



DAFTAR PUSTAKA

DAFTAR PUSTAKA

- Alweis, E. & Alweis, R. (2025) *A Narrative Review of the Benefits of Board Games in Health*. *Cureus*, 17(9), e92484. doi: 10.7759/cureus.92484.
- Basori, S. & Fanani, Z. (2025) *Dampak Game Online terhadap Akhlak Remaja di Era Digital di Desa Sidoasri Kecamatan Sumbermanjing Wetan*. *Khatulistiwa: Jurnal Pendidikan dan Sosial Humaniora*, 5(4), 101–115.
- Britannica Editors (no date) *Toynbee Hall*. Britannica. Available at: <https://www.britannica.com/topic/Toynbee-Hall>
- Cambridge Dictionary (n.d.) *Tabletop game — definition & meaning*. Available at: <https://dictionary.cambridge.org/example/english/tabletop-game>
- Epstein, D.S., Zemski, A., Enticott, J. & Barton, C. (2021) *Tabletop Board Game Elements and Gamification Interventions for Health Behavior Change: Realist Review and Proposal of a Game Design Framework*. *JMIR Serious Games*, 9(1), e23302.
- Finlay, J.M., Esposito, M., Kim, M.H., Gomez-Lopez, I. & Clarke, P. (2019) *Closure of ‘Third Places’? Exploring Potential Consequences for Collective Health and Wellbeing*. *Health & Place*, 60, 102225.
- GlobeNewswire (2024) *Tabletop Games Market — Focused Insights 2024–2029 featuring key vendors Asmodee, Hasbro, Mattel, and Ravensburger*. Available at: <https://www.globenewswire.com/news-release/2024/11/06/2975733/28124/en/Tabletop-Games-Market-Focused-Insights-Report-2024-2029-Featuring-Key-Vendors-Asmodee-Hasbro-Mattel-and-Ravensburger.html>
- Goodman, J., Perez-Liebana, D. & Lucas, S. (2024) *Skill Depth in Tabletop Board Games*. *Proceedings of the IEEE Conference on Games (CoG) 2024*, pp. 1–9. IEEE.
- Huizinga, J. (1950) *Homo Ludens: A Study of the Play-Element in Culture*. Boston, MA: Beacon Press.
- IMARC Group (2024) *Indonesia Board Games Market: Size, Share, Trends and Forecast 2025–2033*. Available at: <https://www.imarcgroup.com/indonesia-board-games-market>

- Karenita, R. (2025) *Fenomena Tren Permainan Tabletop di Era Digital sebagai Peluang Media Edukasi*. VICIDI: Jurnal Desain Komunikasi Visual, 15(1), pp. 120–137.
- Klinenberg, E. (2018) *Palaces for the People: How Social Infrastructure Can Help Fight Inequality, Polarization, and the Decline of Civic Life*. New York: Crown.
- Konieczny, P. (2019) *Golden Age of Tabletop Gaming: Creation of the Social Capital and Rise of Third Spaces for Tabletop Gaming in the 21st Century*. Polish Sociological Review, 2(206), 199–214.
- Landcom (2008) *Community Centre Guidelines: For Landcom Projects*. Sydney: Landcom.
- Lexicanum (n.d.) *Main Page – Warhammer 40K Lexicanum*. Available at: https://wh40k.lexicanum.com/wiki/Main_Page
- Liu, C., Gan, H., & He, M. (2025) ‘Evaluating the Flexibility of Rural Public Cultural Spaces’, *Land*, 14(6), 1177.
- Mayer, B. & Harris, C. (2010) *Libraries Got Game: Aligned Learning Through Modern Board Games*. American Library Association.
- Meriläinen, M., Stenros, J. & Heljakka, K. (2020) *More Than Wargaming: Exploring the Miniaturizing Pastime*. Simulation & Gaming, 51(6), 1–17.
- Merriam-Webster (n.d.) *Community — Definition of “community”*. Available at: <https://www.merriam-webster.com/dictionary/community>
- Noaime, E., Alalouch, C., Mesloub, A., Hamdoun, H. & Gnaba, H. (2025) ‘The role of the café culture in transforming the public realm’, *Sustainable Cities and Urban Dynamics*, 16, 103320.
- O’Neill, D.K. & Holmes, P.E. (2022) *The Power of Board Games for Multidomain Learning in Young Children*. American Journal of Play, 14(1), 58–101.
- Salen, K. & Zimmerman, E. (2004) *Rules of Play: Game Design Fundamentals*. Cambridge, MA: MIT Press.
- SocialBlade (n.d.) *UCb2nnJFMpJXInAA1N0EfZXg — YouTube Channel Statistics and Analytics*. Available at: <https://socialblade.com/youtube/channel/UCb2nnJFMpJXInAA1N0EfZXg>

- Sousa, C., Rye, S., Sousa, M., Torres, P.J., Perim, C., Mansuklal, S.A. & Ennami, F. (2023) *Playing at the school table: Systematic literature review of board, tabletop, and other analog game-based learning approaches*. *Frontiers in Psychology*, 14, 1160591.
- Sun, M.X., Zhao, Z.F. & Liu, H. (2025) *Fostering Intergenerational Communication Through Games: An Exploratory Study on Metaphorical Life Games in Family Settings*. *Frontiers in Public Health*, 13, 1532603.
- The Metropolitan Museum of Art (2018) *Board Games from Ancient Egypt and the Near East*. The Met Museum. Available at: <https://www.metmuseum.org/essays/board-games-from-ancient-egypt-and-the-near-east>
- Trammell, A. (2019) *Analog Games and the Digital Economy*. *Analog Game Studies*. Available at: <https://analoggamestudies.org/2019/03/analog-games-and-the-digital-economy/>
- Warhammer.com (n.d.) *Home – Warhammer*. Available at: <https://www.warhammer.com/en-WW/home?srsId=AfmBOopwOHmUFyPvQK2qFk00PUiVwxLoFODEsFXlUjdg2myl80rtvM8>
- Wachs, J. & Vedres, B. (2021) *Does crowdfunding really foster innovation? Evidence from the board game industry*. *Technological Forecasting & Social Change*, 169, 120797.
- Webulasgim (n.d.) *Webulasgim – YouTube Channel*. Available at: <https://www.youtube.com/channel/UCb2nnJFMpJXInAA1N0EfZXg>
- World Tourism Organization (via TourismNotes) (no date) *Special Interest Tourism: Definition, Meaning, Types & Characteristics*. TourismNotes. Available at: <https://tourismnotes.com/special-interest-tourism/>
- Yasmin, F. & Parvin, G.A. (2008) *Community Centers for Community Development: A Case Study of Dhaka City*. *Jahangirnagar Planning Review*, 6, pp. 125–132.