

DAFTAR PUSTAKA

- Ānandajoti, B. (2020). *Karmavibhanga: An Analysis of Deeds and Their Result (Telaah Perbuatan dan Akibatnya)*.
- Bates, B. (2004). *Game design* (M. Garvey, J. Davidson, & S. Medlock (eds.); 2nd ed.). Thomson Course Technology.
- Beane, A. (2012). *3D Animation Essentials*. John Wiley & Sons.
- Ciesielska, M., & Jemielniak, D. (2018). Qualitative methodologies in organization studies. *Qualitative Methodologies in Organization Studies*, 2(December), 33–52. <https://doi.org/10.1007/978-3-319-65442-3>
- Egenfeldt-Nielsen, S., Smith, J. H., & Tosca, S. P. (2024). *Understanding Video Games: The Essential Introduction* (5th ed.). Routledge. <https://doi.org/10.4324/9781003274995>
- Fauziah, Yukistyarini, T., Lestari, D. A., Ariyanti, E. E., Metusala, D., Damaiyani, J., Patmiati, & Matriani. (2018). *Buku Panduan Wisata Edukasi Relief Flora Candi Borobudur*. March, 1–43.
- Fullerton, T. (2019). *Game Design Workshop: A Playcentric Approach to Creating Innovative Games* (4th ed.). CRC Press.
- Ghughe, G. D. (2023). 3D Modelling: A Review. *International Journal of Advanced Research in Science, Communication and Technology*, 614–623. <https://doi.org/10.48175/ijarsct-14377>
- Gunarto, H. (2007). Digital Preservation of Borobudur World Heritage. *Journal of Ritsumeikan Studies in Language and Culture*, 19(2), 263–278.
- Hansen, M. M. (2008). Versatile, immersive, creative and dynamic virtual 3-D healthcare learning environments: A review of the literature. *Journal of Medical Internet Research*, 10(3), 1–11. <https://doi.org/10.2196/jmir.1051>
- Hardani, Andriani, H., Ustiawaty, J., Utami, E. F., Istiqomah, R. R., Fardani, R. A., Sukmana, D. J., & Auliya, N. H. (2020). Buku Metode Penelitian Kualitatif. In H. Abadi (Ed.), *Revista Brasileira de Linguística Aplicada* (1st ed., Vol. 5, Issue 1). Pustaka Ilmu.
- Hasanah, H. (2016). TEKNIK-TEKNIK OBSERVASI (Sebuah Alternatif Metode Pengumpulan Data Kualitatif Ilmu-ilmu Sosial). *At-Taqaddum*, 8(1), 21–46. <https://doi.org/10.21580/at.v8i1.1163>
- Herlina, V. (2019). *Panduan Praktis Mengolah Data Kuesioner Menggunakan SPSS* (1st ed.). PT Elex Media Komputindo.
- Jufni. (2017). *Sejarah Budaya Seks Jawa: Centhini Lebih Dahsyat dari Kamasutra*. Steemit. <https://steemit.com/story/@jufni/sejarah-budaya-seks-jawa-centhini-lebih-dahsyat-dari-kamasutra>
- Kandahjaya, H. (2021). *Borobudur : Biara Himpunan Kebajikan Sugata*. Karaniya.
- Kasiyati, W., & Brahmantara, B. (2010). Dampak Pemanasan Global Terhadap Keterawatan Candi Borobudur. *Jurnal Konservasi Cagar Budaya*, 4(1), 15–24. <https://doi.org/10.33374/jurnalkonservasicagarbudaya.v4i1.73>
- Li, J., Arevalo, K., & Tovar, M. (2021). *Creating Games with Unreal Engine*,

