

6. DAFTAR PUSTAKA

- Jung, Namji. (2007). *Sources of creativity and strength in the digital content industry in Seoul: place, social organization and public policy*. Newyork: Cornell University.
- Jiang, Zheng-Qing, & Dong-Hun Lee. (2010). *Exploring New System of China Digital Media Design Related Undergraduate Education*. Busan: Dongseo University.
- Rupo, Daniela, Mirko, P., Giovanna, C., & Alfonso, V. (2018). *A Framework Based on Sustainability, Open Innovation, and Value Cocreation Paradigms-A Case in an Italian Maritime Cluster*. Messina: Messina University.
- Lies, Jan. (2019). *Marketing Intelligence and Big Data: Digital Marketing Techniques on Their Way to Becoming Social Engineering Techniques in Marketing*. Dortmund: FOM University of Applied Science.
- Cha, M., Kwak, H., Rodriguez, P., Ahn, & Moon, S. (2007). *I tube, you tube, everyone tubes: Analyzing the world's largest user generated content video system*. Daejeon: KAIST
- Hardani, Auliya, N. H., Andriani, H., Ustiawaty, R., Utami, E. F., Sukmana, D. J., & Ria, R. I. (2020). *Metode Penelitian Kualitatif dan Kuantitatif*. Yogyakarta: Penerbit Pustaka Ilmu.
- Lucia, R., Jenny, O. S., & Gregory, Y. (2020). *Undergraduate Research in Film*. Los Angeles: Southern California University.
- Aditya, Salman. (2013). *Komedи dan berbagai jenisnya*. Jakarta: Elex Media Komputindo.
- Sayugi. (2018). *Content Creator, Apa sih Artinya?*. Bandung: Mizan Pustaka.