

DAFTAR PUSTAKA

- Agustini, A. A., Masitoh, I., & Syaripah, I. M. (2023). Gangguan Kepribadian Cluster A. *Jurnal Global Futuristik*, 1(2), 149–153.
<https://doi.org/10.59996/globalistik.v1i2.221>
- Ahmad Faudzi, M., Che Cob, Z., Omar, R., Sharudin, S. A., & Ghazali, M. (2023). Investigating the User Interface Design Frameworks of Current Mobile Learning Applications: A Systematic Review. In *Education Sciences* (Vol. 13, Issue 1). MDPI. <https://doi.org/10.3390/educsci13010094>
- American Psychiatric Association. (2013). *Diagnostic and Statistical Manual of DSM-5TM* (5th, revised ed.). American Psychiatric Publishing, 2013.
- Attademo, L., Bernardini, F., & Spatuzzi, R. (2021). Suicidality in individuals with schizoid personality disorder or traits: A clinical mini-review of a probably underestimated issue. In *Psychiatria Danubina* (Vol. 33, Issue 3, pp. 261–265). Medicinska Naklada Zagreb.
<https://doi.org/10.24869/psyd.2021.261>
- Bernardes, O., Amorim, V., & Moreira, A. C. (2022). *Handbook of Research on Cross-Disciplinary Uses of Gamification in Organizations*. IGI Global.
- Bodker, S. (2021). *Through the Interface - A Human Activity Approach To User Interface Design*. CRC Press.
https://www.google.co.id/books/edition/Through_the_Interface/nk5PEAAQBAJ?hl=en&gbpv=0
- Breault, M. (2020). *Narrative Design - The Craft of Writing for Games*. CRC Press.
https://www.google.co.id/books/edition/Narrative_Design/OureDwAAQBAJ?hl=en&gbpv=0
- Camingue, J., Carstensdottir, E., & Melcer, E. F. (2021). What is a Visual Novel? *Proceedings of the ACM on Human-Computer Interaction*, 5(CHIPLAY).
<https://doi.org/10.1145/3474712>
- Camingue, J., Melcer, E. F., & Carstensdottir, E. (2020, September 15). A (Visual) Novel Route to Learning: A Taxonomy of Teaching Strategies in Visual Novels. *ACM International Conference Proceeding Series*.
<https://doi.org/10.1145/3402942.3403004>
- Carman, C. (2018). *Visual Design Concepts For Mobile Games*. CRC Press.
https://www.google.co.id/books/edition/Visual_Design_Concepts_For_Mobile_Games/rixKDwAAQBAJ?hl=en&gbpv=0

