

DAFTAR PUSTAKA

- Adilova, C. (2025). The impact of edutainment technologies on students' motivation. *European Science Methodical Journal*, 3(1), 23–30. <https://europeanscience.org/index.php/3/article/view/1152>
- Alam, M. S., Asmawi, A., & Fatema, S. (2025). Focus group discussions (FGDs) for qualitative and mixed-method approaches: Principles, applications, and key considerations. *Integrated Journal for Research in Arts and Humanities*, 5(4), 51–56. <https://doi.org/10.55544/ijrah.5.4.8>
- ANTARA News. (2024). *Menteri Fadli Zon: Keterlibatan masyarakat kunci keberhasilan jaga warisan budaya*. <https://sultra.antaranews.com/berita/481405/menteri-fadli-zon-keterlibatan-masyarakat-kunci-keberhasilan-jaga-warisan-budaya>
- Aryanti, D. R., Sumawinata, S., & Fathiraini, N. (2022). Tradisi tatu Dayak sebagai simbol strata sosial. *ANP Journal of Social Science and Humanities*, 3(Special Issue), 39–44. <https://doi.org/10.53797/anp.jssh.v3sp.5.2022>
- Aurora Amira, A., Ramli, M. R., & Suryandari, R. Y. (2022). *Tato dan maknanya bagi perempuan perkotaan*.
- Aziz, M. R. L. (2023). *Perancangan informasi motif tato suku Dayak Kalimantan Barat melalui media film dokumenter* [Skripsi, Universitas Komputer Indonesia]. UNIKOM Repository. <https://elibrary.unikom.ac.id/id/eprint/8824>
- Aziz, M. R. L., & Ekawardhani, Y. A. (2024). West Kalimantan Dayak tattoo as a cultural identity in Indonesia. In *Proceedings of the 7th International Conference on Business, Economics, Social Sciences, and Humanities (ICOBEST)* (Vol. 7, pp. 925–934). Universitas Komputer Indonesia. <https://doi.org/10.34010/icobest.v7i.604>
- Chelsea, N., Yuwono, S., & Yusuf, A. (2024). Strategi penerapan gaya ilustrasi pada desain kemasan board game sesuai preferensi Generasi Z. *Jurnal Desain Art & Teknologi (DART)*, 14(1), 1–12. <https://journal2.um.ac.id/index.php/dart/article/view/50808>
- Cross, N. (2011). *Design thinking: Understanding how designers think and work* (2nd ed.). Berg.

- Daniels, J. T. (2022). *Make your own board game: Designing, building, and playing an original tabletop game*. Storey Publishing.
- Dihni, V. A. (2021). *Status literasi digital Indonesia 2021*. Katadata Insight Center. <https://databoks.katadata.co.id/teknologi-telekomunikasi/statistik/1f5a59ee9868804/41-warga-ses-a-memiliki-literasi-digital-rendah>
- Driyanti, R. (2011). *Makna simbolik tato bagi manusia Dayak dalam kajian hermeneutika Paul Ricoeur* [Tesis, Universitas Indonesia].
- Dwistiyawan, D., & Setiawan, T. (2022). Perancangan desain karakter untuk board game tentang cerita rakyat Indonesia. *Jurnal Inovatif*, 18(1), 16–27. <https://j-innovative.org/index.php/Innovative/article/download/10245/7317/17385>
- Flick, U. (2022). *An introduction to qualitative research* (7th ed.). Sage Publications Ltd.
- Günay, M. (2024). The impact of typography in graphic design. *International Journal of Eurasia Social Sciences*, 15(57), 1446–1464. <https://doi.org/10.35826/ijoess.4519>
- Harahap. (2025). Penelitian gabungan (mixed methods research). *Jurnal Pendidikan Tambusai*, 21584. <https://jptam.org/index.php/jptam/article/download/29999/19798/50412>
- oss, N. (2011). *Design thinking: Understanding how designers think and work* (2nd ed.). Berg.
- Hartanto, C. K., & Donatianus, B. S. E. (2023). Tattoos: Art, symbol, and history in Dayak Salako. *Mudra: Jurnal Seni Budaya*, 38(3), 269–276.
- Hartono, B. Y. (2020). Penciptaan fotografi dokumenter tato perempuan generasi terakhir suku Dayak Kenyah. *Specta: Journal of Photography, Arts, and Media*, 3(2), 105–120. <https://doi.org/10.24821/specta.v3i2.4034>
- Hibbit, E. (2021). *Color theory for dummies* (1st ed.). Wiley.
- Juul, J. (2005). *Half-real: Video games between real rules and fictional worlds*. MIT Press. <https://mitpress.mit.edu/9780262516518/half-real/>
- Latifah, U., Hariyanto, R., & Mulyani, E. (2025). Edukasi budaya daerah berbasis permainan interaktif untuk meningkatkan kesadaran Generasi Z. *Jurnal Pengabdian dan Pemberdayaan Masyarakat*, 6(1). <https://doi.org/10.33474/jp2m.v6i1.22388>

