

DAFTAR PUSTAKA

Adams, E. (2013). *Fundamentals of game design*. New Riders.

Alexander, R., & McKenna, M. (2006). *Drawing and painting fantasy landscapes and cityscapes*.

Bhara, L. A. M. (2005). Pengaruh Pemberian Kopi Dosis Bertingkat Per Oral 30 Hari Terhadap Gambaran Histopatologi Hepar Tikus Wistar. Universitas Diponegoro, Semarang.

Hurlock, E. B. (1996). *Psikologi perkembangan: Suatu pendekatan sepanjang rentang kehidupan*.

Kadapi, M. (2015). Aktivitas Antioksidan Kopi Biji Rambutan Non Kafein dengan Variasi Perbandingan Komposisi Beras Hitam yang Berbeda. [Naskah Publikasi]. Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Surakarta, 12-13.

Kennedy, S. R. (2013). *How to become a video game artist: The insider's guide to landing a job in the gaming world*. Watson-Guptill.

Najiyati, S., & Danarti. (2001). *Budidaya Kopi dan Penanganan Pasca Panen*. Penebar Swadaya, Jakarta.

Nilwan, A. (2008). *Pemrograman Animasi dan Game professional*. Elex Media Komputindo, Jakarta.

Norling, E. R. (2012). *Perspective made easy*. Courier Corporation.

Pardew, L. (2005). *Beginning illustration and Storyboarding for games*.

Rendon, M., Salva, T., & Bragagnolo, N. (2014). Impact of chemical changes on the sensory characteristics of coffee beans during storage. *Food Chemistry*, 147C, 279–286.

Ruggiero, T. E. (2000). Uses and Gratifications Theory in the 21st Century. *Mass Communication & Society*, 3, 3-37.

Rouse, R. (2005). *Game design: Theory and practice*.

Santrock, J. W. (2002). *Life-span development*. McGraw-Hill Companies.

Saputra, E. (2008). *Kopi. Harmoni*, Yogyakarta.

Tillman, B. (2019). *Creative character design 2e*. CRC Press.

Wahono, R. S. (2009). Antara Game, Pendidikan dan HP (Game Mobile Learning Sebagai Wacana Pendidikan). <http://www.m-edukasi.net/artikel-mobilelearning-isi.php?kodenya=2009ac>. Diakses 12 Juli 2016.

White, T. (2006). *Animation from pencils to pixels: Classical techniques for digital animators*. Taylor & Francis.

Website :

Bad request. (n.d.). Nintendo Life - Nintendo News & Reviews 24/7.

<https://www.nintendolife.com/features/how-stardew-valley-grew-the-farm-sim-while-harvest-moon-went-to-seed>

Club, L. (2023, July 27). *Exploring the captivating aesthetics: The iconic look of 90s anime art style*. LittleArt Club. <https://littleart.club/the-look-of-90s-anime-style/>

ERROR: The request could not be satisfied. (n.d.). *ERROR: The request could not be satisfied*.

<https://industri.kontan.co.id/news/ini-penyebab-impor-kopi-di-indonesia-terus-melonjak>

Game rant. (n.d.). Game Rant - Breaking News, Reviews & Everything Else in the World of Video Games. <https://gamerant.com/best-farming-games/https://gamerant.com/bestfarming-games/>

Harvest moon vs. Stardew Valley: Which is better? (2021, December 19). Game Rant.

<https://gamerant.com/harvest-moon-stardew-valley-better/>

HiToko, T. P. (2022, October 28). *Industri Kopi Adalah: Pengertian Dan Peluang Bisnisnya*.

HiToko. <https://www.hitoko.co.id/blog/industri-kopi-adalah/>

Impor Biji Kopi Indonesia 2019. (2023, July 6). Indonesia Data.

<https://indonesiadata.id/produk/imp-or-biji-kopi-indonesia-2019/>

Indonesia Impor Kopi Senilai US\$ 42.908 Ribu Dari Tanzania. (2023, October 24). Pusat Data

Ekonomi dan Bisnis Indonesia | Databoks.

<https://databoks.katadata.co.id/datapublish/2023/10/24/indonesia-imp-or-kopi-se>

[nilai-us-](https://databoks.katadata.co.id/datapublish/2023/10/24/indonesia-imp-or-kopi-se)

[42-908-ribu-daritanzania#:~:text=Di%20urutan%20pertama%2C%20In](https://databoks.katadata.co.id/datapublish/2023/10/24/indonesia-imp-or-kopi-se)
[donesia%20banyak,tercatat%20m engimp-or%20US%24%2042.908%20ribu](https://databoks.katadata.co.id/datapublish/2023/10/24/indonesia-imp-or-kopi-se)

Industri kopi Di Indonesia - Google search. (n.d.). Google.

<https://www.google.com/search?q=industri+kopi+di+indonesia&oq=industri+kopi+di&g>

[s_lcrp=EgZjaHJvbWUqBwgAEAAAYgAQyBwgAEAAAYgAQyBggBEE](https://www.google.com/search?q=industri+kopi+di+indonesia&oq=industri+kopi+di&g)

Industri Kopi. (2022, August 18). AEKI-AICE.
<https://www.aeki-aice.org/industri-kopi/> *Kemenperin: Industri Pengolahan Kopi Semakin Prospektif.* (n.d.).

<https://kemenperin.go.id/artikel/21117/Industri-Pengolahan-Kopi-Semakin-Prospektif>

Kopi Lokal Masih Kalah Dari Kopi Impor | *Republika online.* (2019, December 17). Republika Online.

<https://ekonomi.republika.co.id/berita/q2nyar463/kopi-lokal-masih-kalah-dariko-pi-imp-or>

Liputan6.com. (2020, April 23). *Jadi Penghasil Terbesar Ke-4 Di Dunia, Mengapa Indonesia Masih Impor Kopi?* liputan6.com.

<https://www.liputan6.com/bisnis/read/4235379/jadipenghasil-terbesar-ke-4-di-dunia-mengapa-indonesia-masih-imp-or-kopi?page=2>

Marks, T. (2022, November 9). *The creators of Stardew Valley and harvest moon talk to us about farm games*. pcgamer. <https://www.pcgamer.com/the-creators-of-stardew-valleyand-harvest-moon-talk-to-us-about-farm-games/>

Shahbazi, N. (2023, September 25). *2D/3D game art styles | Trends & tips for choosing*. Pixune.

<https://pixune.com/blog/game-art-styles/>

Sukmawijaya, A. (2017, March 20). *Kenapa Indonesia Masih Impor Kopi?* kumparan.

<https://kumparan.com/kumparannews/kenapa-indonesia-masih-impor-kopi/1>

Tim. (2020, November 21). *Alasan Biji Kopi Indonesia Lebih Mahal Dari Kopi Impor*. ekonomi.

<https://www.cnnindonesia.com/ekonomi/20201121181948-92-572795/alasan-biji-kopiindonesia-lebih-mahal-dari-kopi-impor>

What makes 90s anime look so distinctive? - Anime and manga - Other titles message board - GameFAQs. (2017, April 26). GameFAQs - Video Game Cheats, Reviews, FAQs, Message Boards, and More. <https://gamefaqs.gamespot.com/boards/2000121-anime-andmanga-other-titles/75280304?validate=1>