DAFTAR PUSTAKA

Buku dan Jurnal Ilmiah

Abt C. C. (1970). *Serious Games*. New York, NY: Viking Press.

Ahearn L. (2008). *3D Game Environments* : Create Professional 3D Game
Worlds. Oxford,UK: Focal Press, Elsevier.

Caillios R. (1961). *Man*, *Play and Games*. Illinois, USA: University of Illinois
Press.

Crawford C. (1984). *The Art of Computer Game Design*. Berkeley, California:
McGraw-Hill.

Gahan A. (2012). *3ds Max Modelling for Games*. Waltham, MA: Focal Press.

Graham L. (1999). *The Principles Of Interaction Design*. Canada: Delmar
Publishers.

Pitana I. G. (1993). *Subak Sistem Irigasi Tradisional di Bali Sebuah Canangsari*,
Upada Sastra, Denpasar.

Maharlika F. (2010). Tinjauan Bangunan Pura di Indonesia. *Jurnal Waca Cipta
Ruang II (2).*

Moore, Michael E., Novak, Jeannie (2010). *Game Industry Career Guide*.
Delmar: Cengage Learning.

Muchtar D. (2005). *Design Game*. Artikel (tidak diterbitkan). Jakarta.

Ott D. (2009). *Autodesk 3D Max 2010*. Burlington, MA: Focal Press.

Pratista H. (2008). *Memahami Film*. Jakarta: Homerian Pustaka.

Rabin S. (Ed.). (2010). *Introduction to Game Development (2nd ed.)*. Boston, MA:
Course Technology.

Rafaeli, Sheizaf. (1988). Interactivity: From New Media to Communication. In R. P. Hawkins & J. M. Wiemann & S. Pingree (Eds.), *Advancing Communication Science: Merging Mass and Interpersonal Process* (pp. 110-34). Newbury Park, CA: Sage.

Roger C. (1961). *Man, Play and Games*. Paris: The Free Press of Glencoe, Inc.

Saulter J. (2007). *Introduction to Video Game Design and Development*. New York, NY: McGraw Hill.

Schell J. (2015). *The Art of Game Design*. New York, NY: CRC Press.

Sherrod A. (2008). *Game Graphic Programming*. Boston: Charles River Media.

Warsita, Bambang. (2008). *Teknologi Pembelajaran*. Jakarta: Rineka Cipta.

Artikel Online

Ardee (2017). *Candi Tebing Gunung Kawi, Persemayaman Abadi Raja-raja Dinasti Udayana*. Diunduh dari https://www.indonesiakaya.com/jelajah-indonesia/detail/candi-tebing-gunung-kawi-persemayaman-abadi-raja-raja-dinasti-udayana

Android History. (n.d.). Retrieved April 9, 2017, from http://www.androidcentral.com/android-history

Avery P. (2011). *Computational Intelligence and Tower Defences Games*. Diunduh dari http://julian.togelius.com/Avery2011Computational.pdf http://www.komangputra.com/stuktur-makna-pura-di-bali-berdasarkan-asta-kosala-kosali.html

Brown M. (2015). *Visa Global Travel Intentions Study 2015*. Diunduh dari

September 9, 2017, from https://pata.org/store/wp-

content/uploads/2015/09/Visa-GTI-2015-for_PATA.pdf

Chaffey D. (2017). *Mobile Marketing Statistics Compilation*. Diunduh dari

http://www.smartinsights.com/mobile-marketing/mobile-marketing-

analytics/mobile-marketing-statistics/

Gamar R. (2017). *Masa Tinggal Wisatawan Menurun Drastis, Masalah Inikah*

yang Dirasakan Turis Saat di Bali?. Diunduh dari

http://travel.tribunnews.com/2017/03/17/masa-tinggal-wisatawan-

menurun-drastis-masalah-inikah-yang-dirasakan-turis-saat-di-bali?page=2

Latief F. (2014). *Candi Gunung Kawi, Petra dari Tampaksiring*. Diunduh dari

National Geographic Indonesia website:

http://nationalgeographic.co.id/berita/2014/05/candi-gunung-kawi-petra-

dari-tampaksiring

Maha (2017). *Kurangnya Promosi Pariwisata Indonesia Buat Masyarakat*

Berlibur ke Luar Negeri?. Diunduh dari

https://m.caping.co.id/news/detail/2803402?utm_source=kaskus&utm_me

dium=post&utm_campaign=artikel%20keindahan%20indonesia

Perez S. (2014). *Majority of Digital Media Consumption Now Takes Place In*

Mobile Apps. Diunduh dari https://techcrunch.com/2014/08/21/majority-

of-digital-media-consumption-now-takes-place-in-mobile-apps/