

The logo of Darma Persada University is a large, faint watermark in the background. It features a yellow shield-like shape with a red triangle in the center. Inside the red triangle is a black silhouette of a person sitting on a throne. The word "UNIVERSITAS" is written in a semi-circle above the triangle, and "DARMA PERSADA" is written in a semi-circle below it. There are also small stars on either side of the triangle.

REFERENCE

- "*Ecocriticism and Video Games: A Research Overview*," by J. Švelch (2020). 15(6), Games and Culture, 615–633.
- (2000) Lovelock, J. *Gaia: A fresh perspective on Earthly life*. Oxford University Press.
- (2007) Chandler, D. *Basics of Semiotics*, 2nd ed. Routledge.
- (2020) Campbell, J. *Nature and progress myths in modern media narratives*. *Myth and Meaning Journal*, 14(2), 77-94.
- (2020) Carstens, D. *Playing with nature is an ecocritical approach to digital games*. 119–134 in *Journal of Gaming & Virtual Worlds*, 12(2).
- *An important ecofeminist text that links resistance, nature, and gender.*
- 2022; Nakagawa, H. *Micro-utopias in slum areas: grassroots environmentalism in Japanese video game tales*. *Journal of Multidisciplinary Game Studies*, 3(3), 77-93.
- A. Chang (2019). *Ecological play and environmental catastrophe in Final Fantasy VII: Playing as the Earth*. *Journal of Gaming & Virtual Worlds*, 11(2), 145-162.

- A. Green (2022). *The function of environmental absence in narrative video games: symbolic landscapes in digital dystopias*. *Environmental Media Journal*, 8(1), 55–70.
- A. Naess (1973). *The long-range, shallow, and deep ecology movements. An overview*. 95–100 in *Inquiry*, 16(1–4).
- A. Suzuki (2020). *Ecocritical interpretations of JRPG landscapes: Resistance, destruction, and nature*. *Studies of Asian Popular Culture*, 4(1), 43–58.
- A. Y. Chang (2019). *Playing video games about nature: Ecology*. Minnesota University Press.
- C. Glotfelty. 1996. *The reader of ecocriticism: Literary ecology landmarks*. Georgia University Press.
- C. S. Peirce (1998). *Volume 2 (1893–1913) of The Essential Peirce: Selected Philosophical Writings (Peirce Edition Project, Ed. Press of Indiana University*.
- C. Totman (2014). *The Green Earth: Video Game Environmentalism*. 23–41 in *Environmental Humanities*, 4(1).
- Chang, A. (2019). *The virtual ecology of gaming environments is known as "playing nature."* Minnesota University Press.
- Costa, P. T., and R. R. McCrae (1996). *Theoretical contexts for the five-factor model: A step towards a new generation of personality theories*. *The five-factor model of personality: Theoretical perspectives*, edited by J. S. Wiggins (pp. 51–87). The Guilford Press.
- F. de. Saussure (1983). (C. Bally & A. Sechehaye, Eds.; R. Harris, Trans.) *General Linguistics course*. Publications by Open Court. (First published in 1916)
- F. de. Saussure (1983). (C. Bally & A. Sechehaye, Eds.; R. Harris, Trans.) *General Linguistics course*. Publications by Open Court. (First published in 1916)
- G. Gaard (2011). *Rejecting Essentialism and Reintroducing Species in a Material Feminist Environmentalism: A Reexamination of Ecofeminism*. 23(2), *Feminist Formations*, 26–53.
- G. Garrard (2012). *Environmental Criticism, 2nd ed.* → Routledge basic philosophy of ecocriticism that examines the relationship between literature and the environment.
- G. Garrard (2012). *Environmental Criticism, 2nd ed.* Routledge.
- G. Garrard (2012). *The New Critical Idiom: Ecocriticism*. Routledge. → discusses the principles of gelombang ecocriticism.

Glotfelty, Cheryll. *Ecocriticism Landmarks 1996. The in Reader: Literary Ecology*. Athens: The University of Georgia Press.

