

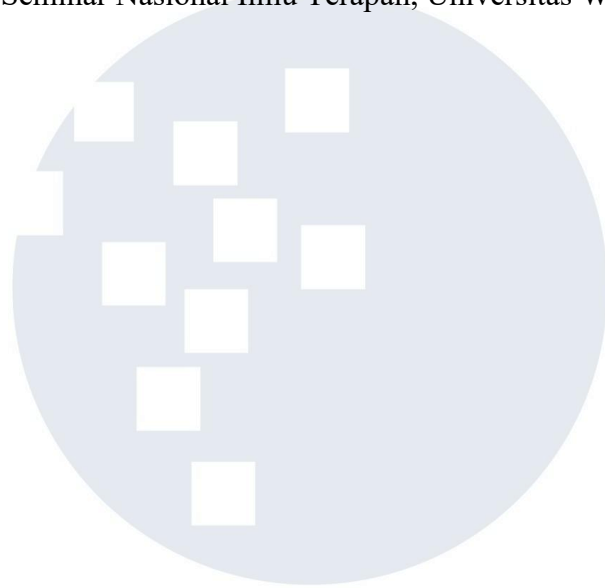
DAFTAR PUSTAKA

- Alfi, R. (2022). Perancangan Media Edukatif Lift The Flap Book sebagai Upaya Pengenalan Permainan Congklak (Skripsi). Universitas Nusaputra.
https://repository.nusaputra.ac.id/id/eprint/243/1/ALFI%20RAMADAN_DKV22.pdf
- Anggarini A., M. (2019). Desain Layout. PNJ Press.
- Aulia. (2023). Asal usul tradisi Sangjit, bayaran seserahan adat Tionghoa. Intipseleb.com. <https://www.intipseleb.com/gaya-hidup/75879-asal-usul-tradisi-Sangjit-bayaran-seserahan-adat-tionghoa?page=all>
- Azifah, N., & Arifiana, D. (2024). *Penerapan Aplikasi Bordir Bermotif Naga dan Burung Phoenix pada Crinoline Gaun Cheongsam. ViRAL: Visual Research and Art Laboratory Journal.*
- Berne, D. (2024). The Design of Books. University of Chicago Press.
- Devi, N. a. S., Hotimah, N. K., A, N. R. S., Karimullah, N. A., & Anshori, N. M. I. (2024). Mewawancarai Kandidat: Strategi untuk Meningkatkan Efisiensi dan Efektivitas. MASMAM Master Manajemen, 2(2), 66–78.
<https://doi.org/10.59603/masman.v2i2.387>
- Devinta, N. A., & Dartono, F. A. (2024). *Perancangan Tekstil Burung Hong dan Bunga Meihua pada Cheongsam Modern dengan Teknik Sublim Printing.* BAJU: Journal of Fashion and Design, Universitas Negeri Surabaya.
- Dionita, M. Y. (2023). Perancangan Buku Ilustrasi Interaktif sebagai Media Pengenalan Emosi Anak bagi Orang Tua Muda (Skripsi). Universitas Ma Chung.
http://repository.machung.ac.id/id/eprint/468/3/11_331910025_Bab%20II.pdf
- Gavin Ambrose, & Harris, P. (2005). Typography. AVA Publishing.
- Hiebert, H. (2014). Playing with Pop-Ups: The Art of Dimensional, Moving Paper Designs. Quarry Books.

