DAFTAR PUSTAKA

Airlangga, U. (2020). *PENGHASILAN PELAKU USAHA ASING GAME ONLINE*.

Akbar, M. (2017). *Sejarah Esport*. https://duniagames.co.id/news/2970-ternyata-begini-sejarah-eSport-dari-dulu-sampai-kini-sudah-ada-sejak-tahun-1972

Ayuningtyas, A. S., Anwar, H., & Sudarisman, M. T. I. (2018). Perancangan Interior Gedung Konser Musik Rock Kota Bandung. *EProceedings of Art & Design*, *5*(3). https://openlibrarypublications.telkomuniversity.ac.id/index.php/artdesign/article/view/7768

Chris Crawford. (1997). *The Art of Computer Game Design*. Digital Press.

Igor Knez, S. N. (2008). Lighting in Digital Game Worlds: Effects on Affect and Play Performance. Cyberpsychology & behavior : the impact of the Internet, multimedia and virtual reality on behavior and society. *PubMed*.

Kurniawan, F., Kepelatihan, P., Fakultas, O., Keolahragaan, I., & Yogyakarta, U. N. (2019). E-Sport dalam Fenomena Olahraga Kekinian. *Jorpres (Jurnal Olahraga Prestasi)*, *15*(2), 61–66. https://journal.uny.ac.id/index.php/jorpres/article/view/29509

M. Faisal. (2018). *Sejarah eSports Indonesia: Dari Warnet Menuju Panggung Dunia | kumparan.com*. https://kumparan.com/kumparansport/sejarah-eSports-indonesia-dari-warnet-menuju-panggung-dunia-1533295225512257378

Nilwan, A. (2010). *Simulasi Construction and Manajement Simulation Game*. Elex Media Komputindo.

Novrialdy, E., & Atyarizal, R. (2019). Online game addiction in adolescent: What should school counselor do? *Jurnal Konseling Dan Pendidikan*, *7*(3), 97–103. https://doi.org/10.29210/132700

NVISION Eye Centers. (2022). *What Kind of Light Improves Vision?* https://www.nvisioncenters.com/improve-eyesight/light/

Rusyda, H. F. S., Setyowati, E., & Hardiman, G. (2018). KONDISI TERMAL PADA PENGHAWAAN ALAMI DI RUANG TUNGGU UTAMA STASIUN SEMARANG TAWANG. *Jurnal Arsitektur ARCADE*, *2*(3), 144. https://doi.org/10.31848/ARCADE.V2I3.60

Sari, M. N., Handoyo, A. D., Budiono, I. Z., & Eng, M. (2020). Perancangan Ulang The Alana Hotel Sentul, Bogor Dengan Pendekatan Lokalitas Kota Bogor. *EProceedings of Art & Design*, *7*(2), 4560. https://openlibrarypublications.telkomuniversity.ac.id/index.php/artdesign/article/view/13307

Schell, J. (2008). *Seni Desain Game: Buku Lensa*. Penerbit Morgan Kaufmann.

Togar Mulya Raja, M., Hambali, R., Togar, M., & Raja, M. (2019). *Literature Review of The Store Windows Display Influences on Consumers Attractiveness Through the Layout Design*. *6*.

Verly Nugrahantinia, H., Rachmawati, R., & Farida, D. A. (2022). *PERANCANGAN ULANG INTERIOR SMA AL-FATAH YPKP SENTANI GUNA MENINGKATKAN PROSES*.

Waldi, A., Pendidikan, I. P., & Fakultas, K. (2018). Students' Character Training through Game Online Extracurricular E-Sports in SMA 1 PSKD High School Jakarta. *Journal of Moral and Civic Education*, *2*(2), 92–101. https://doi.org/10.24036/8851412222018119

Yin, K., Zi, Y., Zhuang, W., Gao, Y., Tong, Y., Song, L., & Liu, Y. (2020). Linking Esports to health risks and benefits: Current knowledge and future research needs. *Journal of Sport and Health Science*, *9*(6), 485–488. https://doi.org/10.1016/J.JSHS.2020.04.006