H. Zapf (2016). *Literature as Cultural Ecology: Sustainable Texts*. Bloomsbury. → wave of revision.

Harper, J. (2022). *Symbolic light: Environmental narrative and ecological feelings in video games*. *Environmental Media Journal*, 11(1), pp. 59–75.

Howarth, William. 1996. "Some Principles of Ecocriticism." In *The Ecocriticism Reader: Landmarks in Literary Ecology*, by Cheryll Glotfelty and Harold Fromm, 69-91. Athens: The University of Georgia Press.

J. Schell (2019). *Player interaction and environmental storytelling in post-industrial game environments*. 19(2), *Game Studies*. ← demonstrates how political and environmental themes are reinforced in game creation.

J. Smith (2020). *Ecological absence and urban deterioration in cyberpunk environments*. *Environmental Narratives Journal*, 12(3), 45–59.

J. Švelch (2020). *A review of the literature on ecocriticism and video games*. 15(6), *Games and Culture*, 615–633.

Jung, C. G. (1968). *The Collective Unconscious and the Archetypes* (2nd ed., R. F. C. Hull, Trans. Princeton University Press. (The original publication dates back to 1959.)

K. Inoue (2021). *Ecofeminism and green themes in Japanese role-playing games*. 6(2), 115–132, *Journal of Environmental Humanities in Asia*.

L. Buell (1995). *Thoreau, Nature Writing, and the Development of American Culture: The Environmental Imagination. First wave theory*, Harvard University Press.

L. Buell (2005). *Environmental Crisis and Literary Imagination: The Prospects for Environmental Criticism*. Blackwell Books.

L. M. Brown (2021). *A study of the erasure of the environment in video games: The absence of nature in dystopian cityscapes*. *Game Ecology Journal*, 5(2), 33–48.

L. T. Nguyen (2021). *Video game environmental aesthetics: Using lighting and mood to tell an ecological story*. 115–132 in *Journal of Visual Culture in Games*, 10(2).

- M. Fisher (2021). *Digital role-playing games' environmental storytelling: Final Fantasy VII Remake's Symbolic Depictions of Global Crises*. *Game Ecology Journal*, 6(2), 44–59.
- R. Barthes (1957). *myths*. Éditions du Seuil, Paris.
- R. Barthes (1972). A. Lavers, "Mythologies," trans. Wang and Hill. (First published in 1957.)
- R. Barthes (1972). A. Lavers, "Mythologies," trans. Wang and Hill. (First published in 1957.)
- R. Barthes (1972). A. Lavers, "Mythologies," trans. Wang and Hill. (First published in 1957.)
- R. Barthes (1972). A. Lavers, "Mythologies," trans. Wang and Hill. (First published in 1957.)
- R. Nixon (2011). *The environmentalism of the poor and slow violence*. Published by Harvard University Press. presents environmental stewardship as a kind of resistance to structural devastation.
- Rueckert, William. 1996. "Literature and Ecology: An Experiment in Ecocriticism." In *The Ecocriticism Reader: Landmarks in Literary Ecology*, by Cheryll Glotfelty and Harold Fromm, 105-123. Athens: University of Georgia Press.
- S. A. Miller (2023). *Ecocritical symbolism in video game environments: digital mythologies of light and shadow*. *Myth and Media Journal*, 14(2), 90-108.
- S. Everett (2022). *Final Fantasy VII Remake: An analysis of ecological agency and symbolic resistance in narrative games*. *Eco-Narrative Studies Journal*, 9(1), 61–78.
- T. Morton (2019). *Digital media's representation of ecological devastation through hyperobjects and the silent Earth*. *Ecocritical Studies Journal*, 7(1), 23–41.
- The document <https://doi.org/10.1353/ff.2011.0020>
- U. K. Heise (2008). *Environmental Imagination of the Global: Sense of Place and Sense of Planet*. Oxford University Press. → Global perspective and second wave.