

DAFTAR GAMBAR

Gambar 2.1 Proses Produksi Game.....	23
Gambar 2.2 Theory of Planned Behavior	27
Gambar 2. 3 Bloom’s Taxonomy – Cognitive Domain (2001).....	28
<u>Gambar 3. 1 Logo KOMNAS PT</u>	<u>32</u>
<u>Gambar 3. 2 Kunjungan ke SDN Lengkong</u>	<u>35</u>
<u>Gambar 3. 3 Gender Responden</u>	<u>36</u>
<u>Gambar 3. 4 Genre Fvaorit Responden.....</u>	<u>37</u>
<u>Gambar 3. 5 Wawancara dengan Psikolog Klinis</u>	<u>39</u>
<u>Gambar 3. 6 Wawancara dengan Game Designer.....</u>	<u>41</u>
<u>Gambar 3. 7 smokeSCREEN main screen.....</u>	<u>44</u>
<u>Gambar 3. 8 Logo RIKO.....</u>	<u>46</u>
<u>Gambar 3. 9 Poster Pesona 4 Golden.....</u>	<u>47</u>
<u>Gambar 3. 10 Poster Little Goody Two Shoes.....</u>	<u>53</u>
Gambar 4. 1 Gameplay Overview.....	69