



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

- Anderson S.P. (2011). *Seductive Interaction Design*. CA, USA: New Riders
- Bates B. (2004). *Game Design* (ed. 2). MA, USA: The Premier Press
- Buzon T., Griffiths C., Harrison J. (2012). *Modern Mind Mapping For Smarter Thinking*. UK: Proactive Press
- Castillo T., Novak J. (2008). *Game Development Essentials: Game Level Design*. Boston: Cengage Learning
- Crawford C. (1984). *The Art of Computer Game Design*. CA, USA: Osborne
- Garret J.J. (2011). *The Elements of User Experience* (ed. 2). CA: Peachpit
- Lupton E. (2014). *Type on Screen*. New York: Princeton Architectural Press
- Miller C.H. (2004). *Digital Storytelling : A Creator's Guide to Interactive Entertainment*. Oxford, UK: Focal Press
- Pribadi A. G. (2009). *Mengikuti jejak Panglima Besar Jenderal Soedirman : Pahlawan Pembela Kemerdekaan 1916-1950*. Jakarta: Prenada
- Raharjo A.S.S. (2009) *Buku Kantong Sosiologi SMA IPS*. Yogyakarta: Pustaka Widyatama
- Rouse R. (2005). *Game Design Theory & Practice* (ed. 2). MA, USA: Wordware Publishing, Inc
- Samara T. (2007). *Design Element: A Graphic Style Manual*. Massachusetts: Rockport Publishers, Inc.
- Schell J. (2015). *The Art of Game Design* (ed. 2). FL, USA: CRC Press
- Schuytema, P. (2007). *GAME DESIGN A Pratical Approach*. Boston: Charles River Media.

- Zulkifli A., Dhyatmika W., dan Tim Redaksi RDG. (2012). *SOEDIRMAN: Seorang Panglima, Seorang Martir*. Jakarta: Gramedia
- Dam R., Siang T. (2017). 5 Stages in the Design Thinking Process. Retrieved November 23, 2017 from <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Dunia Games. (2016). Ragnarok Mobile Baru Akan Mirip Ragnarok Online Klasik Dengan Grafis Baru. Retrieved July 9, 2017 from <https://duniagames.co.id/news/127-ragnarok-mobile-baru-akan-mirip-ragnarok-online-klasik-dengan-grafis-baru>
- Gube J.(2010). What Is User Experience Design? Overview, Tools And Resources. Retrieved July 9, 2017 from <https://www.smashingmagazine.com/2010/10/what-is-user-experience-design-overview-tools-and-resources/>
- Houget B. (2014). What is interactive storytelling? And why we care so much about it. Retrived May 15, 2017 from <https://medium.com/@benhoguet/what-is-interactive-storytelling-46bfdd2a8780>
- KillarPR17.(2016). Battlefield 1 Open Beta Hitmarkers. Retrieved July 9, 2017 with screenshot from <https://www.youtube.com/watch?v=FYILm8wtAbA>
- Kuswanto. (2011). Observasi; Pengamatan Langsung di Lapangan. Retrieved November 23, 2017 from <http://klikbelajar.com/umum/observasi-pengamatan-langsung-di-lapangan/>

- Lamprecht E. (2017). The Difference Between UX and UI Design. *Retrieved July 9, 2017 from* <https://careerfoundry.com/en/blog/ux-design/the-difference-between-ux-and-ui-design-a-laymans-guide/>
- Matanasi P. (2016). Mengapa Pelajaran Sejarah Tidak Disukai. *Retrieved November 14, 2017 from* <https://tirto.id/mengapa-pelajaran-sejarah-tak-disukai-bUc2>
- McDonald T. (2017). Sniper Elite 4 Review. *Retrieved August 16, 2017 from* <https://www.pcinvasion.com/sniper-elite-4-review>
- Mods M. (2013). 1950's Homies BETA. *Retrieved August 10, 2017 from* <https://www.saintsrowmods.com/forum/threads/1950s-homies-beta-with-custom-hud-icons.5108/>
- Playstation. (2016). Battlefield 1. *Retrieved August 15, 2017 from* <https://www.playstation.com/en-us/games/battlefield-1-ps4/>
- Pluralsight. (2014). Designing a HUD That Works for Your Game. *Retrieved July 8, 2017 from* <https://www.pluralsight.com/blog/film-games/designing-a-hud-that-works-for-your-game>
- Raycevick L. (2014). TOM CLANCY'S GHOST RECON: PHANTOMS (PC) REVIEW – GHOSTS AND PHANTOMS... WAIT, WHAT?. *Retrieved July 9, 2017 from* <http://cogconnected.com/review/tom-clancys-ghost-recon-phantoms-pc-review-ghosts-and-phantoms-wait-what/>
- Rouse M. (2016). debugging. *Retrieved 24 November, 2017 from* <http://searchsoftwarequality.techtarget.com/definition/debugging>

- Rouse M. (2016). User Interface – UI. *Retrieved July 8, 2017 from*
<http://searchmicroservices.techtarget.com/definition/user-interface-UI>
- Sani Plays. (2017). Sniper Elite 4 - Options Menu Overview. *Retrieved Augsut 16, 2017 with screenshot from*
<https://www.youtube.com/watch?v=3gKv0rC3fdQ>
- Schahden N. (2016). Battlefield 1 Needs UI Help. *Retrieved Augsut 15, 2017 from*
<http://www.nickschaden.com/2016/11/21/battlefield-1-needs-ui-help/>
- Setiawan S. (2017). “Studi Kepustakaan” Pengertian & (Tujuan – Peranan – Sumber – Strategi). *Retrieved November 24, 2017 from*
<http://www.gurupendidikan.co.id/studi-kepuustakaan-pengertian-tujuan-peranan-sumber-strategi/>
- Sherin A. (2012). *Design Elements: Color Fundamentals*. MA: Rockport Publishers, Inc.
- Singh A. (2016). Lessons in Prototyping from Game Design. *Retrieved 24 November, 2017 from* <https://medium.theuxblog.com/lessons-in-prototyping-from-game-design-8752df8daa8b>
- Steam. (2017). Sniper Elite 4. *Retrieved Augsut 16, 2017 from*
<http://store.steampowered.com/app/312660/agecheck>
- Stonehouse A. (2014). User interface design in video games. *Retrieved July 9, 2017 from*
http://www.gamasutra.com/blogs/AnthonyStonehouse/20140227/211823/User_interface_design_in_video_games.php

Vaughan. (2014). Theme is more important than mechanics. *Retrieved* May 9,

2017 *from* <http://www.leagueofgamemakers.com/theme-is-more-important-than-mechanics/>

Waleedelsefy. (2015). Game Theft Auto IV PC. *Retrieved August 10, 2017 from*

<https://www.utorrentgame.com/grand-theft-auto-iv-pc-4gb/>

Wright A. (n.d.). Psychological Properties Of Colours. *Retrieved September 1,*

2017 *from* <http://www.colour-affects.co.uk/psychological-properties-of-colours>

The logo for Universitas Multimedia Nusantara (UMN) features the letters 'UMN' in a large, bold, blue, rounded sans-serif font.

UNIVERSITAS
MULTIMEDIA
NUSANTARA