- Substance Painter, Maya Models, Textures, Animation, & Blueprint.*
Martyastiadi, Y. S., Akyuwen, A., Casande, S., & Setiyawan, C. F. (2023).
Virtualisasi relief candi Borobudur dalam perspektif trimatra.
- Maskur, A., Harto, D. B., & Wibawanto, W. (2020). Interactive Multimedia Design of “Jataka Borobudur Temple’s Relief” As a Learning Media for Elementary School Student. *Arty: Jurnal Seni Rupa*, 9(3), 225–238.
<https://journal.unnes.ac.id/sju/index.php/arti/article/view/43656>
<https://journal.unnes.ac.id/sju/index.php/arti/article/download/43656/17792>
- Maziyah, S. (2022). *Kain di Jawa: Dari Era Mataram Kuno hingga Majapahit* (Rukardi (ed.)). Sinar Hidoep.
- Murdianto, G. (2022). Perancangan Motif Batik Dengan Sumber Ide Pohon. *Hastagina : Jurnal Kriya Dan Industri Kreatif*, 2(April), 80–107.
- Noerhadi, I. C. (2012). *Busana Jawa Kuna* (Z. Hae (ed.); 1st ed.). Komunitas Bambu.
- Panyadewa, S. (2014). *Misteri Borobudur* (E. Sulwesi & S. Gh (eds.); 1st ed.). Dolphin.
- Paramaesti, C. (2014). *Perhiasan Sebagai Penanda Stratifikasi Masyarakat pada Relief Lalitavistara Candi Borobudur*. 14–98.
- Peng, M., Xing, J., & Wei, L. Y. (2018). Autocomplete 3D sculpting. *ACM Transactions on Graphics*, 37(4). <https://doi.org/10.1145/3197517.3201297>
- Prasti, D., Novriansyah Yasir, F., & Taslam, Y. (2023). *Perancangan Aplikasi Android 3D Modelling Ekowisata Tandung Billa*. 1(1), 1–5.
- Prengki. (2017). Seni Pakaian Pada Kebudayaan Mataram Kuno Sebagai Sumber Pembelajaran Sejarah. *Kalpataru: Jurnal Sejarah Dan Pembelajaran Sejarah*, 3(2), 94–103.
- Puspitasari, D. E. (2021). Klasifikasi Dan Jenis Tanaman Pada Halaman Bangunan Suci Dalam Relief Candi Borobudur. *Jurnal Konservasi Cagar Budaya*, 15(2), 59–78.
<https://doi.org/10.33374/jurnalkonservasicagarbudaya.v15i2.263>
- Puspitasari, D. E., Setyawan, H., & Rini, W. D. P. (2021). *Kearsitekturan Candi Borobudur* (T. Roesmanto (ed.)). Balai Konservasi Borobudur.
- Rice, R. E., & Atkin, C. K. (2013). *Public Communication Campaigns*. SAGE publications.
- Schell, J. (2019). *The Art of Game Design : A Book of Lenses*. In *AK Peters/CRC Press* (3rd ed.). CRC Press, Taylor & Francis Group.
<https://www.taylorfrancis.com/books/mono/10.1201/9780080919171/art-game-design-jesse-schell-jesse-schell>
- Sesaria, A., Balai, M., & Yogyakarta, A. (2013). *Temuan Fragmen Gerabah Sebagai Indikasi Permukiman Kuno Di Situs Borobudur Pottery Sherds As an Indicator of Old Settlement in Borobudur Site*. 33(2), 211–226.
- Setyawan, H. (2007). pakaian dan kain (jenis bahan pembuat, dan pewarna pada kerajaan mataram kuna) Pada Kerajaan Mataram Kuna Periode Jawa Tengah Abad IX-X M. *Naditira Widya*, 1(2), 138–154.
- Setyawan, H., Ardiyansyah, P., Indra Permana, D., Aristina, M., & Setiyawan, I. (2020). Interpretasi Relief Gandawyuha Di Candi Borobudur. *Jurnal Konservasi Cagar Budaya*, 14(2), 16–41.

- <https://doi.org/10.33374/jurnalkonservasicagarbudaya.v14i2.243>
- Setyawan, H., & Kasatriyanto, B. (2019). Kajian Penataan Tanaman Kawasan Borobudur Study on the Vegetation Planning for Borobudur Area. *Borobudur*, 13(2), 3–31.
<https://borobudur.kemdikbud.go.id/index.php/jurnalkonservasicagarbudaya/article/view/214>
- Setyawan, H., Kurniawan, J., Permana, D. I., Setyawan, I., & Rachmad, B. (2021). *Rekonstruksi Model Bangunan Berkonstruksi Kayu pada Relief Candi Borobudur*. Balai Konservasi Borobudur.
- Spencer, S. (2011). *ZBrush Character Creation: Advanced Digital Sculpting* (2nd ed.).
- Suhartono, Y., Swastikawati, A., Cahyandaru, N., Wahyuningsih, I., Brahmantara, Puspitasari, D. E., Rini, F. D. E., Setyawan, H., Rini, W. D. P., Kasatriyanto, B., Haldoko, L. A., Sularsih, S., Kurniawan, J., Adhidhuto, L. S., & Wahyuni, S. (2017). *Borobudurpedia*. Balai Konservasi Borobudur.
- Sulistiyawan, L., & Galih, B. (2023). *Relief Karmawibhangga di Candi Borobudur yang Menyimpan Misteri*. Kompas.
<https://www.kompas.com/cekfakta/read/2023/08/16/163445682/relief-karmawibhangga-di-candi-borobudur-yang-menyimpan-misteri?page=all>
- Supandi, F. P., Mudra, I. W., & Suharto, I. (2024). ICHES : International Conference on Humanity Education and Social. *International Conference on Humanity Education and Society*, 3(1).
- Suripto, B. A., & Pranowo, L. (2001). Relief Jenis-Jenis Fauna Setting Lingkungannya pada Pahatan Dinding Candi Borobudur (Fauna and Environmental Setting Reliefs on Sculptured Wall of the Borobudur Temple). *Manusia Dan Lingkungan*, VIII(1), 37–48.
- Tomaszewski, Z. (2005). *Foundations of Interactive Narrative*.
<http://zach.tomaszewski.name/uh/ics699/intnarr.html>
- Wahyuningsih, E., Santi, I., & Lutfiyah, E. D. (2022). Konsep Game “Treasure in Borobudur” Menggunakan Unity 3D Sebagai Media Belajar Pesona Indonesia. *Journal of Multimedia Trend and Technology-JMTT*, 1(2), 28–36.
<https://journal.educollabs.org/>
- Wiratirta, A. C. (2018). Pembuatan 3D Model Denah Panggung Menggunakan Teknik Subdivison Modeling. *KOPERTIP : Jurnal Ilmiah Manajemen Informatika Dan Komputer*, 2(1), 9–14.
<https://doi.org/10.32485/kopertip.v2i1.13>