



### **Hak cipta dan penggunaan kembali:**

Lisensi ini mengizinkan setiap orang untuk menggubah, 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

- Adams, E. (2009, Juli 9). *The Designer's Notebook: Sorting Out the Genre Muddle*. Diakses pada 25 September 2018, dari Gamasutra:  
[http://www.gamasutra.com/view/feature/132463/the\\_designers\\_notebook\\_sorting\\_.php?page=2](http://www.gamasutra.com/view/feature/132463/the_designers_notebook_sorting_.php?page=2)
- Armstrong, P. (2016, September 6). *Bloom's Taxonomy*. Diakses pada 12 September 2018 dari VANDERBILT: <https://cft.vanderbilt.edu/guides-sub-pages/blooms-taxonomy/>
- CHMIELARZ, A. (2013, Maret 6). *9 AMAZING THINGS UNIQUE TO VIDEO GAMES*. Diakses pada 12 September 2018 dari IGN:  
<http://www.ign.com/articles/2013/03/06/9-amazing-things-unique-to-video-games>
- Coloroso, B. (2009). *The Bully, the Bullied, and the Bystander: From Preschool to HighSchool--How Parents and Teachers Can Help Break the Cycle (Updated Edition)*. New York: HarperCollins.
- Credits, E. (2012, January 25). *Bad Writing - Why Most Games Tell Bad Stories - Extra Credits*. Diakses pada 13 September 2018 dari Youtube:  
[https://www.youtube.com/watch?v=KG1ziCvLkJ0&list=PLhyKYa0YJ\\_5ATCznEwJx794x4RMuYNZLN](https://www.youtube.com/watch?v=KG1ziCvLkJ0&list=PLhyKYa0YJ_5ATCznEwJx794x4RMuYNZLN)
- DosenPsikologi. (2017, Oktober 25). *13 Pengaruh Bullying Pada Psikologi Anak*. Diakses pada 15 September 2018 dari dosenpsikologi.com:  
<https://dosenpsikologi.com/pengaruh-bullying-pada-psikologi-anak>

- Fullerton, T. (2008). *Game Design Workshop-A playcentric approach to creating innovative games*. Amsterdam: Elsevier.
- Gray, D. (2017, Juli 16). *Updated Empathy Map Canvas*. Diakses pada 1 Oktober 2018 dari Medium: <https://medium.com/the-xplane-collection/updated-empathy-map-canvas-46df22df3c8a>
- III, R. R. (2005). *Game Design Theory & Practice* (2 ed.). Texas: Wordware Publishing.
- Intan, N. (2017, Juli 17). *Perilaku Bullying Terjadi karena Kebiasaan*. Diakses pada 20 September 2018 dari Republika.co.id: <https://www.republika.co.id/berita/gaya-hidup/trend/17/07/17/ot75cw328-perilaku-bullying-terjadi-karena-kebiasaan>
- Iyengar, S. (2011). *The Art of Choosing*. New York: Hachette Book Group.
- Interaction Design Foundation. (n.d.). *Design Thinking*. Diakses pada 20 September 2018 dari Interaction Design Foundation: <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Kelly, M. (2018, Januari 31). *Bloom's Taxonomy - Application Category*. Diakses pada 23 September 2018 dari ThoughtCo.: <https://www.thoughtco.com/blooms-taxonomy-application-category-8445>
- Kennedy, E. D. (2017, Januari 18). *Color in UI Design: A (Practical) Framework*. Diakses pada 1 Oktober 2018 dari Medium: <https://medium.com/@erikdkennedy/color-in-ui-design-a-practical-framework-e18cadc97f9e>

- Khrisna, G. (2015). *The Best Interface is No Interface*. New Riders.
- Koster, R. (2013, April 24). *On Choice Architectures*. Diakses pada 10 September 2018 dari Raph Koster's Website:  
<https://www.raphkoster.com/2013/04/24/on-choice-architectures/>
- Krug, S. (2006). *Dont Make Me Think*. California: New Riders.
- Lebowitz, J., & Klug, C. (2011). *Interactive Storytelling*. Massachusetts: Focal Press.
- Lightbown, D. (2015). *Designing the User Experience of Game Development Tools*. Washington: A K Peters/ CRC Press.
- Minetti, A. (2017, Juni 21). *The evolution of the UI in Games*. Diakses pada 15 September 2018 dari Mobile Lifestyle: <https://medium.com/mobile-lifestyle/the-evolution-of-the-ui-in-games-2be067fcc4ef>
- Nacke, L. E., Niesenhaus, J., Poels, K., Drachen, A., Korhonen, H. J., IJsselsteijn, W. A., . . . Kort, Y. A. (2009). *Playability and Player Experience Research*. London: DiGRA.
- Pitts, A. (2012, Desember 13). *Learning Is Multi-Sensory: How To Engage All The Senses So Children Really Benefit*. Diakses pada 1 Oktober 2018 dari HowtoLearn: <https://www.howtolearn.com/2012/12/learning-is-multi-sensory-how-to-engage-all-the-senses-so-children-really-benefit/>
- Rouse, M. (2016, November). *user interface (UI)*. Diakses pada 15 September 2018 dari searchmicroservices:  
<https://searchmicroservices.techtarget.com/definition/user-interface-UI>

- Rukovansky, I., & Kavka, L. (2014). *THE USER INTERFACE OF CURRENT OPERATING SYSTEMS (UŽIVATELSKÉ ROZHRANÍ SOUČASNÝCH OPERAČNÍCH SYSTÉMŮ)*. Diakses pada 15 September 2018 dari [http://web2.vslg.cz/fotogalerie/acta\\_logistica/2014/1](http://web2.vslg.cz/fotogalerie/acta_logistica/2014/1)
- Sawa, B. B. (2014, Juni 3). *Teori Tipografi Jenis Huruf Part 1*. Diakses pada 2 Oktober 2018 dari DUMETschool: <https://www.dumetschool.com/blog/Teori-Tipografi-Jenis-Huruf-Part-1>
- Sobat Ask. (2017, September 4). *4 Fakta Bullying di Indonesia*. Diakses pada 15 September 2018 dari Sobat Ask: <https://www.sobatask.net/2017/09/4-fakta-bullying-di-indonesia/>
- SYH. (2018, Januari 9). *Video Game Typography Part II: Art Direction*. Diakses pada 2 Oktober 2018 dari Medium: <https://medium.com/the-space-ape-games-experience/video-game-typography-part-2-art-direction-39b69158a721>
- Thaler, R., & Sunstein, C. (2008). *Nudge: Improving Desisions About Health, Wealth, and Happiness*. New Haven: Yale University Press.
- UNICEF. (2016). *LAPORAN TAHUNAN INDONESIA 2015*. Jakarta: unicef.
- Weinschenk, S. (2011). *100 Things Every Designer Needs to Know About People*. Berkeley: New Riders.