

## DAFTAR PUSTAKA

- Adams, E. (2014). *Fundamentals of game design (3rd ed.)*. New Riders.
- Aljamaliah, S.N.M. dan Darmadi, D.M. (2022). *Analisis Fakta Cerita dalam Folklor Lisan: Cerita Rakyat Sunda sebagai Pembelajaran Sastra di Sekolah Dasar*. HALUAN SASTRA BUDAYA Vol 6 (2). Retrieved from <https://jurnal.uns.ac.id/hsb/article/view/65600/38245>
- Amelia, S., dan Iswandi, H. (2023). *Board game sebagai media literasi digital dalam pemajuan kebudayaan di Kota Palembang*. Besaung: Jurnal Seni Desain dan Budaya, 8(2), 140–148. Retrieved from <https://doi.org/10.36982/jsdb.v8i2.2978>
- Angela, N., Lustyantie, N., & Anwar, M. (2025). *Indonesian Teenagers' Perception of Bengkulu Folklore*. *International Seminar on Humanity, Education, and Language*. <https://doi.org/10.21009/ishel.v1i1.56967>
- Arifa, D., & Tyas, D. N. (2025). *Developing an Educational Board Game with Digital Question Cards: A TGT Model Approach to Enhance Natural and Social Sciences*

*Learning Outcomes*. Jurnal Kependidikan, 11(2), 862–873. <https://doi.org/10.33394/jk.v11i2.15171>

Artha, P. A., dan Arsal, T. (2024). *Fanatisme Pada Anime Terhadap Pergeseran Perilaku Konservasi Budaya Lokal*. SOCIA: Jurnal Ilmu-Ilmu Sosial, 21(1), 59-68. Retrieved from <https://doi.org/10.21831/socia.v21i1.72353>

Damayanti, A. (2023). *Kumpulan legenda Nusantara*. Bhuana Ilmu Populer.

Danandjaja, J. (2018). *Folklor Indonesia: Ilmu gosip, dongeng dan lain-lain*. Jakarta: Pustaka Utama Grafiti.

Dewi, A. T. R., Aini, A. N., Sania, I., Azizah, N. Z., Nurpadilah, Y., & Supriyono, S. (2024). *Rendahnya Minat pada Budaya Lokal di Kalangan Remaja*. Jurnal Pendidikan Tambusai, 8(2), 23642–23649. Retrieved from <https://jptam.org/index.php/jptam/article/view/15479>

Dirgantara, A. D., & Wijaksana, D. B. (2018). *Perancangan Boardgame*

*dengan Sumber Gagas Cerita Rakyat Timun Mas*. Journal of Animation and Games Studies, 4(1), 2-22. Retrieved from <https://doi.org/10.24821/jags.v4i1.1786>

Eiseman, L. (2006). *Color: Messages and meanings*. Hand Books Press.

Elliot, A. J., & Maier, M. A. (2014). *Color psychology: Effects of perceiving color on psychological functioning in humans*. Annual Review of Psychology, 65, 95–120. <https://doi.org/10.1146/annurev-psych-010213-115035>

Ernawati, P., Raharjo, T. J., & Sugiyo. (2021). *Effect of Word Card Games and Picture Cards on the Introduction of the Concept of Beginning Reading and Writing in Early Childhood*. Journal of Primary Education, 10(1), 11–17.

Firdaus, S. (2025). *Indonesian and World Folklore from a Critical Literacy Perspective: A Comparative Analysis of Cultural Values and Social Identity*. *Austronesian: Journal of Language Science & Literature*, 4(2), 135–151. <https://doi.org/10.59011/austronesian.4.2.2025.135->

Fullerton, T. (2018). *Game design workshop: A playcentric approach to creating innovative games (4th ed.)*. CRC Press.

Gee, J. P. (2007). *What video games have to teach us about learning and literacy (2nd ed.)*. Palgrave Macmillan.

Graham, L. (2005). *Basic of Design: Layout and Typography for Beginners*, Canada: Thomson Delmar Learning.

