

DAFTAR PUSTAKA

- Alkitab SABDA. (n.d.). 1 *Timotius* 1. Diakses dari <https://alkitab.sabda.org/bible.php?book=1Tim&chapter=1>
- Ambrose, G., & Harris, P. (2011). *Basics design 01:Graphic Design*. AVA Publishing.
- Anderson, W. T. (2010). *The effective illustrator: Techniques and principles*. New York: Creative Press.
- Bang, M. (2000). *Picture this: How pictures work*. San Fransisco. Chronicle Books.
- Bang, M. (2016). *Picture this: How pictures work*. San Francisco: Chronicle Books.
- Barry, A. M. S. (1997). *Visual intelligence: Perception, image, and manipulation in visual communication*. Albany: State University of New York Press.
- Baskinger, M., & Bardel, M. (2013). *Drawing ideas: A hand-drawn approach for better design*. New York: Watson-Guptill.
- Berger, J. (1972). *Ways of seeing*. London: Penguin Books.
- Bertin, J. (2010). *Semiology of graphics: Diagrams, networks, maps*. Redlands: Esri Press.
- Bio-Kristi. (n.d.). *Timotius di Alkitab: Profil Tokoh*. Diakses dari https://biokristi.sabda.org/timotius_di_alkitab_profil_tokoh
- Bowers, J. (2012). *Introduction to two-dimensional design: Understanding form and function*. Hoboken: Wiley.
- Brown, T. (2009). *Change by design: How design thinking creates new alternatives for business and society*. New York: Harper Business.
- Carter, D. E., & Meggs, P. B. (2013). *The big book of design ideas 3*. New York: Harper Design.
- Clarke, A., & Costall, A. (2008). *The emotional connotation of color accros cultures: Universal or culturally specific?* Hove: Psychology Press.
- Cohn, N. (2013). *The visual language of comics: Introduction to the structure and cognition of sequential images*. London: Bloomsbury Academic.
- Dabner, D., Stewart, S., & Zempol, E. (2013). *Graphic design school: The principles and practice of graphic design*. Hoboken: Wiley.

- Dils, T. (2003). *You can write a children's book*. Writer's Digest Books.
- Dondis, D. A. (1973). *A primer of visual literacy*. Cambridge: MIT Press.
- Duckworth, A. L. (2016). *Grit: The power of passion and perseverance*. Scribner.
- Eiseman, L. (2010). *Color: Messages and meanins: A Pantone color resource*. Hand Books Press.
- Elam, K. (2001). *Geometry of design: Studies in proportion and composition*. New York: Princeton Architectural Press.
- Evans, P., & Thomas, M. (2012). *Exploring the elements of design*. Clifton Park: Delmar Cengage Learning.
- Felici, J. (2011). *The complete manual of typography: A guide to setting perfect type*. Berkeley: Adobe Press.
- Gomez-Palacio, B., & Vit, A. (2011). *Graphic design, referenced: A visual guide to the language, applications, and history of graphic design*. Beverly: Rockport Publishers.
- Heller, S., & Chwast, S. (2011). *Illustration: A visual history*. New York: Abrams.
- Hollis, R. (2001). *Graphic design: A concise history*. London: Thames & Hudson.
- Hornung, D. (2012). *Color: A workshop for artists and designers*. London: Laurence King Publishing.
- Hurlburt, A. (1981). *The grid: A modular system for the design and production of newspapers, magazines, and books*. New York: Wiley.
- Ingledew, J. (2011). *The A-Z of visual ideas: How to solve any creative brief*. London: Laurence King Publishing.
- Kamarrudin, K. (2022). *Desain komunikasi visual: Teori dan praktik*. Deepublish.
- Krause, J. (2014). *Design basics index*. Cincinnati: HOW Books.
- Landa, R. (2010). *Graphic design solutions* (4th ed.). Delmar Cengage Learning.
- Lupton, E. (2014). *Thinking with type: A critical guide for designers, writers, editors, & students*. New York: Princeton Architectural Press.
- McCloud, S. (1993). *Understanding comics: The invisible art*. New York: Harper Perennial.

- Meggs, P. B., & Purvis, A. W. (2016). *Meggs' history of graphic design*. Hoboken: Wiley.
- Miller, M. (2011). *The complete idiot's guide to creating a graphic novel*. New York: Alpha.
- Munari, B. (2008). *Design as art*. London: Penguin Books.
- Noble, I., & Bestley, R. (2011). *Visual research: An introduction to research methodologies in graphic design*. Lausanne: AVA Publishing.
- Pipes, A. (2009). *Foundations of art and design*. London: Laurence King Publishing.
- Rawson, P. (1987). *Drawing*. Philadelphia: University of Pennsylvania Press.
- Robertson, S., & Bertling, T. (2013). *How to draw: Drawing and sketching objects and environments from your imagination*. Culver City: Design Studio Press.
- Salisbury, M., & Styles, M. (2012). *Children's picturebooks: The art of visual storytelling*. Laurence King Publishing.
- Sari, N. W. A. P. (2024). *Bahasa Indonesia untuk penulisan akademik di UMN*. UMN Press.
- Saucy, R. L. (2001). *Scripture: Its power, authority, and relevance*. Word Publishing.
- Seddon, T. (2008). *The complete manual of illustration and design*. London: Arcturus Publishing.
- Shaughnessy, A. (2010). *Graphic design: A user's manual*. London: Laurence King Publishing.
- Sihombing, D. (2003). *Ilmu komunikasi: Suatu pengantar*. Mandar Maju.
- Smith, K. (2012). *Illustration: A theoretical and contextual perspective*. New York: Fairchild BooksIndonesia. Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi. (2023). Siap Bertransformasi, Kalangan Pendidikan Tinggi Dukung Kebijakan Baru Standar Nasional. <https://www.kemdikbud.go.id/main/blog/2023/08/siap-bertransformasi-kalangan-pendidikan-tinggi-dukung-kebijakan-baru-standar-nasional>
- Williams, R. (2014). *The non-designer's design book* (4th ed.). Peachpit Press.

Wood, D. (2014). *How children think and learn: The social contexts of cognitive development* (2nd ed.). Wiley-Blackwell.



UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA