REFERENCES

Beard, A. (2000). *The Language of Politics.* London: Routledge.

Baykal, Nazli. (2016). *Multimodal Construction of Female looks: An Analysis of Mascara Advertisement. Dilbilim Araştırmaları Dergisi*, No. 2, pp. 39-59.

Bloor, Mariel, and Thomas Bloor. (2013). *Practice of Critical Discourse Analysis*: *An Indroduction.* Routledge.

Cauvin, B.A. (2003). Visual or media literacy? *Journal of Visual Literacy*, 23(2), 119–128.

Creswell, John. (2007). *Qualitative Inquiry and Research Design Choosing Among Five Approaches.* California : Sage Publication

Derewianka, Bevely. 2011. *A New Grammar Companion for Teachers*. Sydney: Primary English Teaching Association

Dobis, J. (2008). *Myth, Stories and Reality*. Retrieved from https://www.csus.edu/indiv/d/duboisj/wm/wm_msr.html

Eggins, S. (2004). *An introduction to systemic functional linguistics* (2nd ed.). London: bloomsbury Academic.

Fowler, R. (1991).*Language in the News: Discourse and Ideology in the Press.* London: Routledge

Gerot, L and P, Wignell. 1994. *Making Sense of Functional Grammmar*. New South Wales: Gerd Stabler.

Goldstone, B.P. (2004). The postmodern picture book: A new subgenre. *Language Arts*, 81(3), 196–204.

Halliday, M. A. K. (1985). *Spoken and written language*. Waurn Ponds, Victoria: Deakin University Press.

Halliday, M. A. K. (1994). *An Introduction to Functional Grammar* (2nd Edition). London and New York: Arnold (A Member of the Hodder Headline Group).

Kassandra. 2015. *A Multimodal Analysis to Myth and Legends Found in Dota 2*.

Kress, G. and Leeuwen, T. (2005). *Multimodal Discourse*. London: Arnold

Kress, G. (2003). Literacy in the new media age. London: Routledge.

Kress, G., & van Leeuwen, T. (1996). *Reading images. The grammar of visual design.* London: Routledge.

Kress, G, & T. van Leeuween. (2006). Reading images: The grammar of visual design (2nd Ed.). London: Routledge.

Machin, D. (2007). *Introduction to multimodal analysis*. London: Hodder Arnold.

Matthiessen, C., & Halliday, M. (1997). *Systemic functional grammar* (1st ed.).

O'Halloran, K. L. (2006). *Multimodal discourse study: systemic-functional perspectives.* New York: Continuum.

O'Halloran, K., Tan, S. and Smith, B. (2010). *Challenges in designing digital interfaces for the study of multimodal phenomena*. *Information Design Journal* 18 (1), 2–21.

Odgen, Jane. (2002). *Health and the Construction of the Individual.* Routledge.

Sinar, T. S (2018). *Analisis Wacana Multimodal: Teori Linguistik Sistemi Fungsional*. Medan: USU Press.

Serafini, Frank. (2011). *Expanding perspectives for comprehending visual images in multimodal texts. Journal of Adolescent & Adult Literacy* 54(5) :342-350).

Sugiyono. (2005). *Metode Penelitian Kuantitatif, Kualitatif dan R&D.* Bandung: Alfabeta

Van Leeuwen, T. & Jewitt, C. (2001). *Handbook of Visual Analysis.* London: Sage

Weimin, T. 2015. *A Multimodal Discourse Analysis of Video Games: A Luddonarrative Model.*

Wibowo, A. (2017). *Ada 4 Jenis dan 11 Genre Game, yang Mana Favorit Kamu?*. Retrieved from https://www.pricebook.co.id/article/review/2016/01/26/3593/ada-4-jenis-dan-11-genre-game-yang-mana-favorit-kamu

Wikipedia. (2020). *Mobile Legend: Bang Bang.* Retrieved from https://en.wikipedia.org/wiki/Mobile_Legends:_Bang_Bang

Yin, Robert, K. 2013. *Studi Kasus Desain dan Metode*. Jakarta : PT RajaGrafindo Persada