Hayati, S. N., dan Putro, K. Z. (2021). *BERMAIN DAN PERMAINAN ANAK USIA DINI*. GENERASI EMAS: Jurnal Pendidikan Islam Anak Usia Dini, 4(1), 52-64. Retrieved from [https://doi.org/10.25299/jge.2021.vol4\(1\).6985](https://doi.org/10.25299/jge.2021.vol4(1).6985)

Hardina, R. (2024). *Permainan Edukatif Berbasis Kartu dalam Meningkatkan Minat Belajar IPS Siswa di Sekolah Dasar*. Jurnal Penelitian Tindakan Kelas, 2(2), 67–76. <https://doi.org/10.61650/jptk.v2i2.260>

Hayes, N. (2022). *Developmental Milestones for Game Play*. Dalam *Otis College of Art and Design*. Otis College of Art and Design. <https://boardgamegeek.com/thread/3400123/how-do-you-define-the-recommended-age-for-a-game>

IMARC Group. (2024). *Indonesia board games market size, share & forecast 2033*. IMARC Group. Retrieved from <https://www.imarcgroup.com/indonesia-board-games-market>

Legowo, Y. A. S., Puspitasari, N., Shintya, Y., Baligh, L. N. A., Setiyawan, J. N. (2023). *Gamifikasi: Identifikasi Jenis Permainan Siswa Sekolah Dasar*. *Jurnal Ilmiah Pendidikan Dasar*, 10(1), 1-11. Retrieved from <http://dx.doi.org/10.30659/pendas.10.1.1-11>

Lupton, E., & Phillips, J. C. (2015). *Graphic design: The new basics (2nd ed.)*. Princeton Architectural Press.

Magh'firoh, R., Nugroho, Y. W., & Christian, I. K. (2021). *Board Game sebagai sarana untuk memperkenalkan tokoh tokoh cerita rakyat di Jawa Timur pada anak usia 7–12 tahun*. *Artika*, 5(2), 124–140. Retrieved from

<https://doi.org/10.34148/artika.v5i2.440>

Maharsi, I. (2016). *Ilustrasi*. Dwi Quantum.

Male, A. (2017). *Illustration: A Theoretical & Contextual Perspective (Second Edition)*. Bloomsbury Publishing.

Novi Santi, N., & Nur Amah. (2023). *Nilai Budaya dalam Cerita Rakyat Kayuagung dan Implikasinya terhadap Pembelajaran Bahasa Indonesia di SMA*. *Jurnal Didactique Bahasa Indonesia*, 4(2), 155–161.  
<https://doi.org/10.52333/didactique.v4i2.131>

Panda Game Manufacturing. (2022). *Graphic Design Guidebook (Vol. 4)*. Panda Game Manufacturing.  
<https://pandagm.com/tools/>

Parlett, D. (2005). *The Oxford dictionary of card games*. Oxford University Press.

Parlett, D. (2015). *Card games*. In *Encyclopaedia Britannica*. <https://www.britannica.com/topic/card-game>

Putra, I. G. A. A. N., dan Wulandari, N. M. S. (2023).

*Pengembangan Media Pembelajaran Berbasis Kearifan Lokal untuk Meningkatkan Identitas Budaya Siswa. Jurnal Pendidikan dan Kebudayaan, 8(1), 45-58.*  
Retrieved from  
<https://ejournal.undiksha.ac.id/index.php/JPK/article/view/37950>

Putri, T. P. R., Anggraini, G., dan Nengsih, P. R. (2025).  
*CERITA RAKYAT SEBAGAI KRISTALISASI DAN MEDIA INTERNALISASI NILAI PENDIDIKAN KARAKTER PADA MASYARAKAT KOTAWARINGIN TIMUR. Jurnal Anterior, 24(2), 120-125.* Retrieved from  
<https://doi.org/10.33084/anterior.v24i2.9575>

Ria, A., Anggrain, D., & Trianto, A. (2025). *Pengembangan Bahan Ajar Sastra Cerita Rakyat Nusantara. Diksa: Jurnal Pendidikan Bahasa dan Sastra Indonesia, 8(2).*  
<https://doi.org/10.33369/diksa.v8i2.22850>

Rustan, S. (2009). *LAYOUT, Dasar & Penerapannya.* PT Gramedia Pustaka Utama.

