

DAFTAR PUSTAKA

Buku

- Adler, A. (2013). *Understanding human nature (psychology revivals): 0*. Routledge.
- Beaird, J., Walker, A., & George, J. (2020). *The principles of beautiful web design* (4th ed.). SitePoint.
- Berns, R. S. (2019). *Billmeyer and Saltzman's Principles of Color Technology*. John Wiley & Sons.
- Bishop, R. D., Boo, S., Cruz, M. R., & Gadea, L. (2020). *Fundamentals of character design: How to Create Engaging Characters for Illustration, Animation and Concept Art*. 3dtotal Publishing.
- Dahlström, A. (2020). *Storytelling in design: Defining, Designing, and Selling Multidevice Products*. O'Reilly Media.
- Dannaway, A. (2022). *Practical UI* (1st ed., Vol. 1). <https://www.practical-ui.com/>
- Griffey, J. (2020). *Introduction to interactive digital media: Concept & practice*. Routledge : Taylor & Francis Group.
- 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* (Kindle Ed.). <https://www.amazon.com/2022-Guide-Design-Minutes-Beginners-ebook/dp/B09PHV61Q8>
- Harder, J. (2023). *Creative character design for games and animation*. CRC Press.
- Jones, C. (2021). *UX/UI design 2022: A comprehensive UI & UX guide to master web design and mobile app sketches for beginners and pros* (Kindle ed.). <https://www.amazon.com/UX-Design-2022-Comprehensive-Beginners/dp/B09NRNCY31>
- Kuleszo, A. (2024). *How to design better UI components 3.0*. <https://uiadrian.gumroad.com/l/how-to-design-better>
- Landa, R. (2019). *Graphic Design Solutions* (Sixth Ed.). Cengage.
- Masykuroh, K. M., Dewi, C., Heriyani, E., & Widiastuti, H. T. (2022). *Modul Psikologi Perkembangan*. Feniks Muda Sejahtera.
- McManus, S. (2023). *Web design in easy steps*. In Easy Steps.
- Miller, C. H. (2020). *Digital Storytelling: A Creator's Guide to Interactive Entertainment* (4th ed.). CRC Press.

- Morville, P. (2005). *Ambient findability* (First Ed.). O'Reilly.
- Mulligan, Tom. (2021). *UX/UI Design 2021-2022 Tutorial for Beginners: The Complete Step by Step Guide to UX/UI Design and Best Practices for designers with no Experience* (PDF ed.). United States: Independently published.
- Parnawi, A. (2020). *Psikologi belajar*. Yogyakarta: Penerbit Deepublish.
- Salasi, E. (2020). *SENI RUPA SMP: SENI LUKIS, SENI PATUNG, SENI GRAFIS, DAN PAMERAN*. Ahlimedia Book.
- Salmond, M., & Ambrose, G. (2013). *The fundamentals of interactive design*. Bloomsbury Academi.
- Sfetcu, N. (2014). *Web design & development*. Lulu.com.
<https://books.google.co.id/books?id=jAGSAwAAQBAJ>
- Shneiderman, B., & Plaisant, C. (2010). *Designing the user interface: Strategies for Effective Human-computer Interaction*. Addison-Wesley Longman.
- Sidik, A. (2019). *Teori, Strategi, dan Evaluasi Merancang website dalam perspektif desain*. Universitas Islam Kalimantan Muhammad Arsyad Al Banjari.
- Tidwell, J., Brewer, C., & Valencia-Brooks, A. (2020). *Designing interfaces: Patterns for Effective Interaction Design*. O'Reilly Media.
- Quesenberry, K. A., & Coolsen, M. K. (2023). *Brand storytelling: Integrated Marketing Communications for the Digital Media Landscape*. Rowman & Littlefield Publishers.

Jurnal

- Adha, W. N., & Hermintoyo, H. (2019). TANGGAPAN DALAM PEMAHAMAN INFORMASI PADA GAMBAR ILUSTRASI DI INSTAGRAM. *JURNAL ILMU PERPUSTAKAAN (JIPER)*, 6(4), 301–310.
<https://ejournal3.undip.ac.id/index.php/jip/article/download/23236/21264>
- Agustina, M. T., & Kurniawan, D. A. (2020). Motivasi Belajar Mahasiswa di Masa Pandemi covid-19. *Jurnal Psikologi Perseptual*, 5(2), 120.
<https://doi.org/10.24176/perseptual.v5i2.5168>
- Ainiyah, R. A. N. (2023). Dampak Ketidaksetaraan Ekonomi terhadap Patologi Sosial di Masyarakat Modern. *Liberosis: Jurnal Psikologi Dan Bimbingan Konseling*, 1(2), 11–20. <https://doi.org/10.3287/liberosis.v1i2.886>

