

Daftar Pustaka

- Alberto, A. R., Hartati, T. S., & Primayadi, R. A. (2021). Perancangan E-Magazine sebagai Referensi Program untuk Perpustakaan Sekolah Menengah Atas (Design and Development di Perpustakaan Sekolah Negeri se-Kota Bandung). *Media Pustakawan*, 28(2). <https://doi.org/https://doi.org/10.37014/medpus.v28i2.1213>
- Benjamin, L. B., Amajuoyi, P., & Adeusi, K. B. (2024). Marketing, Communication, Banking, and Fintech: Personalization in Fintech Marketing, Enhancing Customer Communication for Financial Inclusion. *International Journal of Management & Entrepreneurship Research*, 6(5), 1687-1701. <https://doi.org/10.51594/ijmer.v6i5.1142>
- BRI. (2021). *E-magazine: BRI*. Retrieved from BRI: <https://bri.co.id/web/bri-private/e-magazine>
- Dafontfree. (2024). *Font Family*. Retrieved from Dafontfree: <https://www.dafontfree.io/geomanist-font-family/>
- Fog, K., Budtz, C., & Yakaboylu, B. (2010). *Storytelling: Branding in Practice*.
- Garuda Indonesia. (2020, March). *Inflight Magazine: Garuda Indonesia*. Retrieved from Garuda Indonesia: <https://www.garuda-indonesia.com/id/id/garuda-indonesia-experience/in-flight/in-flight-entertainment/inflight-magazine>
- Harahap, A., & Harahap, H. S. (2022). *Penulisan Feature: Teori dan Praktik*. Simbiosis Rekatama Media.
- Kementrian Pariwisata dan Ekonomi Kreatif. (2023). *E-Magazine: Kemenparekraf*. Retrieved from Kemenparekraf: <https://kemenparekraf.go.id/pesona-e-magazine>
- Landa, R. (2018). *Graphic Design Solutions* (6th ed.). Cengage Learning.
- Lova, M. (2024, July 19). Interview awal. (C. Angela, Interviewer)
- Marsh, C., Guth, D., & Short, B. P. (2018). *Strategic Writing: Multimedia Writing for Public Relation, Advertising and More*. Routledge.

- OCBC. (2024, February 27). *OCBC*. Retrieved from OCBC Article: <https://www.ocbc.id/id/article/2024/02/27/kelebihan-bank-ocbc>
- Osei, L. K., Cherkasova, Y., & Oware, K. M. (2023). Unlocking The Full Potential of Digital Transformation in Banking: A Bibliometric and Emerging Trend. *Springer*, 30(9). <https://doi.org/10.1186/s43093-023-00207-2>
- Otoritas Jasa Keuangan. (2021). *Cetak Biru Transformasi Digital Perbankan*. Jakarta: Otoritas Jasa Keuangan.
- Pratten, R. (2015). *Getting Started in Transmedia Storytelling: A Practical Guides for beginners* (2nd ed.). CreateSpace Independent Publishing.
- Putra, R. (2020). *Pengantar Desain Komunikasi Visual dalam Penerapan*. ANDI (Anggota IKAPI).
- Quayson, A., Issau, K., Gnankob, R. I., & Seidu, S. (2024). Marketing Communications Dimensions and Brand Loyalty in The Banking Sector. *Emerald Insight*, 31(1), 115-132. <https://doi.org/10.1108/REGE-10-2021-0191>
- Rahmawati, R., Sukmawardani, Y., & Aisyah, R. (2024). Creating An Environmentally Literacy Oriented E-Magazine Household Waste Materials. *International Journal of Learning Media and Natural Science*, 1, 20-26.
- Rizki, A., & Catya, K. (2024). Perancangan Majalah Digital 'DIGIMAGZ' Sebagai Media Promosi Internal B2B Digital Business Technology di PT Telkom Indonesia. *Jurnal Barik*, 6(1), 172-181.
- Sendari, A. A. (2021, Oktober 14). *Hot*. Retrieved from Liputan6.com: <https://www.liputan6.com/hot/read/4684314/15-arti-warna-sebagai-simbol-punya-pesan-yang-berbeda?page=4>
- Whittaker, J. (2017). *Magazine Production* (2nd ed.). Routledge.