DAFTAR PUSTAKA

Bancroft, T. (2006). *Creating Character with Personality*.

Hashimoto, A., & Clayton, M. (2009). *Visual Design Fundamentals* (3rd ed.). Boston, MA: Course Technology.

Koendoro, D. (2007). *Comic Making*. Bandung: DAR! Mizan.

Kukkonen, K. (2013). *Studying Comics and Graphic Novels*. West Sussex: John Wiley & Sons, Ltd.

Lambert, J. (2013). *Digital Storytelling Capturing Lives, Creating Community* (ed. 4). New York: Routledge.

Lee, S. (2010). *Stan Lee's How To Draw Comics*. NY: Watson-Guptill Publications.

Mateu-Mesters, M. (2010). *Framed Ink: Drawing and Composition for Visual Storytellers*. Culver City, CA: Design Studio Press.

McCloud, S. (1994). *Understanding Comic*. New York, NY: HarperPerennial.

McCloud, S. (2006). *Making Comics*. New York, NY: HarperCollins Publishers.

Tillman, B. (2011). *Creative Character Design*. Burlington, MA: Focal Press.

Walsh, L. (2006). *Sins against Science: The Scientific Media Hoaxes of Poe, Twain, and Others*. Albany, NY: State University of New York Press.

Saffer, D. (2010). *Designing for Interaction: Creating Innovative Applications and Devices (2nd Edition)*. Berkeley, CA: New Riders.

Salen, K., & Zimmerman, E. (2004). *Rules of Play – Games Design Fundamentals*. London, UK: The MIT Press Cambridge.

Zeegen, L. (2012). The Fundamentals of Illustration. Switzerland: AVA Publishing SA.

Arnott, L. (2009). *The Visual Parts of A Comic Book Page*. Diakses dari https://www.uaf.edu/files/olli/Visual-Parts-of-a-Comic-Book-Page.pdf

Azman, N. F., Zaibon, S. B., & Shiratuddin, N. (2014). Exploring Digital Comics as Edutainment Tool: An Overview. *Knowledge Management International Conference, 1,* 589-594.

Cohn, N., et al. (2012). Framing Attention in Japanese and American Comics: Cross-Cultural Differences in Attentional Structure. *Frontiers in Psychology, 3*(349).

De Lima, E. S. et al. (2013). *Non-branching Interactive Comics*. Diakses dari http://www.icad.puc-rio.br/~logtell/papers/Edirlei_ACE_2013.pdf

England, E. & Finney, A. (2011). Interactive Media— What's that? Who's involved?. *ATSF White Paper—Interactive Media UK*, 1-12.

Institute of Design at Standford. (2010). An Introduction to Design Thinking Process Guide. Diakses pada tanggal 3 September 2017 dari https://dschool-old.stanford.edu/sandbox/groups/designresources/wiki/36873/attachments/74b3d/ModeGuideBOOTCAMP2010L.pdf

Islam, T., et al. (2011). Learning Primitive Shapes in Cartoon Designs. *Transactions on Machine Learning and Data Mining, 4*(1), 17-29.

xv

Lee, G. F. (2017). *Reading Korean Popular Culture: The Webtoon as Form, Translation, and Critique of Everyday Life*. (Unpublished master's thesis). University of Toronto, Ontario, Canada.

Lynn, H. (2015). Korean Webtoons: Explaining Growth. 韓国研究センター年報, *16*. 1-13.

Marcus, A. (2015). HCI and User-Experience Design. *Human-Computer Interaction Series*, 265-269. doi: 10.1007/978-1-4471-6744-0_36

Meskin, A. (2007). Defining Comics?. *The Journal of Aesthetics and Art Criticism, 65*(4), 369-379.

Muzumdar, J. (2016). An Overview of Comic Books as an Educational Tool and Implications for Pharmacy. Inov Pharm, 7(4), 1-12. Diakses dari http://pubs.lib.umn.edu/cgi/viewcontent.cgi?article=1320&context=innovations

Noar, S. M., & Kennedy, M. G. (2009). HIV/AIDS Prevention Messages. *Virtual Mentor*, 11(12), 980-987. Diakses dari http://journalofethics.amaassn.org/2009/12/msoc1-0912.html

Pravitasari, T. A. et al. (2017). Perancangan Komik Digital Mengenai Pengaruh Negatif Media Sosial Pada Remaja Wanita Di Surabaya. *Jurnal DKV Adiwarna*, *1*, 1-7.

Reynal, M. C. (2012). Manga vs. Comics. *Super Hero Sequence*, 1-2. Diakses dari http://ww2.ac-poitiers.fr/anglais/IMG/pdf/MANGA_V_COMICS.pdf

Smith, C. (2015). Motion Comics. *Writing Visual Culture*, *7*, 1-23. Diakses dari
https://www.herts.ac.uk/__data/assets/pdf_file/0018/100791/wvc-dc7-
smith.pdf

Soedarso, N. (2015). Komik: Karya Sastra Bergambar. *HUMANIORA, 6*(4), 496-
506.