- Lu, M., Zhu, Z., Shi, Y., Chen, Y., & Wu, Y. (2025). Research on the intergenerational disconnection dilemma and path reconstruction of youth inheriting intangible cultural heritage based on cultural identity theory. *Academic Journal of Humanities & Social Sciences*, 8(8), 66–73. <https://doi.org/10.25236/AJHSS.2025.080811>
- Polhaupessy, D. Z., Soesanto, E., & Maharani, N. (2025). Keunikan suku di Indonesia dalam mempersatukan bangsa di tengah perbedaan budaya. *Journal of Creative Student Research*, 3(1), 141–148. <https://doi.org/10.55606/jcsr-politama.v3i1.4735>
- Prakoso, R. M. I. (2024). Analisis board game *Everdell*: Ditinjau dari strategi desain visual dan dampaknya terhadap pemain. *VisArt: Jurnal Seni Rupa & Desain*, 2(2), 390–400. <https://doi.org/10.61930/visart.v2i2.793>
- Putra, M. S. (2025). *Tato Dayak: Identitas budaya yang bertahan di tengah arus globalisasi*. Dayak Today. <https://www.dayaktoday.com/2025/07/tato-dayak-identitas-budaya-yang.html>
- Putri, S. A. (2025). *Perancangan board game sebagai sarana edukasi mengenai 38 provinsi rumah adat Indonesia untuk anak usia 9–12 tahun*. <https://doi.org/10.52265/jdi.v7i1.489>
- Schloss, K. B. (2024). Color semantics in human cognition. *Current Directions in Psychological Science*, 33(1), 58–67. <https://doi.org/10.1177/09637214231208189>
- Seasia.co. (2025). *Indonesia's youth lose hope: 2025 survey shows a sharp drop in optimism*. <https://seasia.co/2025/08/08/indonesias-youth-lose-hope-2025-survey-shows-a-sharp-drop-in-optimism>
- Sepa, N. W., Bahari, Y., & Fatmawati. (2019). Analisis pergeseran makna tato suku Dayak Iban pada generasi muda di Desa Batu Lintang. *Jurnal Pendidikan dan Pembelajaran Khatulistiwa*, 8(8). <https://doi.org/10.26418/jppk.v8i8.34969>
- Solis, D. (2024). *Graphic design for board games*. CRC Press. <https://doi.org/10.1201/9781003453772>
- Sonowal, G. (2025). *Design thinking: Innovative solutions for a better world* (1st ed.). CRC Press.
- Tambuarian, D. H. H. (2018). Komunikasi lintas budaya masyarakat Dayak dalam menjaga kerukunan hidup umat beragama. *Jurnal Komunikasi*, 10(1), 77–86.

- Turyani, I., Suharini, E., & Atmaja, H. T. (2024). Norma dan nilai adat istiadat dalam kehidupan sehari-hari di masyarakat. *SOSIAL: Jurnal Ilmiah Pendidikan IPS*, 2(2), 234–243. <https://doi.org/10.62383/sosial.v2i2.224>
- Vahini Kumara, P. P., & Westra, I. K. (2021). Perlindungan motif tato suku Dayak dalam dimensi hukum hak cipta di Indonesia. *Jurnal Magister Hukum Udayana*, 10(3), 655. <https://doi.org/10.24843/jmhu.2021.v10.i03.p16>

