



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

Daftar Pustaka

- Batra, R., Seifert, C., & Brei, D. (2006). *The Psychology of Design Creating Consumer Appeal*; New York: Routledge.
- Brathwaite, B. (2009). *Challenges For Game Designers*. Boston, MA: Course Technology.
- Cooper, A., Reimann, R., Cronin, D., Noessel, C., Csizmadi, J., & LeMoine, D. (2014). *About face: The Essentials of Interaction Design*. INpolis, IN:Wiley.
- Fagerholt, E. (2009). *Beyond The HUD: User Interfaces for Increase Player Immersion in FPS Games*. Goteborg, Sweden: Chalmers University of Technology.
- Fox, B. (2005). *Game Interface Design*. Boston, MA: Course Technology PTR.
- Fullerton, T. (2008). *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*. Burlington, MA: Morgan Kaufmann.
- Galitz, W.O. (2007). *The Essentials Guide to User Interface Design*. Indianapolis, IN: Wiley Publishing, Inc
- Hillstorm, K. (2008). *Diaries and Letters From Soldiers*. Retrieved from <https://www.encyclopedia.com/history/applied-and-social-sciences-magazines/diaries-and-letters-soldiers>

UNIVERSITAS
MULTIMEDIA
NUSANTARA

Kremers, R. (2018). *LEVEL DESIGN: Concept, theory, and practice*. S.l.: CRC PRESS.

Kumar, V. (2013). *101 Design Methods: A structured approach for driving innovation in your organization*. New Jersey: Wiley.

Lightbown, D. (2015). *Designing the User Experience of Game Development Tools*. Boca Raton, FL: CRC Press.

Newzoo (2017, 17 Juni). *The Indonesia Gamer 2017*. Retrieved from <https://newzoo.com/insights/infographics/the-indonesian-gamer-2017/>

Rofalina, F (2015, 7 Mei). *Infografik: Pelajaran Paling Disukai dan Dibenci Siswa Indonesia*. Retrieved from <https://www.zenius.net/blog/7657/pelajaran-disukai-dibenci-siswa>

Tondreau, B. (2009). *Layout essentials 100 design principles for building grids*. Beverly, MA: Rockport.

Theorina, V. (2007). *Pertempuran 10 November Di Surabaya*. Yogyakarta, Indonesia: Universitas Sanata Dharma.

Tondreau, B. (2009). *Layout Essentials 100 Design Principles For Building Grids*. Beverly, MA:Rockport.

UNIVERSITAS
MULTIMEDIA
NUSANTARA