

## DAFTAR PUSTAKA

- Arikunto, S. (2010). *Prosedur Penelitian: Suatu Pendekatan Praktis*. Rineka Cipta.
- Blakesley, D. (2002). *The Elements of Dramatism* (1st ed.). Longman.
- [https://books.google.co.id/books/about/The\\_Elements\\_of\\_Dramatism.html?id=gasNAAAACAAJ&redir\\_esc=y](https://books.google.co.id/books/about/The_Elements_of_Dramatism.html?id=gasNAAAACAAJ&redir_esc=y)
- Brock, B. L., Robert, L. S., & James W, C. (1990). *Methods of Rhetorical Criticism: A Twentieth-Century Perspective* (4th ed.). Wayne State University Press.
- Burke, K. (1950). *A Rethoric Motives..*
- Burke, K. (1969). *A Grammar of Motives*. University of Carolina Press.
- Choirunnisa, F. Y. (2019). *Studi Dramatisme Penyampaian Pesan Tentang Makna Keluarga Dalam Film Keluarga Cemara*. Universitas Pembangunan Nasional Veteran Yogyakarta.
- Damariswara, R. (2018). *Konsep Dasar Kesusastraan: Paling Mutakhir* (R. Trianingsih (ed.); 1st ed.). LPPM IAI Ibrahim Genteng Banyuwangi.
- [https://www.google.co.id/books/edition/Konsep\\_Dasar\\_Kesusstraan\\_Paling\\_Mutakhi/LZOnDwAAQBAJ?hl=id&gbpv=1&dq=peran+antagonis&pg=PA112&printsec=frontcover](https://www.google.co.id/books/edition/Konsep_Dasar_Kesusstraan_Paling_Mutakhi/LZOnDwAAQBAJ?hl=id&gbpv=1&dq=peran+antagonis&pg=PA112&printsec=frontcover)
- Dharmawan, I. M. (2022, August 6). Belajar Dari Game Far Cry 6, Kalau Peran Antagonis Sama Pentingnya Dengan Protagonis. *Digstraksi.Com*, 1.
- <https://digstraksi.com/belajar-dari-game-far-cry-6-kalau-peran-antagonis-sama-pentingnya-dengan-protagonis/>

Farber, S. (2006). *The Origins of the Cuban Revolution Reconsidered (Envisioning Cuba)* (1st ed.). The University of North Carolina Press.

[https://flexpub.com/preview/the-origins-of-the-cuban-revolution-](https://flexpub.com/preview/the-origins-of-the-cuban-revolution-reconsidered)

reconsidered

Griffin, E., Ledbetter, A., & Sparks, G. G. (2019). *A First Look at Communication Theory* (10th ed.). McGraw-Hill Education.

[https://books.google.co.id/books/about/A\\_First\\_Look\\_at\\_Communication\\_Theory.html?id=mrRAswEACAAJ&source=kp\\_book\\_description&redir\\_esc=y](https://books.google.co.id/books/about/A_First_Look_at_Communication_Theory.html?id=mrRAswEACAAJ&source=kp_book_description&redir_esc=y)

Halperin, E. (1970). *Fidel Castro's Road to Power: Cuban politics from Machado to Moncada* (1st ed.). Center for International Studies, Massachusetts Institute of Technology.

Hatfield, D. (2018, March 28). Far Cry 5 - Review: The wilderness of Montana isn't as exotic a playground, but it's just as full of things to do. *Imagine Games Network*. <https://sea.ign.com/far-cry-5/132268/review/far-cry-5-review>

J Waluyo, H. (2001). *Drama : Teori dan Pengajarannya* (Ari Wulandari (ed.); 7th ed.). Hanindhita Graha Widia.

Kamal, L., Lina, & Haris, D. A. (2018). Pembuatan Game Simulasi “Safety Way Out.” *Jurnal Ilmu Komputer Dan Sistem Informasi*, 1. <https://journal.untar.ac.id/index.php/jiksi/article/view/2646/1657>

Krisnintyas, N. G. (2015). *Pentad Analysis Film “Gending Sriwijaya” Karya Hanung Bramantyo*. UNIVERSITAS PEMBANGUNAN NASIONAL VETERAN YOGYAKARTA.

Krupa, D. (2014, January 30). 13 Horror Games Not To Turn Your Back On in 2014. *Imagine Games Network*, 1.

<https://www.ign.com/articles/2014/01/29/13-horror-games-not-to-turn-your-back-on-in-2014>

Masrop Mohammed, M. A., Ishak, H., Zainuddin, G., Ramlan, S. R., Sahrir, M. S., & Hashim, H. (2019). Digital Games Based Language Learning for Arabic Literacy Remedial. *Creative Education*, 10.

<https://doi.org/10.4236/ce.2019.1012245>

Moleong, L. J. (2018). *Metodologi penelitian kualitatif* (Revisi ke-). PT Remaja Rosdakarya.