- Chipman, A. (2021). *UX/UI Design 2022: A Complete Beginners to Pro Step by Step Guide to UX/UI Design and Mastering the Fundamentals of Web Design with Latest Tips & Techniques*.
- Chou, Y.-K. (2019). *Actionable Gamification*. Packt Publishing Ltd.
- da Paixão, W. B., & Dias E Cordeiro, I. J. (2021). Gamification practices in tourism: An analysis based on the model by Werbach & Hunter (2012). *Brazilian Journal of Tourism Research*, 15(3).
<https://doi.org/10.7784/rbtur.v15i3.2067>
- Deacon, P. B. (2020). *UX and UI Strategy_ A step by step Guide on UX and UI design*.
- Durnali, M. (2019). *Utilizing Technology, Knowledge, and Smart Systems in Educational Administration and Leadership*. IGI Global.
- Fajar Paksi, D. N. (2021). Warna Dalam Dunia Visual. *IMAJI: Film, Fotografi, Televisi, & Media Baru*, 12(2), 90–97. <https://doi.org/10.52290/i.v12i2.49>
- Finley, T. K. (2022). *Branching Story, Unlocked Dialogue; Designing and Writing Visual Novels*. CRC Press.
- Gama, F. I. (2024). Pengenalan Anime Sebagai Budaya Populer Jepang. *Jurnal Pengabdian Masyarakat Madani (JPMM)*, 4(1), 21–27.
<https://doi.org/10.51805/jpmm.v4i1.159>
- Gatautis, R., Banytė, J., & Vitkauskaitė, E. (2020). *Gamification and Consumer Engagement - Creating Value in Context of ICT Development*. Springer International Publishing.
https://www.google.co.id/books/edition/Gamification_and_Consumer_Engagement/X7wIEAAQBAJ?hl=en&gbpv=0
- Gingerich, R. (2021). *2022 Guide to UX/UI Design In 45 Minutes for Beginners: A Quick Reference Guide to Intuitive User Experience and User Interface Designs*. Independently published.
- Gunawan, A., & Hidayatulloh, A. (2023). Personality Disorder Klaster A: Penyebab dan Penanggulangannya. *Jurnal Pelita Nusantara*, 1(3), 291–296.
<https://doi.org/10.59996/jurnalpelitanusantara.v1i3.257>
- Jones, C. (2022). *UX/UI Design 2022: A Comprehensive UI & UX Guide to Master Web Design and Mobile App Sketches for Beginners and Pros*.
- Khan, M. S. (n.d.). *Emerging Trends in Medical Sciences*. Retrieved October 9, 2024, from https://www.researchgate.net/profile/Mohammad-Sameer-Khan-2/publication/365210399_Emerging_Trends_in_Medical_Sciences/links/636b218f2f4bca7fd04515ff/Emerging-Trends-in-Medical-Sciences.pdf#page=47

- Kretzschmar, M., & Raffel, S. (2023). *The History and Allure of Interactive Visual Novels* (Vol. 9). Bloomsbury Publishing Plc.
<https://doi.org/10.5040/9781501368615>
- Kuntjara, H., & Almanfaluthi, B. (2021). Character Design in Games Analysis of Character Design Theory. *Journal of Games, Game Art, and Gamification*, 2(2). <https://doi.org/10.21512/jggag.v2i2.7197>
- Li, T. (2021). *An Overview of Schizoid Personality Disorder*.
<https://doi.org/10.2991/assehr.k.211220.280>
- McWilliams, N. (2020). *Psychoanalytic Diagnosis Understanding Personality Structure in the Clinical Process 1 second edition 1* (2nd ed.). Guilford Publication.
- Moin, S. M. A. (2024). *Storytelling in Marketing and Brand Communications*. Taylor & Francis.
- Murdiyanto, E. (2020). *Penelitian Kualitatif* (1st ed.). Lembaga Penelitian dan Pengabdian Pada Masyarakat UPN "Veteran" Yogyakarta Press.
- NFI Team. (2023, January 10). *Character Design – Everything You Need to Know*. <https://www.nfi.edu/character-design/>
- Nuova, A. V., & Heryanto, N. Y. (2022). Aplikasi Sistem Warna Munsell dalam Desain Properti Video Game (Studi Kasus: Animal Crossing). *Prosiding Konferensi Mahasiswa Desain Komunikasi Visual (KOMA DKV)*, 58–63.
- Paccoud, I., Baumann, M., Le Bihan, E., Pétré, B., Breinbauer, M., Böhme, P., Chauvel, L., & Leist, A. K. (2021). Socioeconomic and behavioural factors associated with access to and use of Personal Health Records. *BMC Medical Informatics and Decision Making*, 21(1). <https://doi.org/10.1186/s12911-020-01383-9>
- Paulsen, K. S. (2021). *Integrated Storytelling by Design - Concepts, Principles and Methods for New Narrative Dimensions*. Taylor&Francis.
https://www.google.co.id/books/edition/Integrated_Storytelling_by_Design/jTw0EAAAQBAJ?hl=en&gbpv=0
- Pratama, D., Gunarti, W., Wardani, W., & Akbar, D. T. (2018). The Visual Elements Strength in Visual Novel Game Development as the Main Appeal. *MUDRA Journal of Art and Culture*, 33(3), 326–333.
<https://sweetchiel.itch.io/new-nusantara-legend-of-the->
- Putranto, B. (2015). *Tips Menangani Siswa yang Membutuhkan Perhatian Khusus*. Diva Press.
https://www.google.co.id/books/edition/Tips_Menangani_Siswa_yang_Membutuhkan_Pe/fcB0EAAAQBAJ?hl=en&gbpv=0

