

## DAFTAR PUSTAKA

- Kotler dan Amstrong (2006 : 299). *Prinsip-prinsip Pemasaran*. Erlangga.
- Kusrianto, A. (2010). *Pengantar Tipografi untuk Pemakai CorelDRAW, Illustrator, InDesign, Photoshop*,. Jakarta: Elex Media Komputindo.
- Jackie Ambadar, Miranty Abidin dan Yanti Isa. (2007, oktober 21). *buku serial delapan (8)*, Jakarta: Bina Karsa Mandiri
- Sternberg, R.J. (2006) *Cognitive Psychology*. Belmont, CA: Thomson Wadsworth
- Masjuni (2009, april 23). *Pengertian singkat XML*, from [www.agenilmu.blogspot.com/2009/04/pengertian-singkat-xml.html](http://www.agenilmu.blogspot.com/2009/04/pengertian-singkat-xml.html)
- John M. Echols dan Hassan Shadily. 2006. *kamus Bahasa Inggris-Indonesia*, from [www.goodreads.com/book/show/1652035.Kamus\\_Ingggris\\_Indonesia](http://www.goodreads.com/book/show/1652035.Kamus_Ingggris_Indonesia)
- Kobayashi, Shigenobu. 1998. *Colorist: A Practical Handbook for Personal and Professional Use*. Japan: Kodansha America.
- Stamm. 2008. *Managing Innovation, Design and Creativity*, from [www.books.google.co.id/books/about/Managing\\_Innovation\\_Design\\_and\\_Creativit.html](http://www.books.google.co.id/books/about/Managing_Innovation_Design_and_Creativit.html).
- Gupta. 2007. *Inovasi*, from <http://digilib.petra.ac.id/>
- Clark and Guy. 1997. *Innovation in Business and Enterprise Technologies and Frameworks*, Hershey, PA: Business Science Reference.
- Suyanto. 2004. *Panduan Mengenal Desain Grafis*, from [www.escaeva.com](http://www.escaeva.com).
- I.T. Hawryszkiew dalam (Oetomo, 2001:164). *Perkembangan Multimedia dan CD Interaktif*, from [www.maroebeni.wordpress.com](http://www.maroebeni.wordpress.com).
- Ariesto Hadi Sutopo. 2003. *Multimedia Interaktif Dengan Flash*. Yogyakarta: Graha Ilmu.
- Chap. I. 2006. *Stop Motion Film*, from [www.Pharosproduction.com](http://www.Pharosproduction.com)