

REFERENCES

- Anna, Clark. 2018. *What is history? Historiography roundtable*
- Bacci, Mina (1978) [1963]. *The Great Artists: Da Vinci*.
- Can J Hosp Pharm. 2015. *Qualitative Research: Data Collection, Analysis, and Management*
- David, Brian, Review of Nicholas J. Higham, *King Arthur: The Making of the Legend in Comitatus: A Journal of Medieval and Renaissance Studies* 50:221-222 (2019)
doi:10.1353/cjm.2019.0021
- Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). *From game design elements to gameness: Defining "gamification". In Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments* (pp. 9-15). ACM. DOI: 10.1145/2181037.2181040
- Diehl, D., & McFarland, D. A. (2012). Classroom Ordering and the Situational Imperatives of Routine and Ritual. *Sociology of Education*, 85(4), 326–349.
doi:10.1177/0038040712452093
- Halacy, Daniel Stephen (1970). Charles Babbage, Father of the Computer. Crowell-Collier Press. ISBN 978-0-02-741370-0.
- Indro Moerdisuroso. 2017. *Social Semiotics and Visual Grammar: A Contemporary Approach to Visual Text Research*
- Joseph Straubhaar. 13 May 2021, *Cultural Proximity from: The Routledge Handbook of Digital Media and Globalization* Routledge
- Kress, G. & Leeuwen, 2006. *Reading Images: The Grammar of Visual Design*. London: Routledge.

- Kress, G. & Van Leeuwen, T. 2001. *Multimodal Discourse The Modes and Media of Contemporaray Communication*. Great Britain: Arnold.
- Kress, G. & Van Leeuwen, T. 2002. *Colour as A Semiotic Mode: Notes for A Grammar of Colour*. Visual Communication, 1-27.)
- Mehmet Şükrü Kuran; Ahmet Erden Tozoglu; Cinzia Tavernari. 2018. *History-Themed Games in History Education: Experiences on a Blended World History Course*
- Mukamal, Reena. "How Humans See in Color" American Academy of Ophthalmology, <https://www.aoa.org/eye-health/tips-prevention/how-humans-see-in-color>. Accessed February 3, 2020.
- Oliver Pérez-Latorre, Mercè Oliva & Reinald Besalú (2017) Videogame analysis: a social-semiotic approach. *Social Semiotics*, 27:5, 586-603, DOI: 10.1080/10350330.2016.1191146
- Randel, A. E. (2003). The Salience of Culture in Multinational Teams and its Relation to Team Citizenship Behavior. *International Journal of Cross Cultural Management*, 3(1), 27–44. doi:10.1177/1470595803003001848
- Riessman, C. K. (2008). *Narrative methods for the human sciences*. SAGE Publications.
- Sui, Y., & Fan, M. (2015). Reinterpreting some key concepts in Barthes theory. *Journal of Media and Communication Studies*, 7(3), 59–66. doi:10.5897/jmcs2014.0412
- Trask, R. L. (2000). *The Comparative Method in Historical Linguistics*. Edinburgh University Press.
- Valérie Pattyn, Astrid Molenveld, Barbara Befani. 2017. *Qualitative Comparative Analysis as an Evaluation Tool: Lessons From an Application in Development Cooperation*

Van Leeuwen, T. (2005). *Introducing social semiotics*. Routledge.

<https://www.historytoday.com/archive/head-head/what-history>, *What is History?*

https://screenrant.com/fate-grand-order-weird-Fate/Grand_Order-real-life-servants/, *Fate/Grand Order's Weirdest Real-Life Historical Figures*

https://oneofepisodes.wordpress.com/2016/04/18/Fate/Grand_Order-tm-ace-042016/,
Fate/Grand Order – Interview with Kinoko Nasu (Type-Moon Ace April 2016)