

## DAFTAR PUSTAKA

- CIMSA IUI. (2020, November 9). *Food Waste dan Pengaruhnya Terhadap Lingkungan – CIMSA UI*. CIMSA UI. Retrieved June 20, 2023, from  
<https://cimsa.ui.ac.id/2020/11/09/food-waste-dan-pengaruhnya-terhadap-lingkungan/>
- Creswell, J. W. (2014). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches*. SAGE Publications.
- DLH Kabupaten Probolinggo. (2020, October 18). *SAMPAH MAKANAN DAN DAMPAKNYA BAGI LINGKUNGAN – Dinas Lingkungan Hidup*. Dinas Lingkungan Hidup. Retrieved June 20, 2023, from  
<https://dlh.probolinggokab.go.id/sampah-makanan-dan-dampaknya-bagi-lingkungan/>
- Egri, L. (1946). *Art Of Dramatic Writing: Its Basis in the Creative Interpretation of Human Motives*. Touchstone.
- FAO. (n.d.). *Food and Agriculture Organization of the United Nations, SAVE FOOD: Global Initiative on Food Loss and Waste*. FAO. Retrieved June 29, 2023, from  
<https://www.fao.org/3/i4068e/i4068e.pdf%5C>
- The Food Waste Reduction Alliance. (n.d.). *Analysis of U.S. food waste among food manufacturers, retailers, and restaurants* .foodwastealliance.org. Retrieved June 21, 2023, from  
[https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&cad=rja&uact=8&ved=2ahUKEwiUhIey5ev\\_AhUIyzgGHbKBBQUQFnoECBMQAQ&url=https%3A%2F%2Ffoodwastealliance.org%2Fwp-content%2Fuploads%2F2020%2F05%2FFWRA\\_B\\_SR\\_Tier3\\_FINAL.pdf&usg=AOvVaw1ygtwmxfdhQ-3R7dp5](https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&cad=rja&uact=8&ved=2ahUKEwiUhIey5ev_AhUIyzgGHbKBBQUQFnoECBMQAQ&url=https%3A%2F%2Ffoodwastealliance.org%2Fwp-content%2Fuploads%2F2020%2F05%2FFWRA_B_SR_Tier3_FINAL.pdf&usg=AOvVaw1ygtwmxfdhQ-3R7dp5)

Harvard University. (n.d.). *Food Waste | The Nutrition Source | Harvard T.H. Chan School of Public Health*. Harvard T.H. Chan School of Public Health. Retrieved July 20, 2023, from  
<https://www.hsph.harvard.edu/nutritionsource/sustainability/food-waste/>

Hendrayani, A. F. P., & Budiman, A. (2018, December). Perancangan Karakter Untuk Film Animasi Pendek 2d Mengenai Radio Malabar. *eProceedings of Art & Design*, 5(3), 1851.

Lionardi, A. (2021). Perancangan Animasi 2D sebagai Media Edukasi tentang Penyu bagi Anak-Anak. *Jurnal Desain Komunikasi Visual Nirmana*, 21(1), 17-28.

<https://doi.org/10.9744/nirmana.21.1.17-28>

Kementerian Pembangunan Nasional. (2022, October 2). . . - YouTube. Retrieved July 20, 2023, from  
<https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwiIxJ7ioPuAAxUCa2wGHWMHAyAQFnoECBEQAQ&url=https%3A%2F%2Flcdi-indonesia.id%2Fwp-content%2Fuploads%2F2021%2F06%2FReport-Kajian-FLW-FINAL-4.pdf&usg=AOvVaw0TzepoBgJ4fLP1-4OO5DzN&opi=89978>

Mambela, I. J. (2020). Pengaruh Perkembangan Zaman Modern Yang Memunculkan Perilaku Gaya Hidup Konsumerisme, Di Kalangan Mahasiswa Teologi Zaman Ini.

Mattesi, M. D. (2008). *Force: Character Design from Life Drawing*. USA: Focal Press.

