

DAFTAR PUSTAKA

- Asosiasi Penyelenggara Jasa Internet Indonesia. (2018). *Penetrasi & Profil Perilaku Pengguna Internet Indonesia* [Laporan Survei]. Asosiasi Penyelenggara Jasa Internet Indonesia.
- Badan Pusat Statistik. (n.d.). *Jumlah Penduduk Provinsi DKI Jakarta Menurut Kelompok Umur dan Jenis Kelamin 2019-2021*. Badan Pusat Statistik. Retrieved October 20, 2022, from <https://jakarta.bps.go.id/indicator/12/111/1/jumlah-penduduk-provinsi-dki-jakarta-menurut-kelompok-umur-dan-jenis-kelamin.html>
- Baran, S. J., & Davis, D. K. (2010). *Mass Communication Theory* (6th ed.). Wadsworth.
- Bawden, D. (2008). Origins and concepts of digital literacy. In *Digital literacies: Concepts, policies and practices* (pp. 17–32).
- Chrismonica, C. (2020). *The Effect of Lifestyle News Consumption on Consumerist Values Undergraduate Student*. Multimedia Nusantara University.
- Creswell, J. W., & Creswell, J. D. (2018). *Research Design* (5th ed.). Sage Publications.
- European Commission. (2007). *A European Approach to Media Literacy in the Digital Environment*. European Commission. http://ec.europa.eu/avpolicy/media_literacy/docs/com/en.pdf

- Fahrudin, M. (2009). *HUBUNGAN ANTARA KEMAMPUAN MEMBACA PEMAHAMAN DAN SIKAP BAHASA DENGAN KEMAMPUAN MENGAPRESIASI CERITA PENDEK*. Universitas Sebelas Maret.
- Field, A. P. (2009). *Discovering statistics using SPSS: And sex, drugs and rock “n” roll* (3rd ed). SAGE Publications.
- Findahl, O., & Hoijer, B. (1985). Some characteristics of news memory and comprehension. *Journal of Broadcasting & Electronic Media*, 29(4), 379–396. <https://doi.org/10.1080/08838158509386594>
- Gay, L. R., Mills, G. E., & Airasian, P. (2012). *Educational Research Competencies for Analysis and Applications* (10th ed.). Pearson Education.
- Ghozali, I. (2021). *Aplikasi analisis multivariate dengan program IBM SPSS 26* (10th ed.). Badan Penerbit Universitas Diponegoro.
- Hardee, G. M., & McMahan, R. P. (2017). FIJI: A Framework for the Immersion-Journalism Intersection. *Frontiers in ICT*, 4, 21. <https://doi.org/10.3389/fict.2017.00021>
- Jones, S. (2017). Disrupting the narrative: Immersive journalism in virtual reality. *Journal of Media Practice*, 28(2–3), 171–185. <https://doi.org/10.1080/14682753.2017.1374677>
- Kang, S., O’Brien, E., Villarreal, A., Lee, W., & Mahood, C. (2019). Immersive Journalism and Telepresence. *Digital Journalism*, 7(2), 294–313. <https://doi.org/10.1080/21670811.2018.1504624>

- Kertanegara, M. R., Nabila, A., Berlian, C. N., Jeaniffer, E., Dwi, F., & Sabrina, I. (2020). Pengaruh Tingkat Literasi Media terhadap Perilaku Penyebaran Hoax di Kalangan Generasi Z (Studi pada Siswa SMA Negeri 4 Depok). *Jurnal Konvergensi*, 2(1), 108–125.
- Koltay, T. (2011). The media and the literacies: Media literacy, information literacy, digital literacy. *Media, Culture, & Society*, 33(2), 211–221.
<https://doi.org/10.1177/0163443710393382>
- Kriyantono, R. (2006). *Teknik Praktis Riset Komunikasi Kuantitatif dan Kualitatif* (2nd ed.). Prenadamedia Group.
- Laws, A. L. S. (2017). Can Immersive Journalism Enhance Emphaty? *Digital Journalism*, 8(2), 213–228.
<https://doi.org/10.1080/21670811.2017.1389286>
- Livingstone, S. (2004). *Media Literacy and the Challenge of New Information and Communication Technologies*. 7(1), 3–14.
<http://dx.doi.org/10.1080/10714420490280152>
- Margono, S. (2005). *Metodologi penelitian pendidikan*. Rineka Cipta.
- Mulyana, D. (2017). *Ilmu Komunikasi Suatu Pengantar*. PT Remaja Rosdakarya.
- Neuman, W. L. (2014). *Basic of social research: Qualitative & quantitative approaches* (7th ed.). Pearson.
- Nielsen, S. L., & Sheets, P. (2021). Virtual hype meets reality: User's perception of immersive journalism. *Journalism*, 22(10), 2637–2653.
<https://doi.org/10.1177/1464884919869399>

- Pena, N. de la, Weil, P., Liobera, J., Giannopoulos, E., Pomes, A., Spanlang, B., Friedman, D., Sanchez-Vives, M. V., & Slater, M. (2010). Immersive Journalism: Immersive Virtual Reality for the First-Person Experience of News. *Presence*, *19*(4), 291–301. https://doi.org/10.1162/PRES_a_00005
- Potter, W. J. (2013). *Media literacy* (6th ed.). Sage Publications.
- Pramesti, G. (2014). *Kupas tuntas data penelitian dengan spss 22*. Elex Media Komputindo.
- Pramudita, B. A. (2019, December 3). Duh! Implementasi VR di Indonesia Rendah, Penyebabnya... *Warta Ekonomi.Co.Id*.
<https://www.wartaekonomi.co.id/read259662/duh-implementasi-vr-di-indonesia-rendah-penyebabnya.html>
- Reis, A. B., & Coelho, F. V. C. C. (2018). Virtual Reality and Journalism. *Digital Journalism*, *6*(8), 1090–1100.
<https://doi.org/10.1080/21670811.2018.1502046>
- Restianty, A. (2018). Literasi Digital, Sebuah Tantangan Baru Dalam Literasi Media. *Gunahumas*, *1*(1), 72–87. <https://doi.org/10.17509/ghm.v1i1.28380>
- Soler-Adillon, J., & Sora, C. (2018). Immersive Journalism and Virtual Reality. In *Interaction in Digital News Media* (pp. 55–83). Palgrave Macmillan.
- Sugiyono. (2009). *Statistika untuk penelitian*. CV Alfabeta.
- Sugiyono. (2010). *Statistika untuk penelitian*. CV Alfabeta.
- Sundar, S. S., Kang, J., & Oprean, D. (2017). Being There in the Midst of the Story: How Immersive Journalism Affects Our Perceptions and

Cognitions. *Cyberpsychology, Behavior, and Social Networking*, 20(11),
672–682. <https://doi.org/10.1089/cyber.2017.0271>

Widoyoko, E. P. (2012). *Teknik penyusunan instrumen penelitian*. Pustaka
Pelajar.

