

DAFTAR PUSTAKA

- Anderson, K., Lee D. C., Carre C., & Mengert H., (2019). *Creating Characters For The Entertainment Industry*. 3dtotal Publishing.
- Anggriani, A., (2021). *Desain Layout*.
- Boicheva, A., (2023). *The 9 Most Popular Children Book Illustration Styles*.
- Cao D., & Liao, J., (2020). *Thread binding type bookbinding machine capable of automatically hanging and cutting threads*. .
- Cuong, D. T. (2024). Factors affecting consumer intentions and actual behavior: A case of food delivery applications. *Innovative Marketing*, 20(2), 29–39. [https://doi.org/10.21511/im.20\(2\).2024.03](https://doi.org/10.21511/im.20(2).2024.03)
- Dyk, V. S., & Hewitt, C.. (2011). *Paper engineering: Fold, pull, pop, & turn*. . National Museum of American History Washington, DC: The Smithsonian Libraries Exhibition Gallery.
- Ghozali, Evelyn., (2020). *Panduan Mengilustrasi dan Mendesain Cerita Anak untuk Tenaga Profesional*. Pusat Pembinaan Bahasa dan Sastra.
- Graver, A., & B. Jura. (2012). *Best practices for graphic designers, grids and page layouts: An essential guide for understanding and applying page design principles*. Rockport Publishers.
- Haslam, Andrew., (2006). *Book Design: A Comprehensive Guide*. Abrams Studio.
- Humas, E. : (2022, April 13). *Penerapan grid system untuk mengorganisasikan Konten Presentasi dalam merancang slide Presentasi Yang Menarik*. LLDIKTI. <https://lldikti6.kemdikbud.go.id/2022/04/13/penerapan-grid-system-untuk-mengorganisasikan-konten-presentasi-dalam-merancang-slide-presentasi-yang-menarik/?utm>
- Indrasakti, I., (2021, Juni 30). *Buku Interaktif Membuat Membaca Buku Semakin Seru*. Gramedia.com.
- Ifadhah, T., Bahruddin, H., , Hanandry, M., & Dewanto, T., (2015). *PENCIPTAAN BUKU ILUSTRASI BERBASIS POP UP TENTANG CERITA RAKYAT DANAU KASTOBA BAWEAN SEBAGAI UPAYA MEMPERKENALKAN PRODUK BUDAYA LOKAL BAGI ANAK-ANAK* (Vol. 4, Nomor 2). <http://gresikkab.go.id/>
- Kumala, S. A. (2022). *e-LinguaTera Child's Narrative Structure*. 2(2), 2797–3913. <https://doi.org/10.31253/pr.v1i1>

- Konsepsi *Kosmo Filosofi kraton*. Dinas Kebudayaan (Kundha Kabudayan) Daerah Istimewa Yogyakarta. (n.d.). <https://budaya.jogjaprovo.go.id/artikel/detail/128-konsepsi-kosmo-filosofi-kraton?utm>
- Landa, R., (2011). *Graphic Design Solutions 201*.
- Mario, B., (2014). *Methods for binding a book*.
- Maftukha. (2022). BUILDING INTERFAITH SOLIDARITY DURING THE COVID-19 PANDEMIC THROUGH CELEBRATION OF MUSLIM AND CHRISTIAN RELIGIOUS HOLIDAYS IN INDONESIA. Dalam *Jurnal Sosiologi Reflektif* (Vol. 16, Nomor 2).
- Mulyawati, W., (2008). *Resep Andalan Resto Indonesia-Lontong & Ketupat*. Gramedia Pustaka Utama.
- Muzzaki, A., (2020). *Lebaran di Tengah Pandemi Covid-19*.
- Rianti, A., Novenia, A. E., Christopher, A., Lestari, D., & Parassih, E. K. (2018). Ketupat as traditional food of Indonesian culture. Dalam *Journal of Ethnic Foods* (Vol. 5, Nomor 1, hlm. 4–9). Elsevier B.V. <https://doi.org/10.1016/j.jef.2018.01.001>
- Pakpahan, F. H., & Saragih, M. (2022). Theory Of Cognitive Development By Jean Piaget. *Journal of Applied Linguistics*, 2(2), 55–60. <https://doi.org/10.52622/joal.v2i2.79>
- Suprana, Jaya., (2009). *Naskah-naskah kompas*. Elex Media Komputindo.
- Trimansyah, Bambang., (2020). *Panduan Penulisan Buku Cerita Anak*. Pusat Pembinaan Bahasa dan Sastra Badan Pengembangan dan Pembinaan Bahasa Kementerian Pendidikan dan Kebudayaan Republik Indonesia.
- Wilson, A., (2021). *Rigid paged book with interleaved book binding*.
- Wong, B. (2011). Points of view: Typography. Dalam *Nature Methods* (Vol. 8, Nomor 4, hlm. 277). <https://doi.org/10.1038/nmeth0411-277>

M U L T I M E D I A
N U S A N T A R A