

## DAFTAR PUSTAKA

- 3dtotal Publishing. (2021). *Art Fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth* (3rd ed.). 3dtotal Publishing.
- Afif, R. T., Zhaafirah, F. A., Sumarlin, R., (2025). Concept Art Animasi 2D sebagai Media Informasi Budaya Desa Wologai Nusa Tenggara Timur, Vol 11, No.1 2025, 95. DOI: <https://doi.org/10.24821/jags.v11i1.11774>
- Ahyani, L. N., & Astuti, D. (2018). Buku Ajar Psikologi Perkembangan Anak dan Remaja. Yogyakarta: Deepublish. Fitriyanti, Y. N. (2023). Pengaruh regulasi emosi dan empati terhadap agresi verbal pada remaja awal di Kabupaten Kuningan (Skripsi). Universitas Pendidikan Indonesia. Diakses dari <https://repository.upi.edu/103920/>
- Alifia, & Suhardianto. (2021). Buku Saku Anti *Bullying*“Stop Bully. Diakses dari [https://www.researchgate.net/publication/359322641\\_SUHADIANTO\\_STOP\\_BULLY](https://www.researchgate.net/publication/359322641_SUHADIANTO_STOP_BULLY)
- Arnheim, R. (1974). *Art and Visual Perception: A Psychology of the Creative Eye*
- Bachen, C. M., Hernández-Ramos, P. F., & Raphael, C. (2012). Simulating REAL LIVES: Promoting global empathy and interest in learning through simulation games. *Simulation & Gaming*, 43(4), 437-460. <https://doi.org/10.1177/1046878111432108>
- Beran, T., & Li, Q. (2008). The relationship between *cyberbullying* and school bullying. *Journal of Student Wellbeing*, 1(2), 15-33. <https://doi.org/10.21913/JSW.v1i2.172>
- Dewi, M. I. C., Rizki, M., & Saputra, M. R. U. (2023). Literasi digital untuk mencegah *cyberbullying*. *Jurnal Ilmu Komunikasi*, 21(1), 22-34. <https://doi.org/10.25008/jik.v21i1.1025>
- Dewi, R. I. F., Sakuntalawati, L. V., Mulyawan, B. (2023). Pencegahan *Cyberbullying* Berbasis Pemanfaatan *Online Resilience* Dan Karakter Remaja. Yogyakarta: DEEPUBLISH.
- Dondis, D. A. (1973). *A Primer of Visual Literacy*
- Gamberini, L., Barresi, G., Majer, A., & Scarpetta, F. (2008). A game-based learning system for mental health and wellbeing in young people. *PsychNology Journal*, 6(1), 3-16.

- Gede Wira Bayu, Sri Indriyani, Komang Swastika., et al. (2024). EPeLy (Edukasi Peduli *Bullying*). Diakses dari <https://repository.penerbitwidina.com/media/publications/568742-epely-edukasi-peduli-bullying-35cdf73.pdf>
- Gurney, J. (2010). *Color and Light: A Guide for the Realist Painter*. Andrews McMeel Publishing.
- Hertz, M., Jelen, A. E., & Wolk, C. B. (2017). The effects of *Cyberbullying* on mental health in adults. *Cyberpsychology, Behavior, and Social Networking*, 20(10), 682-688.
- Kaplan, A. M., & Haenlein, M. (2010). Users of the world, unite! The challenges and opportunities of Social Media. *Business Horizons*, 53(1), 59-68.
- Karyanti, & Aminudin. (2019). *Cyberbullying & Bodyshaming*. Yogyakarta: K-Media.
- Kowalski, R. M., Giumetti, G. W., Schneider, J. T., & Stalker, C. A. (2014). *Bullying in the digital age: The role of technology in harassment and bullying*. *Journal of Social Psychology*, 154(1), 1-14.
- Najuah, Sidiq, R., Simamora, R. S. (2022). *Game Edukasi: Strategi dan Evaluasi Belajar Sesuai Abad 21*. Medan: Yayasan Kita Menulis.
- Okun, J. A., & Zwerman, S. (2010). *The VES handbook of visual effects: Industry standard VFX practices and procedures*. Focal Press.
- Olweus, D. (1993). *Bullying at school: What we know and what we can do*. Blackwell Publishers.
- Prabowo, R.S., dan Irawan, A.H. 2012,<Perancangan *environment* 3D sebagai pendukung film animasi motivasi 'TRY OUT' dengan konsep Life and Junior High Education= Jurnal Sains dan Seni Pomits. Institut Teknologi SepuluhNopember Vol. 1, No. 2, hal 1-2
- Rahardianto, I. D., Deanda, T. R., & Mario, M. (2022). Analisis Merrill's First Principles of Instruction Pada *Game Edukasi Covid Fighter* Dengan Pendekatan Formal Element. *Jurnal Penelitian Pendidikan*, 22(1), 28-41. doi:<https://doi.org/10.17509/jpp.v22i1.45691>

- Sahir, S. H. (2021). *Metodologi penelitian* (T. Koryati M. Si, Ed.; Cetakan I, pp. Vi-viii) . PENERBIT KBM INDONESIA.  
<https://www.karyabaktimakmur.co.id>
- Schell, J. (2014). *The art of game design: A book of lenses* (2nd ed.). CRC Press.
- White, E. (2014). *Perspective made easy*. Dover Publications.
- White, G. M. (2006). *Perspective Made Easy*.
- Xenia Angelica Wijayanto, Lamria Raya Fitriani, Lestari Nurhajati. (2019). Mencegah dan mengatasi *Bullying* di dunia digital. Diakses dari  
<https://omp.lspr.edu/index.php/omp/catalog/view/3/7/122>
- Yusuf, P. M., & Kristiana, I. F. (2017). Hubungan antara regulasi emosi dengan perilaku prososial pada siswa SMK X di Kota Surakarta. *Jurnal Empati*, 6(4), 381-387. Diakses dari  
<https://ejournal3.undip.ac.id/index.php/empati/article/view/19737>