

## DAFTAR TABEL

|   |    |
|---|----|
| <b>Table 1.</b> The Effects Of Fan Activity And Views On Purchase Decision In The Genshin Impact Fanwork Market: a Literature Synthesis .....             | 20 |
| <b>Table 2.</b> Preliminary study into the Genshin impact's aesthetics: The sustainability of visual culture through the character design .....           | 21 |
| <b>Table 3.</b> Perilaku konsumtif gamers genshin impact terhadap pembelian gacha .....   | 21 |
| <b>Table 4.</b> Analisis Anthropomorphism Dalam Desain Karakter Gim Arknights .....   | 22 |
| <b>Table 5.</b> Visual detail and its effects on character attachment in video games .....  | 22 |
| <b>Table 6.</b> Kajian Desain Karakter Dalam Game Overwatch Dalam Kerangka Metode Perancangan Manga Matrix .....  | 23 |
| <b>Table 7.</b> Exploring the game-of-chance elements in Japanese F2P mobile games. Qualitative analysis of paying and non-paying player's emotions. .... | 23 |
| <b>Table 8</b> Perbedaan dengan penelitian sebelumnya .....   | 24 |
| <b>Table 9.</b> Kriteria yang akan dipilih untuk diwawancara .....  | 30 |
| <b>Table 10</b> Matriks Bentuk Neuvillette .....  | 59 |
| <b>Table 11</b> Matriks Kostum Neuvillette .....  | 61 |
| <b>Table 12</b> Matriks Personality Neuvillette .....   | 63 |
| <b>Table 13</b> Matriks Bentuk Alhaitham .....  | 64 |
| <b>Table 14</b> Matriks Kostum Alhaitham .....  | 65 |
| <b>Table 15</b> Matriks Personality Alhaitham .....   | 68 |
| <b>Table 16</b> Formula Solusi Visual .....   | 72 |
| <b>Table 17</b> Formula Solusi Naratif .....  | 74 |