

## DAFTAR PUSTAKA

Gough, C. (2021, June 1). *Worldwide eSports viewer numbers 2019-2024, by type*.

Statista.

<https://www.statista.com/statistics/490480/global-esports-audience-size-viewer-type/>

Hamari, J., & Sjöblom, M. (2017). What is eSports and why do people watch

it?. *Internet research*.

Istianto, R. (2019). *Indonesia Raih 2 Medali Perak untuk Game Mobile Legends dan*

*AOV di SEA Games 2019*. Gamebrott.

<https://gamebrott.com/indonesia-raih-2-medali-perak-untuk-game-mobile-legends-dan-aov-di-sea-games-2019>

Jenny, S. E., Manning, R. D., Keiper, M. C., & Olrich, T. W. (2017). Virtual (ly)

athletes: where eSports fit within the definition of “Sport”. *Quest*, 69(1), 1-18.

Kane, D., & Spradley, B. D. (2017). Recognizing Esports as a sport. *Sport Journal*, 20.

<http://thesportjournal.org/article/recognizing-esports-as-a-sport/>.

Ligagame. (n.d.), Home [Facebook page]. Facebook. Retrieved June 9, 2021 from

<https://www.facebook.com/Ligagame>

*Produksi Siaran TV.* (n.d. ). ATVI. Retrieved March 25,2021, from

<https://www.atvi.ac.id/program-pendidikan/produksi-siaran-tv>