

## DAFTAR PUSTAKA

- Hardjanto. (2017). *Pengelolaan Hutan Rakyat*. *IPB Press*.
- Yulius, H. Et Al. (2020). *Mengelola Hutan Lindung Berdasarkan Tipologi : Pengelolaan Hutan Lindung Masa Depan Indonesia*. *IPB Press*.
- Adams, E. (2014). *Fundamentals Of Game Design Third Edition*. *New Riders*.
- Wibawanto, W. (2015, Januari). *Pengembangan Aset Visual Dalam Game Simulasi Pertanian Organik “Astro Farmer” Dengan Pendekatan Symbolic Analogy*. *Jurnal Penelitian Kampus*.
- Sinery, A. S. Et. Al. (2015, April). *Potensi Dan Strategi Pengelolaan Hutan Lindung Wosi Rendani*. *Deepublish*.
- Budiman, A. (2019). *Keberadaan Kebutuhan Existence, Relatedness, Growth, Dalam Video Game Harvest moon Back To Nature*. *Jurnal Bahasa Rupa*.
- Rogers, S. (2010). *Level Up : The Guide To Great Game Design*. *John Willey & Sons, Ltd*.
- Tillman, B (2011). *Creative Character Design*. *Focal Press*.
- Magdi, A. (2016). *Introduction To Graphic Design*. *Academia*. ([https://www.academia.edu/31241740/Introduction\\_to\\_Graphic\\_Design](https://www.academia.edu/31241740/Introduction_to_Graphic_Design)) (Diakses pada Tanggal 24 November 2022)
- Stockwell, P. (2009). *Texture - A Cognitive Aesthetics*. *Edinburgh University Press*.
- Bennett, R. (2022). *Elements Of Design*. *Design Communication*.
- Edwards, B. (2004). *Colors : A Course In Mastering The Art Of Mixing Colors*. *Penguin Group USA Inc*.
- Silber, D. (2016). *Pixel Art For Game Developers*. *CRC Press Taylor & Francis*.
- Soewardikoen, D. W. (2021). *Metodologi Penelitian : Desain Komunikasi Visual*. *Kanisius*.
- Siyoto, S., & Sodik, M. A. (2015). *Dasar Metodologi Penelitian*. *Literasi Media Publishing*.