas Be!*. Jakarta : Elex Media Komputindo.

Thomas, F. and Johnston O. 1981. *The Illusion of Life : Disney Animation*. New York : Walt Disney Productions.

Tarigan, Henry Guntur. 2008. *Berbicara Sebagai Suatu Keterampilan*.Bandung: Angkasa

Cantrell, B. dan Yates, N. 2012. *Modeling the Environment: Techniques and Tools for the 3D Illustration of Dynamic Landscapes*. New Jersey : John Wiley & Sons, Inc.

Roetzel, David L. Braithwaite, Wilfred J. (1993) “*User-Interface Coding for the CERN/GEANT Nuclear Physics Program,*” *Journal of the Arkansas Academy of Science*: Vol. 47 ,Article25

Semi, M Atar. 2009. *Menulis Efektif*. Padang: UNP Press

Keraf, Gorys. 1982. *Argumentasi dan Narasi*. Jakarta: Gramedia Pustaka Utama.

Supriyono, Rakhmat.2010. *Desain Komunikasi Visual: Teori dan Aplikasi*.Yogyakarta:Andi

Keraf, Gorys.1994. *Komposisi*.Jakarta.Nusa Indah

Tentor, Tim Super. 2016. *3 in 1 Solusi Cerdas BBM SMP/MTS Kelas 1, 2 & 3*. Jakarta Selatan: Bintang Wahyu

Eisner, Will (1996). *Graphic Storytelling and Visual Narrative*. New York. W.W.Norton & Company, Inc.

Male, Alan. (2007). *Illustration : A Theoretical & Contextual Perspective*. Switzerland: AVA.

Santrock W, John. *Adolescence*.2003.New York: McGraw-Hill.

Sarlito Wirawan Sarwono. *Psikologi Remaja*.2011.Jakarta: Rajawali Pers.

Supriyanto dan Muhsin. 2008. *Teknologi Informasi Perpustakaan: Strategi Perancangan Perpustakaan Digital*. Yogyakarta: Kanisius.

Lebowitz, Josiah dan Klug, Chris. *Interactive Storytelling for Video Games*. 2011.London:ELSEVIER.

Johnston C. dan James.2010. *Background*.Grenadine: The Claimant

Yusa Biran Misbach. *Sejarah film 1900-1950*.2009. Jakarta.Komunitas Bambu

Capputo, Tony.2003. *Visual Storytelling: The Art and Technique*.New York:Watson-Guptill Publication

Ong, Walter J. 1982.*Orality and Literacy: The Technologizing of The World*. New York: Methoven

Sumber lain :

Capputo, Tony. *VISUALSTORYTELLING Cross-polinating film, animation, games and comics*.

<http://tonyccaputo.com> diakses pada tanggal 6 June

2017 Nenglita, “Kenapa anak suka main game?.

<http://mommiesdaily.com> diakses pada tanggal 14 June 2017

Kompas, “Merajut Kisah Pengusi Vietnam di Pulau Galang”

<http://travel.kompas.com/read/2009/03/03/11194614/Merajut.Kisah.Pengungsi.Vietnam.di.Pulau.Galang> diakses pada tanggal 14 June 2017 BpBatam, Suku

Bangsa

<https://www.bpbatam.go.id/ini/batamGuide/race.jsp> diakses pada tanggal 20 June 2017