- Hoon, C. Y. (2008). *Chinese Identity in Post-Suharto Indonesia: Culture, Politics and Media*. Sussex Academic Press.
- Janottama, A., & Putraka, I. (2017). *Gaya semirealis dalam pengembangan desain karakter digital*. *Jurnal Desain Komunikasi Visual*, 5(2), 28–35.
- Jura, A. G. (2012). *Best Practices for Graphic Designers - Grids and Page Layouts: An Essential Guide for Understanding and Applying Page Design Principles*. Rockport Publishers.
- Lubis, A. H. (2025). The influence of picture story books with a local wisdom approach on students' learning motivation in primary school mathematics learning. *Journal of Indonesian Primary School*, 3(1), 1–10.
<https://journal.mgedukasia.or.id/index.php/jips/article/download/756/598>
- Male, A. (2017). *Illustration: A Theoretical and Contextual Perspective* (2nd ed.). Bloomsbury Publishing.
- Michał M. , Diana M. (2021). *Designing User Interfaces*.
- Montanaro, A. (1993). *Pop-Up and Movable Books: A Bibliography*. Scarecrow Press.
- Mustafa, S. E. (2017). Buku digital interaktif kanak-kanak di Malaysia: Platform untuk penerbit mengupayakan pembangunan kandungan kreatif negara. *Jurnal Komunikasi: Malaysian Journal of Communication*, 33(4), 1–16.
<https://www.researchgate.net/publication/329963037>
- Nugroho, A. Y. (2023). *Pengantar Teknologi Multimedia Interaktif*. Bravo Press.
<https://www.researchgate.net/publication/390702647>
- Okonkwo, C. (2024). Assesment of User Experience (UX) Design Trends in Mobile Applications. *Journal of Technology and Systems*, 6(5), 29-41.
- Putri, D. P. E., & Muhtadi, A. (2018). Pengembangan multimedia pembelajaran interaktif berbasis android menggunakan prinsip Mayer pada materi laju reaksi. *Jurnal Inovasi Teknologi Pendidikan*, 5(2), 158–170.
<https://www.researchgate.net/publication/328312941>
- Reiser, R. A., & Dempsey, J. V. (2012). *Trends and Issues in Instructional Design and Technology* (3rd ed.). Pearson Education, Inc.
- Rogers, E. M. (2003). *Diffusion of Innovations* (5th ed.). Free Press.

- Sabuda, R., & Reinhart, M. (2004). *Encyclopedia of Pop-Up and Movable Books*. Little Simon.
- Salisbury, M., & Styles, M. (2012). *Children's Picturebooks: The Art of Visual Storytelling*. Laurence King Publishing.
- Siti S., & Wuwuh B. H. (2020). Sistem Informasi Verifikasi Dan Validasi Penempatan Jabatan Pelaksana Pada Pemerintah Provinsi Dki Jakarta. *EXPLORE: Jurnal Sistem Informasi dan Telematika*, 11(1), 50-56.
- Soedarso, N. (2014). Perancangan Buku Ilustrasi Mahapatih Gajah Mada. *Humaniora*, 5(2), 561–570.
- Stefanie, N. N. (2020). Perspektif Generasi Muda Tionghoa di Solo terhadap Prosesi Sangjit. *Century: Journal of Chinese Language, Literature and Culture*, 8(2). <https://doi.org/10.9744/century.8.2.33-45>
- Stewart, C. J., & Cash, W. B. (2000). *Interviewing: Principles and Practices*. McGraw Hill Company.
- Sudjadi, M. (2023). Perancangan Cerita Interaktif mengenai Prosesi Sebelum Pernikahan Adat Tionghoa, 56–57. Universitas Multimedia Nusantara. <https://kc.umn.ac.id/id/eprint/23855>
- Suryadinata, L. (2005). *Chinese Indonesians in the Era of Globalization*. Institute of Southeast Asian Studies.
- Swarnadwitya, A. (2020). *Design Thinking: Pengertian, Tahapan dan Contoh Penerapannya*. School of Information Systems. <https://sis.binus.ac.id/2020/03/17/design-thinking-pengertian-tahapan-dan-contoh-penerapannya/>
- Triwulandari, P., & Putra, I. D. A. D. (2020). Perancangan buku pop-up tentang pentingnya mengkonsumsi sayur-sayuran bagi anak. *Bhagirupa: Jurnal Desain Komunikasi Visual*, 4(1), 12–20. <https://core.ac.uk/download/pdf/299877675.pdf>
- Witabora, J. (2012). Peran dan perkembangan ilustrasi. *Humaniora*, 3(2), 659–667. Universitas Bina Nusantara.

- Wong, W. A. B. (2019). SANGJIT: Wedding Gifts in Chinese Wedding Tradition in Semarang [Skripsi]. Universitas Katolik Soegijapranata.
<https://repository.unika.ac.id/21107/>
- Yuria, V., & Leonardo, O. P. (2024). *Analisis Perbandingan Fungsi dan Makna Semiotik Motif Phoenix pada Qipao di Masa Dinasti Qing dan Era Modern*. Seminar Nasional Ilmu Terapan, Universitas Widyakartika.



UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA