

DAFTAR PUSTAKA

Buku

- Comfort Love, A. W. (2015). *The complete guide to self-publishing comics: How to create and sell comic books, manga, and webcomics*. Clarkson Potter/Ten Speed.
- Crossley, K. (2014). *Character design from the ground up*. New York : Focal Press, Taylor & Francis Group.
- Ellen Lupton, J. C. (2015). *Graphic design: The new basics*. New york: Princeton Architectural Press.
- Kathryn Coates, A. E. (2014). *An introduction to information design*. London: Laurence King Publishing.
- Landa, R. (2014). *Graphic design solutions, 5th edition*. Boston, USA: Clark Baxter.
- Lia Anggraini,S, K. N. (2018). *Desain komunikasi visual : dasar-dasar panduan untuk pemula*. Bandung: Penerbit Nuansa.
- Lichty, T. (1994). *Design principles for desktop publishers*. Michigan: Wadsworth Publishing Company.
- Maharsi, I. (2014). *Komik : Dari wayang beber sampai komik digital*. Yogyakarta: Dwi - Quantum.
- Miller, C. H. (2019). *Digital storytelling: A creator's guide to interactive entertainment* . CRC Press.
- Nicholas, M. (2019). *Kuliner khas tionghoa di indonesia. Jakarta Selatan*. Jakarta: V Media. .
- Phillips, E. L. (2015). *Graphic design: the new basics*. New york: New York : Princeton Architectural Press.
- Yusuf, A. M. (2014). *Metode penelitian kuantitatif, kualitatif & penelitian gabungan*. Kencana.

Jurnal

- Andrew Yonkie, A. N. (2017). Unsur-unsur grafis dalam komik web. *Jurnal Dimensi DKV: Seni Rupa dan Desain*, 2, 124.
<https://doi.org/https://doi.org/10.25105/jdd.v2i2.2184>
- Ayubi, S. A. (2016). Cina benteng: Pembauran dalam masyarakat majemuk di banten. *Kalam*, 10, 319-320.
<https://doi.org/http://dx.doi.org/10.24042/klm.v10i2.4>
- Pramudya Gunawan, S. (2022). Pemanfaatan komik sebagai media pembelajaran sejarah dalam meningkatkan motivasi dan hasil belajar siswa. *Kronik : Journal of History Education and Historiography*, 6, 39-41.
- Raulan, S. F. (2018). Teaching writing narrative text by using webtoon digital comic to senior high school students. *Journal of English Language Teaching*, 7, 590. <https://doi.org/https://doi.org/10.24036/jelt.v7i4.101305>
- Safitri, T. N. (2023). *Pembuatan desain konten untuk pengembangan media sosial di pt. citi asia internasional*. Bandung: Universitas Telkom, D4 Teknologi Rekayasa Multimedia.
- Theresia, A. F. (2023). Pandangan masyarakat hokkian jakarta barat terhadap makna dan tata cara perayaan cheng beng. *Jurnal Sinestesia*, 13, 1160.
<https://doi.org/https://sinestesia.pustaka.my.id/journal/article/view/464>
- Utami, S. (2018). Kuliner sebagai identitas budaya: Perspektif komunikasi lintas budaya. *CoverAge: Journal of Strategic Communication*, 8, 36-44.
<https://doi.org/https://doi.org/10.35814/coverage.v8i2.588>
- Wan Zainal Shukri Wan Hafiz, G. M. (2021). Chinese food culture and festival: role and symbolic meaning among hokkien millennials. *Global tourism conference 2021*, 1, 85.
<https://doi.org/http://doi.org/10.46754/gtc.2021.11.023>
- Wijaya, S. (2019). Indonesian food culture mapping: A starter contribution to promote indonesian culinary tourism. *Journal of Ethnic Foods*, 6, 1.
<https://doi.org/https://doi.org/10.1186/s42779-019-0009-3>
- Wonho Jang, J. E. (2017). Webtoon as a new korean wave in the process of glocalization. *Kritika Kultura*, 29, 177-178.
<https://doi.org/10.13185/KK2017.02908>

Website

- Content, E. (2024, Juni 5). *Generasi muda dan kultur tionghoa*. Retrieved from Jawa Pos Radar Jogja: <https://radarjogja.jawapos.com/jogja/65763476/generasi-muda-dan-kultur-tionghoa>
- Emma, S. (2023, Juli 28). *Why ordering separate dishes at chinese restaurants is a mistake*. Retrieved from Tasting Table: <https://www.tastingtable.com/1348584/why-ordering-separate-dishes-chinese-restaurants-mistake/>
- Prihatmoko, S. (2023, Februari Selasa). *Pentingnya ilustrasi dalam desain grafis*. Retrieved from Universitas Stekom: <https://desain-grafis-s1.stekom.ac.id/informasi/baca/Pentingnya-ilustrasi-dalam-desain-grafis/4105763089c1d2ee10aad2e3558eb5a282fe858a>
- School, A. F. (2020, February 21). *The 5 major plot points of a screenplay*. Retrieved from AV Film School: <https://avfilmschool.com/the-5-major-plot-points-of-a-screenplay/>

UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA