

DAFTAR PUSTAKA

- Acuna, K. (2016). *Millions in Korea are obsessed with these revolutionary comics — now they're going global*. Bussiness Insider. <https://www.businessinsider.com/what-is-webtoons-2016-2>
- Aggleton, J. (2018). Defining digital comics: a British Library perspective. *Journal of Graphic Novels and Comics*, 10(4), 393–409. <https://doi.org/10.1080/21504857.2018.1503189>
- Agnes, T. (2016). *Pembaca LINE Webtoon Indonesia Terbesar di Dunia*. DetikHOT. <https://hot.detik.com/art/d-3274551/pembaca-line-webtoon-indonesia-terbesar-di-dunia>
- Anggraini, L., & Nathalia, K. (2020). *DESAIN KOMUNIKASI VISUAL: Dasar-dasar Panduan untuk Pemula*. Penerbit Nuansa Cendekia.
- Apsari, D., & Aditya, D. K. (2019). The Influence of the Advancement of Social Media in The Visual Language of Indonesian Comics Strips. *5th Bandung Creative Movement International Conference on Creative Industries 2018 (5th BCM 2018)*, 197, 156–161. <https://www.atlantis-press.com/proceedings/bcm-18/125910929>
- Apsari, D., Budi, S. M., Ramadhan, G. P., & Nurdian, M. D. (2021). A PICTURE BOOK FOR MUSEUM SULTAN MAHMUD BADARUDDIN II: HOW VISUAL STORYTELLING UNLOCK CHILDREN'S CURIOSITY FOR HISTORY. In N. Y. K. Lahpan (Ed.), *THE 1ST INTERNATIONAL CONFERENCE ON SOCIAL SCIENCE AND HUMANITIES BASED ON LOCAL WISDOM "SOCIAL CHANGES, CULTURAL RESILIENCE, AND CREATIVE INDUSTRIES IN THE POST COVID-19 PANDEMIC OF INDONESIA"* (pp. 85–94). Sunan Ambu Press.
- Ariwibowo, G. A. (2021). PERNIAGAAN BAHARI SRIWIJAYA PADA MASA DINASTI SONG. *Jurnal Panalungtik*, 4(2), 75–96. <https://doi.org/https://doi.org/10.24164/pnk.v4i2.65>

- Cabeal, D. (2015). *An Interview With JunKoo Kim Creator of LINE Webtoon. Comic Bastards*. <https://comicbastards.com/comics/an-interview-with-junkoo-kim-creator-of-line-webtoon>
- Damono, S. D. (2018). *Alih Wahana*. Gramedia Pustaka Utama.
- Eisner, W. (2000). *Comics and sequential Art*. Poorhouse Press.
- Hutcheon, L. (2006). *A Theory of Adaptation*. Routledge.
- Hwang, S., & Lee, S. (2022). *Naver Webtoon ready to make money out of burgeoning global audience*. Pulse by Maeil Business News Korea. <https://pulsenews.co.kr/view.php?year=2022&no=829188>
- Jang, W., & Song, J. E. (2017). Webtoon as A New Korean Wave in The Process of Glocalization. *Kritika Kultura*, 2017(29), 168–187. <https://doi.org/10.13185/KK2017.02908>
- Jennah, R. (2009). Media Pembelajaran. In *Media Pembelajaran*.
- Kusrianto, A. (2007). *Pengantar Desain Komunikasi Visual*. Penerbit ANDI.
- Lesmana, M. E., Siswanto, R. A., & Hidayat, S. (2015). PERANCANGAN KOMUNIKASI VISUAL KOMIK BERBASIS CERITA RAKYAT TIMUN MAS. *E-Proceeding of Art & Design*, 2(1), 112–118.
- Lestari, A. F., & Irwansyah. (2020). Line Webtoon Sebagai Industri Komik Digital. *SOURCE: Jurnal Ilmu Komunikasi*, 6(2), 134–148. <http://jurnal.utu.ac.id/jsource>
- McCloud, S. (1994). *Understanding Comics*. HarperPerennial. http://eresources.lib.unc.edu/external_db/external_database_auth.html?A=P%7CF=N%7CID=211740%7CREL=AAL%7CURL=http://libproxy.lib.unc.edu/login?url=http://digital.films.com/PortalPlaylists.aspx?aid=4059&xtid=48395
- McCloud, S. (2000). *Reinventing Comics*. HarperCollins.
- McCloud, S. (2006). *Making Comics*. HarperCollins. <https://doi.org/10.4324/9781003291671-16>

- Muljana, S. (2006). *Sriwijaya (IV). LKIS PELANGI AKSARA*.
- Mulyadi, Y. (2016). *Kemaritiman, Jalur Rempah dan Warisan Budaya Bahari Nusantara*. <https://doi.org/10.13140/RG.2.2.22616.08966>
- Munoz, P. M. (2006). *Early kingdoms of the Indonesian archipelago and the Malay Peninsula*. Editions Didier Millet.
- Norin, T. A. (2018). *Media Conversion From Webtoon to Television*. Stockholms Universitet.
- Nugrahani, R. (2017). Media Pembelajaran Berbasis Visual Berbentuk Permainan Ular Tangga Untuk Meningkatkan Kualitas Belajar Mengajar Di Sekolah Dasar. *Lembaran Ilmu Kependidikan*, 36(1), 35–44.
- Nurhanisah, Y. (2023). *Pengguna Internet di Indonesia Makin Tinggi*. IndonesiaBaik.Id. <https://indonesiabaik.id/infografis/pengguna-internet-di-indonesia-makin-tinggi>
- Putri, W. D. R., & Fibrianto, K. (2018). *Rempah untuk Pangan dan Kesehatan*. Universitas Brawijaya Press. <https://books.google.co.id/books?id=GymJDwAAQBAJ>
- Rohidi, T. R. (2011). *Metodologi Penelitian Seni* (Semarang). Cipta Prima Nusantara.
- Santrock, J. W. (2019). Life-span development, 7th ed. In *Life-span development, 7th ed*. McGraw-Hill Higher Education.
- Saputro, R. A., Musadad, A. A., & Sulistyaningrum, C. D. (2022). *SRIWIJAYA DAN PENINGGALAN DI PALEMBANG*. Penerbit Lakeisha.
- Sarsby, A. (2016). *SWOT Analysis*. Spectaris Limited. <https://books.google.co.id/books?id=Yrp3DQAAQBAJ>
- Soewardikoen, D. W. (2021). *Metodologi Penelitian Desain Komunikasi Visual - Edisi Revisi*. PT Kanisius.
- Stephen, A. (2001). The Contemporary Museum and Leisure: Recreation As a Museum Function. *Museum Management and Curatorship*, 19(3), 297–308.

<https://doi.org/10.1080/09647770100601903>

Susanto, H. (2014). Seputar Pembelajaran Sejarah. In *Yogyakarta : Aswaja Presindo*. Aswaja Presindo. www.aswajapressindo.co.id

Verma, J., & Malviya, V. (2014). The Impact of Internet and Digital Media on Reading Habit. *XXIV National Seminar of the IASLIC*, 50.

WEBTOON. (2023). *About WEBTOON*. WEBTOON. <https://www.webtoons.com/en/about>

Yusuf, S. (2017). *Psikologi Perkembangan Anak & Remaja*. Remaja Rosdakarya.