- Anton, A., Asif Maulana Muhammad, Lingga Shevila Wigar, Muhammad Faridz Tauzirie, & Syifa Nur Fauziah. (2024). Aksi Generasi Digital yang Berkarakter dan Toleran. *Jurnal Intelek Dan Cendekiawan Nusantara*, 1(2), 679–686. Retrieved from <https://jicnusanantara.com/index.php/jicn/article/view/97>
- Cahyaningtyas, K., Yusuf, S., Nadhirah, N. A., & Fahriza, N. I. (2020). Inferiority Complex pada Mahasiswa. *Journal of Education and Counseling (JECO)*, 1(1), 1–7. <https://doi.org/10.32627/jeco.v1i1.31>
- Costa, R. P. (2021). “All the world's a stage” and sociologists its storytellers: Contemporary sociology and the art of telling a good story. In *Handbook of research on contemporary storytelling methods across new media and disciplines* (h.1-16). IGI Global. <https://doi.org/10.4018/978-1-7998-6605-3.ch001>
- Elindasari, D. A., Sri Hastuti, W., Edi Wibowo, S., & Suyitno. (2024). Media Pembelajaran Interaktif berbasis Teknologi Bagi Mahasiswa PGSD Dalam Pembelajaran PPKN Sekolah Dasar. *Jurnal Penelitian Dan Pengembangan Pendidikan*, 8(1), 60–68. <https://doi.org/10.23887/jppp.v8i1.62994>
- Fadillah, I., & Dini, K. (2021). DIGITAL STORYTELLING SEBAGAI STRATEGI BARU MENINGKATKAN MINAT LITERASI GENERASI MUDA. *Journal of Education Science*, 7(2), 81–98. <https://doi.org/10.3314/jes.v7i2.1566>
- Gidi, N. W., Horesa, A., Jarso, H., Tesfaye, W., Tucho, G. T., Abera, M., & Abafita, J. (2021). Prevalence of Low Self-esteem and Mental Distress among Undergraduate Medical Students in Jimma University: A Cross-Sectional Study. *Ethiopian journal of health sciences*, 31(3), 573–580. <https://doi.org/10.4314/ejhs.v31i3.14>
- Handoko, E., Wilvia, W., Manalu, P., Halim, Y., Putri, N. N. ., & Novianti, D. (2023). Digital storytelling: An innovative teaching method for medical education. *Prima Journal of Oral and Dental Sciences*, 6(1), 18-25. <https://doi.org/10.34012/primajods.v6i1.4112>
- Jannah, M., Kamsani, S. R., & Ariffin, N. Mohd. (2021). PERKEMBANGAN USIA DEWASA : TUGAS DAN HAMBATAN PADA KORBAN KONFLIK PASCA DAMAI. *Bunayya Jurnal Pendidikan Anak*, 7(2), 114. <https://doi.org/10.22373/bunayya.v7i2.10430>
- Jumino, J., & Khoiriah, U. (2023). Inferiority Complex of the Main Character in Tall Girl Movie by Nzingha Stewart. *Proceedings International Conference of Culture and Sustainable Development*, 1. Retrieved from <https://proceedings.undip.ac.id/index.php/icocas/article/view/709>

- Lola, C., & Tzetzis, D. G. (2020). Analogy versus explicit and implicit learning of a volleyball skill for novices: The effect on motor performance and self-efficacy. *Journal of Physical Education and Sport*, 2020(05).
<https://doi.org/10.7752/jpes.2020.05339>
- Putri, M. T. G., & Purnengsih, I. (2023). Gaya Visual Nusantara dalam Media Cover Komik Sangkuriang Karya R. A. Kosasih. *Deleted Journal*, 10(3), 605. <https://doi.org/10.30998/jd.v10i3.16890>
- Salsabil, N. a. S., Herliani, N. I. K., Azzahra, N. T. R., & Muthmainah, N. F. (2023). Fenomena inferiority complex terhadap bahasa Inggris. *Flourishing Journal*, 3(2), 56–60.
<https://doi.org/10.17977/um070v3i22023p56-60>
- Schlatter, T., & Levinson, D. (2013). Controls and affordances. In T. Schlatter & D. Levinson (Eds.), *Visual usability* (pp. 267–308). Morgan Kaufmann Publishers. <https://doi.org/10.1016/B978-0-12-398536-1.00008-5>
- Sidabutar, M., Aidilisyah, M. R., Aulia, Y. K., Umari, N. 'Iffah, Khairi, F. A., Usman, A., & Altania, E. (2020). Pengaruh motivasi Belajar Terhadap prestasi Akademik Mahasiswa. *Epistema*, 1(2), 117–125.
<https://doi.org/10.21831/ep.v1i2.34996>
- Simanjuntak, J. S. V., & Fajarini, S. D. (2024). FOTOGRAFI WEDDING SEBAGAI MEDIA KOMUNIKASI VISUAL DALAM PROMOSI BUDAYA SUKU BATAK PADA AKUN INSTAGRAM @SIMBOLON_JUHARI. *Jurnal Sarjana Ilmu Komunikasi*, 5(1), 52–60.
<https://doi.org/10.36085/jsikom.v5i1.6398>
- Wahyuni, R. D. (2021). Positive Aesthetic Assessment of a Product Design Based on the Approach Neotonic Design. *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, Volume 4, No 4, 13008–13017.
<https://doi.org/10.33258/birci.v4i4.3363>
- Wardani, A., Hayati, K., Suprayitno, D., & Hartanto, H. (2023). Gen Z dan Empat Pilar Literasi Digital . *Jurnal Pengabdian Kepada Masyarakat Nusantara*, 4(4), 3995-4002. Retrieved from
<https://ejournal.sisfokomtek.org/index.php/jpkm/article/view/1962>
- Winarni, L., Agussalim, D., & Bagir, Z. A. (2019). Memoir of Hate Spin in 2017 Jakarta's Gubernatorial Election; A Political Challenge of Identity against Democracy in Indonesia. *Religió Jurnal Studi Agama-agama*, 9(2), 134–156. <https://doi.org/10.15642/religio.v9i2.649>
- Yang, S.-Y., Fu, S.-H., Wang, P.-Y., Lin, Y.-L., & Lin, P.-H. (2020). Are the self-esteem, self-efficacy, and interpersonal interaction of junior college students related to the solitude capacity? *International Journal of Environmental Research and Public Health*, 17(21), 8274.
<https://doi.org/10.3390/ijerph17218274>

