

Daftar Gambar

Gambar 1. 1 Kerangka Perancangan.....	6
Gambar 2. 1 Teori warna Brewster.....	14
Gambar 2. 2 Karakteristik Warna.....	15
Gambar 2. 3 Helvetica.....	18
Gambar 3. 1 Logo Kummara.....	19
Gambar 3. 2 Aquatico (Manikmaya).....	20
Gambar 3. 3 Business Craft.....	20
Gambar 3. 4 Mahardika (Manikmaya).....	21
Gambar 3. 5 Keris Tanding (Manikmaya).....	21
Gambar 3. 6 Solusi Individu (Bank BCA).....	21
Gambar 3. 7 Mash-Up Monster (Manikmaya).....	22
Gambar 3. 8 Mat Goceng (Manikmaya).....	22
Gambar 3. 9 Bale Sigala-gala (Bank BCA).....	23
Gambar 3. 10 Politrik (KPK).....	23
Gambar 3. 11 Get Egg (Manikmaya).....	23
Gambar 3. 12 Punakawan.....	24
Gambar 3. 13 Logo Palang Merah Indonesia.....	24
Gambar 3. 14 Struktur Organisasi PMI Kota Bandung.....	27
Gambar 3. 15 Flash Point Boardgame.....	36
Gambar 3. 16 Forbidden Island.....	38
Gambar 3. 17 Karuba.....	40
Gambar 3. 18 Hasil Kuesioner.....	42
Gambar 3. 19 Hasil Kuesioner.....	43
Gambar 3. 20 Hasil Kuesioner.....	43
Gambar 4. 1 Contoh ilustrasi superhero.....	50
Gambar 4. 2 Quantify Font Family.....	50
Gambar 4. 3 Alegreya Sans Font Family.....	51
Gambar 4. 4 Colour Pallete.....	51
Gambar 4. 5 Kartu Karakter Flash Point.....	52
Gambar 4. 6 Papan Permainan.....	55
Gambar 4. 7 Karakter.....	56

Gambar 4. 8 Kartu MedKit.....	56
Gambar 4. 9 Kartu Korban	57