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

Bainbridge, W. S. (2004). *Berkshire Encylopedia of Human-Computer Interaction*. Massachusetts: Berkshire Publishing Group.

Barfield, L. (2004). *Design For New Media*. England: Pearson Addison Wesley.

Binsted, K. (2005). *Foundations of Interactive Narrative*. Diakses 28 Maret 2013, dari hawaii.edu: http://www2.hawaii.edu/~ztomasze/cis.html#spring2005.

Chapman, N. (2009). *Digital Multimedia.* England: John Wiley & Sons; 3rd Edition.

Galitski, T. *(*2005). *Derivation of Genetic Interaction Networks from Quantitative Phenotype Data.*

Galitz, W. O. (2007). *The Essential Guide to User Interface Design An Introduction to GUI Design Principles and Techniques*. Wiley: Indianapolis.

Galloway, A. (2012). *The Interface Effect.* Cambridge: Polity Press.

Greenberg. (2008). *The Gadget Nation*. New York: Sterling Publishing Co.,Inc.

Kalbach, J. (2007). *Designing Web Navigation: Optimizing the User Experience*. USA: O'Reilly Media.

Kusrianto, A. (2007). *Pengantar Desain Komunikasi Visual*. Yogyakarta: Andi Publisher.

Michailidis, A. (1995). *Interactive Media*. New York: Springer.

Morley, C. S. (2009). *Understanding Computers: Today & Tomorrow*.USA: Cengage Learning

Parera, D. (1991). *Teori Semantik*. Jakarta: Penerbit Erlangga.

Rogers, H. S. (2011). *Interaction Design: Beyond Human - Computer Interaction.* United Kingdom: John Wiley & Sons Ltd.

Rustan, S. (2009). *Layout* Dasar Dan Penerapannya. Jakarta: Gramedia.

Olsen, D. (2010). *Building Interactive System: Principles for Human-Computer Interaction.* USA: Cengage Learning.

O'Neill, S. (2008). *Interactive Media: The Semiotics of Embodied Interaction.* London: Springer-Verlag London Limited.

Perancangan Media Interaktif..., Agnes Retno Prima Hapsari, FSD UMN, 2013

Sanafayong, Y. (2006). *Desain Komunikasi Visual Terpadu*. Jakarta: Arte Intermedia.

Suryabrata, S. (1984). *Psikologi Pendidikan*. Jakarta: CV. Rajawali.

Sutton, Tina & Whelan. (2004). *The Complete Color Harmony*. USA: Rockport Publisher.

Sitepu, V. (2012). *Panduan Mengenal Desain Grafis*. Jakarta: Gramedia.

Tarigan, H.G. (1986). *Pengajaran kosakata*. Bandung: Penerbit Angkasa.

Vaughan, T. (2010). *Multimedia: Making It Works*. United States America: McGraw Hill Osborne Media.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA

Perancangan Media Interaktif..., Agnes Retno Prima Hapsari, FSD UMN, 2013