

DAFTAR PUSTAKA

Ahmed, Aaiz & S, Stephen. (2017). Self-Diagnosis in Psychology Students. *The International Journal of Indian Psycholog.*

<https://ijip.in/wp-content/uploads/2019/02/18.01.035.20170402.pdf>

Ambrose, Gavin & Harris Paul. 2005. Basics Design: Layout. AVA Pulishing
American Psychiatric Association. 2022. What is Mental Illness?.

<https://www.psychiatry.org/patients-families/what-is-mental-illness>

Andina, Elga. 2011. Buku Digital dan Pengaturannya. Pusat Pengkajian Pengolahan Data dan Informasi Sekretariat Jenderal DPR RI.

<https://dprexternal3.dpr.go.id/index.php/aspirasi/article/view/429>

Anggraini S., Lia & Nathalia, Kirana. 2014. Desain Komunikasi Visual; Dasar-Dasar Panduan Untuk Pemula. Nuansa Cendekia.

Bridge, Jeffrey A dkk. 2020. Association Between the Release of Netflix's 13 Reasons Why and Suicide Rates in the United States: An Interrupted Time Series Analysis. *Journal of the American Academy of Child & Adolescent Psychiatry.*

<https://pubmed.ncbi.nlm.nih.gov/33921344/>

Brown, Tim. (2012, October). Design Thinking. *Harvard Bussiness Review.*

<https://designthinkingmeite.web.unc.edu/wp-content/uploads/sites/22337/2020/02/Tim-Brown-Design-Thinking.pdf>

Gander, Kashmira. (2018, November). Netflix's '13 Reasons Why' Linked to Raised Suicide Risk in Study. *News Week.*

<https://www.newsweek.com/netflixs-13-reasons-why-linked-raised-suicide-risk-study-1223990>

Gass, Meghan Alesia. (2016, November) Risks and Benefits of Self-Diagnosis Using the Internet. Salem State University.

https://digitalrepository.salemstate.edu/bitstream/handle/20.500.13013/897/Gass_Meghan.pdf

Hartono, Amelia Junita dkk. 2021. Perancangan Buku Ilustrasi Ragam Fobia Spesifik. UPT Perpustakaan ISI Yogyakarta.

<http://digilib.isi.ac.id/7847/>

Irwansyah, Ade.2018. (REVIEW BUKU) Nanti Kita Cerita Tentang Hari Ini: Petuah Ibu untuk Anaknya. Gramedia Blog.

<https://www.gramedia.com/blog/review-buku-nkcthi-nanti-kita-cerita-tentang-hari-ini-marchella-fp/>

Kaligis, Fransiska dkk. 2021. Mental Health Problems and Needs among Transitional-Age Youth in Indonesia. *International Journal of Environmental Research and Public Health*
<https://www.mdpi.com/1660-4601/18/8/4046>

Kasih, Junika. 2018. (REVIEW BUKU) The Stories of Choo Choo: Guratan Kesepian ala Citra Marina. Gramedia Blog.

<https://www.gramedia.com/blog/review-buku-the-stories-of-choo-choo-you-are-not-as-alone-as-you-think-citra-marina/>

Liliwer, Alo. 2011. Komunikasi Serba Ada Serba Makna. Prenada Media Group.

Lukito, Pieter Renaldi dkk. 2020. Perancangan Buku Visual Sebagai Media Bagi Remaja Untuk Memahami Teman Penderita Depresi. Jurnal DKV Adiwarna, Universitas Kristen Petra

<https://publication.petra.ac.id/index.php/dkv/article/view/10413>

Morioka, Adams & Morionka, Noreen. 2006. Color Design Workbook (Stone, Terry). Rockport Publishers.

Pangestu, Risvi. 2019. Penerapan Kampanye Sosial dalam Desain Komunikasi Visual. Jurnal seni desain dan budaya.

<http://ejournal.uigm.ac.id/index.php/Besaung/article/view/796/959>

Paramita, Anastasia Anind. (2012). Pengaruh Tingkat Motivasi Audiens Dalam Mengikuti Kampanye Safety Riding Oleh Pt Astra Honda Motor Terhadap Sikap Berkendara Anggota Honda Community Mega Pro Independent Wonosobo. S1 Thesis, UAJY.

<https://e-journal.uajy.ac.id/600/>

Puteri, Sasqia Alifia. 2022. Perancangan Buku Ilustrasi Interaktif the Ups and Downs Mengenai Mental Health Bipolar Disorder tipe II bagi remaja. e-Proceeding of Art & Design.

<https://openlibrarypublications.telkomuniversity.ac.id/index.php/artdesign/article/view/18746>

Qurthuby, Moch dkk. (2019). Pengaruh Strategi Pemasaran Dengan Konsep AIDA (Attention, Interest, Desire, Action) Terhadap Respon Nasabah Mengambang Pada Bank Syariah (Studi Pada Bank Syariah Di Wilayah Cibadak-Sukabumi). Jurnal Ekonomi Syariah.

<https://smartlib.umri.ac.id/assets/uploads/files/23f80-4682-16186-2-pb.pdf>

Santrock John. 2007. Remaja. Erlangga.

Sanyoto, Sadjiman Ebdi. 2005. Dasar-dasar Tata Rupa&Desain (Nirmana). CV Arti Bumi

Intaran.

Sarwono, Sarlito Wirawan. 2004. Psikologi Remaja. PT RajaGrafindo Persada.

Soewardikoen, Didit Widiatmoko. 2019. Metodologi Penelitian Desain Komunikasi Visual. PT KANISIUS.

Suherlan, Yayan. 2012. Reprografika. PT Penerbit dan Percetakan UNS (UNS Press).

Supriyono, Rakhmat. 2010. Desain Komunikasi Visual: Teori dan Aplikasi. Yogyakarta.

Wenats, AG Eka et al. 2012. Integrated Marketing Communication (Komunikasi Pemasaran di Indonesia. Gramedia.

Vania, Hannah Farah. (2022, Agustus). 73 Persen Masyarakat Mendapatkan Informasi dari Media Sosial. *Databoks*.

<https://databoks.katadata.co.id/datapublish/2022/08/20/73-persen-masyarakat-mendapatkan-informasi-dari-media-sosial>