Website

- Bella, A. (2023, July 3). *Inferiority complex, Saat Seseorang Merasa Rendah Diri Terus-Menerus*. Alodokter.
<https://www.alodokter.com/inferiority-complex-saat-seseorang-merasa-rendah-diri-terus-menerus>
- Brown, M. (2024, July 1). *Checkboxes: Design guidelines*. Nielsen Norman Group. <https://www.nngroup.com/articles/checkboxes-design-guidelines/>
- Khan, A. (2023, January 12). *What is a Color Picker Tool and How Does it Work?* HackerNoon.
<https://hackernoon.com/what-is-a-color-picker-tool-and-how-does-it-work>
- Kubala, K., & Akers, A. S. (2022). *What is an inferiority complex?*. Medical News Today.
<https://www.medicalnewstoday.com/articles/inferiority-complex>
- Lestari, S. (2017). Isu SARA meningkat di Pilkada DKI Jakarta, salah siapa? BBC News Indonesia. <https://www.bbc.com/indonesia/indonesia-39372353>
- Nugroho, R. A. (2024). *Kelas Menengah RI Lebih Suka Beli Barang Murah, Ini Buktinya!* CNBC Indonesia.
<https://www.cnbcindonesia.com/news/20240910101544-4-570550/kelas-menengah-ri-lebih-suka-beli-barang-murah-ini-buktinya>
- Prastiwi, M. (2024, February 19). *Apakah uang Kip Kuliah Boleh untuk beli laptop? Ini Penjelasannya*. KOMPAS.com.
<https://www.kompas.com/edu/read/2024/02/19/154000671/apakah-uang-kip-kuliah-boleh-untuk-beli-laptop-ini-penjelasannya>
- Rohman, M. K. (2024, September 6). *Penyebab Inferiority Complex dan Cara Mengatasinya, Kenali Lebih Dalam*. merdeka.com.
<https://www.merdeka.com/jatim/penyebab-inferiority-complex-dan-cara-mengatasinya-kenali-lebih-dalam-192816-mvk.html?page=4>
- Rosa, M. C. (2022, November 27). *Kasus Mahasiswa di Jember Nyaris Akhiri Hidupnya, Psikolog: Jangan Sepelekan Ciri-ciri Depresi*. KOMPAS.com.
<https://regional.kompas.com/read/2022/11/27/071000378/kasus-mahasiswa-di-jember-nyaris-akhiri-hidupnya-psikolog--jangan-sepelekan>
- Subagio, J. (2019, May 14). *Buruknya Kehidupan di Kota Besar bagi kesehatan jiwa halaman all*. KOMPAS.com.
<https://sains.kompas.com/read/2019/05/14/190800223/buruknya-kehidupan-di-kota-besar-bagi-kesehatan-jiwa?page=all>
- Subitmele, S. E. (2023, November 10). *Interaktif adalah kata sifat, Simak 7 contoh Dalam Kehidupan Sehari-Hari*. liputan6.com.

<https://www.liputan6.com/hot/read/5449694/interaktif-adalah-kata-sifat-simak-7-contoh-dalam-kehidupan-sehari-hari>

Vidal, B. (2024, December 10). *What's the meaning of the color purple, according to psychology?* Metabolic.

<https://okdiario.com/metabolic/en/psychology/miscellany-and-curiosities/whats-the-meaning-of-the-color-purple-according-to-psychology-3462/>

Wiguna, D. O. W. D. M. M., & Yunita, M. M. (2019, July 7). Inferiority complex & perfeksionisme. Buletin KPIN.

<https://buletin.k-pin.org/index.php/arsip-artikel/431-inferiority-complex-perfeksionisme>