- Putri, A. F. (2018). Pentingnya Orang Dewasa Awal Menyelesaikan Tugas Perkembangannya. *SCHOULID: Indonesian Journal of School Counseling*, 3(2), 35. <https://doi.org/10.23916/08430011>
- Putri, M. C. S. K. M. (2022). *Teori Sosiologi Kontemporer*. CV Jejak (Jejak Publisher).
https://www.google.co.id/books/edition/Teori_Sosiologi_Kontemporer/xWmcEAAQBAJ?hl=en&gbpv=0
- Sansyzbayev, A. (2023). The Possibilities of Using Gamification Elements in Teaching Mathematics. *Avrasya Sosyal ve Ekonomi Araştırmaları Dergisi (ASEAD) Eurasian Journal of Researches in Social and Economics (EJRSE)*, 10(Prof. Dr. RASKUL IBRAGIMOV Özel Sayısı), 157–170.
www.asead.com
- Sarver, E. (2021). *The Impact of Art Style on Video Games*.
<https://stars.library.ucf.edu/honorstheses/875/>
- Saturday AM. (2024). *Saturday AM Presents How to Draw Diverse Manga* (Vol. 1).
https://books.google.co.id/books?id=YwIwEQAAQBAJ&newbks=0&dq=shape+theory+character+design&source=gbs_navlinks_s
- Schöbel, S. M., Janson, A., & Söllner, M. (2020). Capturing the complexity of gamification elements: a holistic approach for analysing existing and deriving novel gamification designs. *European Journal of Information Systems*, 29(6), 641–668. <https://doi.org/10.1080/0960085X.2020.1796531>
- Susiloningtyas. (2021). Analisis Makna Bahasa dan Seni Rupa dalam Gambar Ilustrasi Cerita. *Jurnal Pendidikan Bahasa Indonesia*, 4(1), 78–86.
- Suter, B. (2021). Narrative Patterns in Video Games. In *Narrative Mechanics - Strategies and Meanings in Games and Real Life* (pp. 51–78).
<https://doi.org/10.14361/9783839453452-003>
- Tokarskaya, L. V., Bystrova, T. Y., Osnovina, E. A., & Cheremnykh, M. N. (2023). Educational potential of visual novels in remedial and developmental work. *Perspektiv Nauki i Obrazovania*, 63(3), 397–421.
<https://doi.org/10.32744/pse.2023.3.24>
- Topal, M., & Karaca, O. (2021). Gamification in e-learning. In *Research Anthology on Developments in Gamification and Game-Based Learning* (Vols. 1–4, pp. 1–20). IGI Global. <https://doi.org/10.4018/978-1-6684-3710-0.ch001>
- Torrico, T. J., & Madhanagopal, N. (2024). *Schizoid Personality Disorder*. StatPearls Publishing. <https://www.ncbi.nlm.nih.gov/books/NBK559234/>

Węgiel, M. (2021). *The Importance of Body Modifications and Accessories in Character Design for Videogames*. <https://urn.fi/URN:NBN:fi:aalto-202104256336>

Yonatan, A. Z. (2024, February 9). *Top Games Pilihan Gen Z Indonesia*. <https://data.goodstats.id/statistic/top-games-pilihan-gen-z-indonesia-gHHy0>

Yunita, N. P., & Indrajit, R. E. (2022). *Gamification - Membuat Belajar Seasyik Bermain Game*. Penerbit Andi.
<https://www.google.co.id/books/edition/GAMIFICATION/jT-AEAAAQBAJ?hl=en&gbpv=0>