Safitri, W. (2020). *Pengembangan media board game untuk pembelajaran tematik di Sekolah Dasar.* JINoP (Jurnal

Inovasi Pembelajaran), 6(2). 181-190. Retrieved from  
<https://doi.org/10.22219/jinop.v6i2.8186>

Soedarso, N. (2014). *PERANCANGAN BUKU ILUSTRASI PERJALANAN MAHAPATIH GAJAH MADA*. HUMANIORA, 5(2), 561-570. Retrieved from  
<https://journal.binus.ac.id/index.php/Humaniora/article/view/3113/2499>

Solihah, A. P. S., Malihah, C. N., & Ramadan, C. S. (2025). *Permainan Edukatif Berbasis Kartu untuk Meningkatkan Pemahaman Matematika Siswa SD*. Buletin Ilmiah Pendidikan.  
<https://doi.org/10.56916/bip.v4i1.1742>

Squire, K. (2011). *Video games and learning: Teaching and participatory culture in the digital age*. Teachers College Press.

Stone, T. L. (2017). *Managing the design process: Implementing design (2nd ed.)*. Rockport Publishers.

Sumitri, N. W. (2025). *Eksistensi Cerita Rakyat dan Fungsinya dalam Kehidupan Masyarakat di Manggarai*

*Timur. Arif: Jurnal Sastra dan Kearifan Lokal.*  
<https://doi.org/10.21009/Arif.031.03>

Suwarjo, dan Eliasa, E. I. (2011). *55 permainan dalam bimbingan dan konseling*. Yogyakarta: Paramitra Publishing.

Singh, A. K. (2022). *A Study of Popular Culture and Its Impact on Youth's Cultural Identity*. *The Creative Launcher*, 7(6), 150-7. Retrieved from [doi:10.53032/tcl.2022.7.6.16](https://doi.org/10.53032/tcl.2022.7.6.16).

Vaganza. (2020). *Kenali Dulu 5 Komponen Board Game Sebelum Memulai Merancangnya*. Retrieved from <https://boardgame.id/?p=60661>

Wedawati, M. T., Nur Abida, F. I., Koiri, M., & Damanhuri, A. (2025). *Cultural and Moral Values in East Javanese Folklore*. *ELS Journal on Interdisciplinary Studies in Humanities*. <https://doi.org/10.34050/elsjish.v5i3.22230>

Wijayanti, D. (2015). *Ensiklopedia dongeng & cerita Nusantara*. Indoliterasi.

Witabora, J. (2012). *PERAN DAN PERKEMBANGAN ILLUSTRASI*. HUMANIORA: Journal BINUS, 3(2), 659-667.

Yusuf, I. Y., dan Mansoor, A. Z. (2017). *INDONESIA BOARDGAME'S ECOSYSTEM MAPPING*. International Conference on Art, Craft, Culture, and Design, Sustainability, Inter and Trans-discipline, Culture towards Creative Economy, 275-280. Retrieved from [https://www.researchgate.net/profile/Alvanov-Mansoor/publication/352223632\\_INDONESIA\\_BOARDGAME'S\\_ECOSYSTEM\\_MAPPING/links/60bf9936a6fdcc512815ce7f/INDONESIA-BOARDGAMES-ECOSYSTEM-MAPPING.pdf](https://www.researchgate.net/profile/Alvanov-Mansoor/publication/352223632_INDONESIA_BOARDGAME'S_ECOSYSTEM_MAPPING/links/60bf9936a6fdcc512815ce7f/INDONESIA-BOARDGAMES-ECOSYSTEM-MAPPING.pdf)

Zipes, J. (2012). *The irresistible fairy tale: The cultural and social history of a genre*. Princeton University Press.

Zoya, R. A., Ramadon, R., dan Noviarita, H. (2024). *Dampak globalisasi terhadap budaya lokal di Indonesia*. Jurnal Media Akademik. Retrieved from <https://jurnal.mediaakademik.com/index.php/jma/article/view/1333>

Zurviana, E., Halimah, H., Yulianeta, Y., & Cahyani, I.  
(2025). *Middle Eastern and Indonesian Folktales as  
BIPA Teaching Materials: Structural Analysis and  
Cultural Values*. *KEMBARA: Jurnal Keilmuan Bahasa,  
Sastra, dan Pengajarannya*, 11(2), 1040–1050.  
<https://doi.org/10.22219/kembara.v11i2.41153>