

## DAFTAR PUSTAKA

- Agusalim D.I.(2015).*Developing Visual Novel Game of English Conversation for DEP EEPIS*. Journal of Education and Practic Vol.06 No.33.
- Akbar,T.,Gunarti,w.,Pratama,D.(2017).*Understanding Visual Novel as Artwork of Visual Communication Design*. MUDRA Journal of Art and Culture Pages 292-298.
- Bartel, A., Hagel, G.,(2014). *Engaging Students with a Mobile Game-Based Learning System in University Education*. *iJIM – Volume 8, Issue*.
- Beglama, B.,Yucesoy, Y.,Yikmis, A.(2018).*Using Animation As a Mean Of Enhancing Learning Of Individuals Special Needs*.TEM Journal.Volume 7.Pages 670-677.
- Binanto I.(2010). *Multimedia Digital – Dasar Teori dan Pengembangannya*.Andi,Jakarta.
- Cavallaro, D.(2010). *Anime and the Visual Novel*. McFarland & Company Inc. Jefferson, North Carolina, and London.
- Geest, D.V.(2015).*The role of Visual Novels as a Narrative Medium*. Universiteit Leiden,MA Linguistics: Language and Communication 2014-2015.
- Hölttä, L.(2018). *Effects of Art Styles on Video Game Narratives*. University of Turku. Department of Future Technologies.
- Pratama W.(2014).*Game Adventure Mistri Kotak Padora*. *Jurnal Telematika*. Vol. 7.No.2.
- Rosadi, A., Bastian, I., Djamil, H., Suryadi.,Kusuma, R.M.(2017). *Pembuatan Visual Novel dengan Tujuan Edukasi Berbasis Android*.Seminar Nasional Teknologi Informasi dan Komunikasi (SeNTIK) STMIK Jakarta STI&K.
- Rosenzweig G.(2011). *ActionScript 3.0 Game Programming University, Second Edition*. Que Publishing, 800 East 96th Street Indianapolis.Indiana 46240 USA.

Tridonanto, A.I.& Baranda Agency.(2011). *Optimalkan Potensi Anak Dengan Game*. PT Alex Media Komputindo, Jakarta.

Umami,N.A.,Agustina, I.,Fauziah.(2018).*Rancang Bangun Game Android Adventure Finding Diamond Dengan Unity 3D Menggunakan Metode Dynamic Weighting*. (JOINTECS) Journal of Information Technology and Computer Science Vol. 3, No. 1.

Winandin, J., Rosyidi, A.(2015). *Pembuatan Aplikasi Game The Adventure of Nhard Pada KOMA Amikom Surakarta*. Jurnal IT CIDA Vol 1 No. 1.

