

Daftar pustaka

- Ainul, Atnam H. 2014. *Pandai Menggambar Manga, Menjadi Mangaka*. Bisakimia, Jawa Timur.
- Ame, Taiyo. 2017. *Panduan Menggambar Manga Chibi dengan Pensil*. Transmedia, Ciganjur.
- Ame, Taiyo. 2016. *Panduan Menggambar Manga Chibi dan Kawaii*. Transmedia, Ciganjur.
- Artista, Desi dan Sri, Rahayu. 2012. "Jurnal Ekonomi ASET". *Analisis Pengaruh Iklan, Kepercayaan Merek, dan Citra Merek terhadap Minat Beli Konsumen*. Volume 13 no 1. Universitas Diponegoro, Semarang.
- D.Crews, Kenneth. 2012. *Copyright Law for Librarians and Educators: Creative Strategies and Practical Solutions*. America Library Association, United State.
- Elliot, Andrew. 2015. "Front Psycol". *Color and psychological functioning: a review of theoretical and empirical work*. Volume 6 no PMCID: PMC4383146. National Library of Medicine, US.
- Ibrahim Faridah, dkk. 2012. "GEMA Online™ Journal of Language Studies". *Bahasa Komunikasi Visual Dan Pengantaraan Produk: Satu Analisis Semiotik*. Volume 12 no 1. Researchgate.net
- Ignas G, Sidik. 2013. *Bisnis Sukses, Menyusun Rencana Bisnis Lengkap – Terpadu*. Gramedia, Jakarta.
- L. Schodt, Frederick. 2012. *Dream Land Japan Writing on Modern Manga*. Stone Bridge Press, California.

Leaner Ruth; Waldron Chris; dan Coleman Julie. 2012. *Visual Communication Design Victorian Certificate of Education Study Design*. Victoria Curriculum and Assessment Authority, Victoria.

Leo Jennifer, Agung Arief, dan Jacky Cahyadi. 2016. "Jurnal DKV Adiwarna, Universitas Kristen Petra". *Perancangan Komunikasi Visual Komik Tentang Dampak Negatif Kurang Tidur bagi Remaja Usia 15 – 20 Tahun*. Volume 1, no 8. Universitas Kristen Petra, Surabaya.

Mac Williams, Mark W. 2014. *Japanese Visual Culture*. M.E Sharpe, New York.

Mc Cloud, Scott. 2008. *Making Comic : Storytelling Secrets of Comics, Manga, and Graphic Novels*. Happercollins , United State.

Mcleod, June. 2016. *Color Psychology Today*. John Hunt Publishing, UK.

Osterwalder Alex; Pigneur Yves; Bernarda Greg; dan Smith Alan. 2016. *Value Proposition Design*. Wiley & Sons , Canada.

Ritcher, Tobias. 2012. *International Marketing Mix Management*. Logos Verlag Berlin GmbH, Berlin.

Ruyattman, Melissa. 2013."Jurnal DKV Adiwarna, Universitas Kristen Petra". *Perancangan Buku Panduan Membuat Desain Karakter Fiksi Dua Dimensi secara Digital*. Volume 1, no 2. Universitas Kristen Petra, Surabaya.

Saniyah, Atus. 2017. "Kelompok Penggemar *Manga Online (Manga Fandom)*".*Studi Tentang Kelompok Penggemar Manga Online di Kalangan Remaja Kota Surabaya dari Perspektif Cultural Studies*. Unair, Surabaya.

Sinaga, Sofia. 2016. *Cambridge IGCSE® Bahasa Indonesia Coursebook*. Cambrige University Press, United Kingdom.