Miftania, A., & Adjie. (2011). Film Animasi 2D Berbasis 3D Menggunakan Teknik Cell Shading Berjudul The Postman Story. *Tugas Akhir. Surabaya: Stikom*.

Munir. (2013). *Multimedia : Konsep & Aplikasi dalam Pendidikan*. Bandung: Alfabeta.

Ramdhani, Z., & Iskandar, M. (2021, April). *PERANCANGAN KARAKTER PRABU SILIWANGI DENGAN TEORI BRYAN TILLMAN*, 2(1), 25 - 35.

<https://doi.org/10.25124/kalatanda.v2i1.3805>

Ruyattman, M., Waluyanto, H. D., & Zacky, A. (2013). Perancangan Buku Panduan Membuat Desain Karakter Fiksi Dua Dimensi Secara Digital. *Jurnal Desain Komunikasi Visual Adiwarna*, 1(2).

Seberini, A. (2020). *Economic, social and environmental world impacts of food waste on society and Zero waste as a global approach to their elimination*. SHS Web of Conferences.

Retrieved June 20, 2023, from

[https://www.shs-conferences.org/articles/shsconf/abs/2020/02/shsconf\\_glob2020\\_03010/shsconf\\_glob2020\\_03010.html](https://www.shs-conferences.org/articles/shsconf/abs/2020/02/shsconf_glob2020_03010/shsconf_glob2020_03010.html)

Semiawan, C. R. (2010). *Metode Penelitian Kualitatif*. Grasindo.

Siaputra, H., Christanti, N., & Amanda, G. (2019). ANALISA IMPLEMENTASI FOOD WASTE MANAGEMENT DI RESTORAN ‘X’ SURABAYA. *Jurnal Manajemen Perhotelan*, 5(1). <https://doi.org/10.9744/jmp.5.1.1-8>

Sloan, P., Chen, J. S., & Legrand, W. (2013). *Sustainability in the Hospitality Industry: Principles of Sustainable Operations*. Routledge.

Sovia, Suharti, & Daryono. (n.d.). EFEKTIFITAS PENGGUNAAN MEDIA ANIMASI UNTUK MENINGKATKAN PENGETAHUAN TENTANG HIV/AIDS.

<https://doi.org/10.35971/jjhsr.v1i2.2398>

Sucipto, C. D. (2012). *Teknologi pengolahan daur ulang sampah*. Yogyakarta : Gosyen Publishing.

Sugiyono. (2008). *Metode penelitian pendidikan: (pendekatan kuantitatif, kualitatif dan R & D)*. Alfabeta.

Thomas, F., & Johnston, O. (1981). *Disney Animation: The Illusion of Life*. United States: Abbeville Press.

- Triana, V. (2008). *Pemanasan Global*, 2(2), 159–163. <https://doi.org/10.24893/jkma.v2i2.26>
- US EPA. (2023, May 22). *Importance of Methane* | US EPA. Environmental Protection Agency. Retrieved July 1, 2023, from <https://www.epa.gov/gmi/importance-methane>
- Utina, R. (2009). Pemanasan Global: Dampak dan Upaya. Meminimalisasinya. <https://repository.ung.ac.id/karyailmiah/show/324/pemanasan-global-dampak-dan-upaya-meminimalisasinya.html>
- White, T. (2009). *How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principles of Animation*. Elsevier/Focal Press.
- WRAP. (2013, November 1). *The true cost of waste in hospitality and food service*. WRAP. Retrieved June 29, 2023, from <https://wrap.org.uk/resources/report/true-cost-waste-hospitality-and-food-service>
- WRAP. (2020, December 11). *Household Food and Drink Waste in the UK 2009*. WRAP. Retrieved June 29, 2023, from <https://wrap.org.uk/resources/report/household-food-and-drink-waste-uk-2009>
- Zed, M. (2004). *Metode penelitian kepustakaan*. Yayasan Obor Indonesia.