Nurgiyantoro, B. (2013). *Teori Pengkajian Fiksi*. Gadjah Mada University Press.  
[https://www.google.co.id/books/edition/Teori\\_Pengkajian\\_Fiksi/p4JqDwA](https://www.google.co.id/books/edition/Teori_Pengkajian_Fiksi/p4JqDwA)  
AQBAJ?hl=id&gbpv=0

Overington, M. A. (1977). Kenneth Burke and the Method of Dramatism. *Theory and Society*, 4, 26. <https://doi.org/00335630009384299>

Pinochet, A. (2023). Fulgencio Batista. In *Britannica* (June 2023, p. 1). Encyclopedia Britannica.

<https://www.britannica.com/biography/Fulgencio-Batista>

Quwaider, M., Alabed, A., & Duwair, R. (2019). The Impact of Video Games on the Players Behaviors: A Survey. *Procedia Computer Science*, 1, 8.

Robbyansyah, A. (2018). *Nilai Kepemimpinan Pada Film Soekarno*. Universitas Pembangunan Nasional Veteran Yogyakarta.

Rutten, K., & Soetaert, R. (2014). Attitudes Toward Education: Kenneth Burke and New Rhetoric. *Studies in Philosophy and Education*, 34(July 2015).

<https://doi.org/https://doi.org/10.1007/s11217-014-9432-5>

Ryan, J. (2021, October). Far Cry 6 - Review: Ubisoft's newest colorful explodathon is the best it's been in a long time. *Imagine Games Network*.

<https://sea.ign.com/far-cry-6/177397/review/far-cry-6-review>

Santoso, P. (2023, April 6). Review Troublemaker: Hasrat Tinggi tapi Impotensi!

*Jagatplay.Com.* [https://jagatplay.com/2023/04/features/review-](https://jagatplay.com/2023/04/features/review-troublemaker-hasrat-tinggi-tapi-impotensi)

Sugiyono. (2014). *Memahami Penelitian Kualitatif*. Alfabeta.

Suparno, B. A. (2022). *Dramatisme: Retorika Politik Kenneth Burke* (N. Asri (ed.); 1st ed.). PT Remaja Rosdakarya.

Suparno, B. A., Sunarto, A. H., Birowo, A. B., Zubair, A., Budi, H. S., Bharata, B., Junaedi, F., Sri Rejeki, N., Twikromo, A., Endah, C., & Hermawan, A. (2011). *Mix Methodology dalam Penelitian Komunikasi*. Mata Padi Pressindo. <http://eprints.upnyk.ac.id/19256/>

Wallace, K. (2020, July 12). Everything We Know About Far Cry 6. *Gameinformer.Com*,<https://www.gameinformer.com/2020/07/12/everything-we-know-about-far-cry-6>

Wess, R. (1996). *Kenneth Burke: Rhetoric, Subjectivity, Postmodernism*. Cambridge University Press.

West, R., & Turner, L. H. (2013). *Introducing Communication Theory: Analysis and Application*. McGraw-Hill Education.

West, R., & Turner, L. H. (2020). *Introducing Communication Theory* (7th ed.). McGraw-Hill Education.

[https://books.google.co.id/books/about/Looseleaf\\_for\\_Introducing\\_Communication.html?id=zNvJzQEACAAJ&source=kp\\_book\\_description&redir\\_esc=y](https://books.google.co.id/books/about/Looseleaf_for_Introducing_Communication.html?id=zNvJzQEACAAJ&source=kp_book_description&redir_esc=y)

WGBH. (2008). *Fidel Castro Documentary: Fulgencio Batista*. Public Broadcast Service. <https://www.pbs.org/wgbh/americanexperience/features/castro-fulgencio-batista-1901-1973>

Wikantya Putra, C. R. (2022). *Analisis Dramatisme Film "Dilan 1990" Karya Pidi Baiq*. Universitas Pembangunan Nasional Veteran Yogyakarta.

Hester, Blake (6 December 2019). "The history of PlayStation was almost very different". Polygon. Washington D.C.: Vox Media

Sinclair, Brendan (23 March 2006). "Sony stops making original PS". GameSpot. Indian Land: Red Ventures.

Fahey, Rob (27 April 2007). "Farewell, Father". Eurogamer. Bath: Future plc  
Ashcraft, Brian (19 February 2010). "What's The Father of the PlayStation Doing These Days?". Kotaku.

Cocilova, Alex (18 Januari 2013). "Mengapa PC all-in-one payah dalam bermain game (ditambah satu lagi yang tidak!)?", PC World

Freedman, Andrew E. (April 11, 2020). "Gaming Desktop vs. Gaming Laptop: Which is Better For You?"

Dal, Yong Jin (27 July 2016). *Mobile Gaming in Asia: Politics, Culture and Emerging Technologies*. Springer. pp. 6–7. ISBN 9789402408263.

Behrmann M, Noyons M, Johnstone B, MacQueen D, Robertson E, Palm T, Point J (2012). "State of the Art of the European Mobile Games Industry". Mobile GameArch Project

Chan, Stephanie (July 13, 2017). "Mobile game revenue finally surpasses PC and consoles". Venture Beat

Gaudiosi, John (October 16, 2014). "How Android TV is a (video) game changer". Fortune.