Wang, X. et al. (2014). *Can Time Perception be Affected by Interactive Comics*. Di
dalam Liu, C. -C. et al (ed.). (2014). Proceedings of the 22nd International
Conference on Computers in Education. Japan: Asia-Pacific Society for
Computers in Education

Watie, E. D. (2011). Komunikasi dan Media Sosial. *The Messenger*, *3*(1), 69-74.

Wolosky, A. C. (2014). History as Rhetoric, Fable, and Litrary Genre.
International Journal of Literature and Arts, 2(1), 16-23.

118 Pelajar Diamankan Polisi, Nyaris Tawuran Gara-gara Hoax di Medsos. (2017,
Maret 20). *Radar Cirebon*. Diakses dari
http://www.radarcirebon.com/118-pelajar-diamankan-polisi-nyaris-
tawuran-gara-gara-hoax-di-medsos.html

Agnes, T. (2017, Mei 16). Dua Tahun Berdiri, LINE Webtoon Indonesia
Diramaikan 65 Komikus Lokal. *Detik Hot*. Diakses dari
https://hot.detik.com/art/d-3502867/dua-tahun-berdiri-line-webtoon-
indonesia-diramaikan-65-komikus-lokal

Agung, B. (2016, Desember 30). Asal Mula Situs Hoax Berkembang di Indonesia.
CNN Indonesia. Diakses dari

https://www.cnnindonesia.com/teknologi/20161230125808-185-183096/asal-mula-situs-hoax-berkembang-di-indonesia/

Asosiasi Penyelenggara Jasa Internet Indonesia. (2016). *Peneterasi & Perilaku Pengguna Internet Indonesia Survey 2016* [infografis]. Diakses pada tanggal 7 Agustus 2017 melalui https://apjii.or.id/content/read/39/264/Survei-Internet- APJII-2016

Augsburger, A. (2014). Elements of A Comic Strip [presentasi]. Diakses dari https://prezi.com/wxnzhrcy4sun/elements-of-a-comic-strip/

Donahue, P. T. (n.d.). *How Human? How Animal?*. Diakses dari http://zuzelandthefox.com/how-human-how-animal/

Hermawan, N. (2016, Maret 17). Prof. Rachmah Ida: We Should Work Hard to Reduce Hoax. *UNAIR NEWS*. Diakses dari http://news.unair.ac.id/en/2017/03/17/prof-rachmah-ida-work-hard-reduce-hoax/

Ihsanuddin. (2017, Januari 26). Jokowi Ingatkan Guru soal Bahaya "Hoax" bagi Siswa. *KOMPAS*. Diakses dari http://nasional.kompas.com/read/2017/01/26/14053961/jokowi.ingatkan.guru.soal.bahaya.hoax.bagi.siswa

Kendari. (2017, Januari 19). Ini Cara Mengatasi Berita "Hoax" di Dunia Maya. *KOMINFO*. Diakses dari https://kominfo.go.id/content/detail/8949/ini-cara-mengatasi-berita-hoax-di-dunia-maya/0/sorotan_media

Lumbanrau, R. E. (2017, Januari 15). Jokowi: Materi 'Hoax' di Medsos Ancam Persatuan Indonesia. *CNN Indonesia*. Diakses dari

https://www.cnnindonesia.com/nasional/20170115122752-20-
186403/jokowi-materi-hoax-di-medsos-ancam-persatuan-indonesia/

Marianthi, V. et al. (2007). From Digitised Comic Books To Digital Hypermedia
Comic Books: Their Use In Education. *International Council of
Educational Media Annual Conference 2007*. Diakses dari
http://www.comicstripcreator.org/files/papers/DigitalHypermediaComics.
pdf

Piekos, N. (n.y.). Comic Book Grammar & Tradition. Diakses dari
http://www.blambot.com/articles_grammar.shtml

Respati, S. (2017, Januari 01). Mengapa Banyak Orang Mudah Percaya Berita
"Hoax"?. *Kompas*. Diakses dari
http://nasional.kompas.com/read/2017/01/23/18181951/mengapa.banyak.o
rang.mudah.percaya.berita.hoax.

Rofiuddin, M. (2016, Desember 03). *Etika di Media Sosial*. Diakses pada tanggal
28 Agustus 2017 dari http://fisip.undip.ac.id/v2/wp-
content/uploads/2016/10/2016_12_03-hal.04_Etika-di-Media-Sosial.pdf

Subagja, I. (2017, Juni 2). Kronologi Kasus Remaja Mario dan FPI. Kumparan.
Diakses dari https://kumparan.com/indra-subagja/kronologi-kasus-remaja-
mario-dan-fpi

The Donation of Constantine. (n.d.). Diakses dari
http://hoaxes.org/archive/permalink/the_donation_of_constantine

xix