Dovey, J., Kennedy, H.W. 2006. Game Cultures: Computer Games as New Media. Maidenhead, Berkshire, England: Open University Press.

Schäfer, Michael (2004). Totalitarianism and Political Religions. Oxford: Psychology Press.

Conquest, Robert (2000). Reflections on a Ravaged Century

Pipes, Richard (1994). Russia Under the Bolshevik Regime. New York: Vintage Books, Random House.

Arendt, Hannah; Nugroho, A. Agus. (1993). Asal-usul totaliterisme / Hannah Arendt ; penerjemah, A. Agus Nugroho. Jakarta :: Yayasan Obor Indonesia,

Le Glay, Marcel. (2009). *A history of Rome*. Wiley-Blackwell. ISBN 978-1-4051-8327-7.

Eck, Werner; Takács, Sarolta A. (2003), The Age of Augustus, translated by Deborah Lucas Schneider, Oxford: Blackwell Publishing, ISBN 978-0-631-22957-5

Levick, Barbara (2009). "Caesar's Political and Military Legacy to the Roman

Emperors". In Griffin, Miriam (ed.). *A Companion to Julius Caesar*. Oxford: Blackwell.

Thomas, Hugh (1977). *The Spanish Civil War*. pp. 421–424. ISBN 978-0-06-014278-0.

Anderson, Benedict; McVey, Ruth. 1971. *A Preliminary Analysis of the October 1, 1965, Coup in Indonesia*, Ithaca-Cornell Modern Indonesia Project.

"The Holocaust". The National WWII Museum | New Orleans. Archived from the original on 2021-07-15

Reynolds, Matthew (August 29, 2014). "Far Cry 4 interview: Alex Hutchinson on Kyrat, Pagan Min and co-op". Digital Spy. Archived from the original on September 6, 2015

Martin, Matt (January 14, 2015). "It's decision time for Far Cry: return to the gutter or look to the stars". VG247. Archived from the original on November 16, 2018.

Hall, Charlie (July 11, 2013). "THE STORY OF CRYTEK: FROM X-ISLE THROUGH REDEMPTION". Polygon. Archived from the original on March 22, 2017.

Jenkins, David (July 23, 2004). "EA Signs Crytek". Gamasutra. Archived from the original on November 12, 2017

Desslock. "Baldur's Gate: Tales of the Sword Coast Review". Gamespot. CBS Interactive Inc. Retrieved 18 December 2015

Babovic, Branislav (2000). "Combat Systems in RPG Games". ActionTrip. Archived from the original on 5 May 2008.

Muncy, Jake (December 3, 2015). "Open-World Games Are Changing the Way We Play". Wired.

Ady Sukarno, Puput. (March 3, 2014). "Sejarah Perkembangan Industri Video Game di Indonesia". Bisnis Tekno.

Wibowo, Estu Putro. 2022. "Sejarah Warnet di Indonesia". Metaco.gg.

Saputro, Panji. 2021. "Industri Game di Indonesia Sumbang Rp 24,8 Triliun Total PDB Nasional. Detik.com. <https://inet.detik.com/games-news/d-5819963>

Tidar. 2017. "Sejarah Menarik Playstation Game yang Bisa Bikin Kamu Bolos Sekolah". BukaReview.com. [review.bukalapak.com/techno/sejarah-menarik-playstation-konsol-game-yang-bisa-bikin-kamu-bolos-sekolah-3462](http://review.bukalapak.com/techno/sejarah-menarik-playstation-konsol-game-yang-bisa-bikin-kamu-bolos-sekolah-3462)

Novan, David. 2015. "Review Dreadout: Horor Lokal Lebih Seram".

JagatPlay.com. <https://jagatplay.com/2015/03/pc-2/review-dreadout-horor-lokal-lebih-seram/>

Amalia, Ellavie Ichlasa. 2023. "Kondisi Industri Game PC dan Konsol di 2022 dan Tren di Masa Depan". Hybrid.co.id. [Hybrid.co.id / Kondisi Industri Game PC dan Konsol di 2022 dan Tren di Masa Depan](https://hybrid.co.id/kondisi-industri-game-pc-dan-konsol-di-2022-dan-tren-di-masa-depan/)

Lim, Rendy. 2019. "Meneropong Pasar Gamer di Indonesia dan Potensinya di Masa Depan". Esports.id. [Esports ID / Meneropong Pasar Gamer di Indonesia dan Potensinya ke Depan](https://esports.id/meneropong-pasar-gamer-di-indonesia-dan-potensinya-ke-depan/)

Medina, Mecca. 2023. "Review Troublemaker: Game Brawler Anak STM Dengan EksekusiKasar". GGWP.id. <https://ggwp.id/media/geek/game/review-troublemaker/>

Nurmana, Ayyub Hamdanu Budi. 2022. "Sejarah Perkembangan Industri Game di Indonesia. Universitas.Stekom.<https://desain-grafis-s1.stekom.ac.id/informasi/baca/>