

DAFTAR PUSTAKA

- Budiman, N. M. (2021). STUDI SOCIAL JUDGMENT PERILAKU GEN-Z DI BENGKULU SELAMA MASA PANDEMI. *Jurnal Komunikasi dan Budaya*, XV, 1-9.
- Desianti, F. C. (2022). PENGARUH FINANCIAL LITERACY, PEERS INFLUENCE, SELF-CONTROL, RELIGIOUS BELIEF DAN PARENTAL SOCIALIZATION TERHADAP SAVING BEHAVIOR PADA MAHASISWA DI KOTA BATAM. *Jurnal Ilmu Manajemen*, X, 714-724.
- Dimiyati, V. (2024, Mei 22). *Industri E-sports Indonesia Jadi Andalan Sektor Ekonomi Kreatif*. (iNews.id Travel) Retrieved from inews.id: <https://e-sports.inews.id/travel/destinasi/industri-e-sports-indonesia-jadi-andalan-sektor-ekonomi-kreatif>
- Institut Bisnis dan Informatika Kwik Kian Gie. (n.d.). Retrieved from eprints.kwikkiangie.ac.id: <http://eprints.kwikkiangie.ac.id/3157/3/bab%202.pdf>
- Interactive, P. Q. (n.d.). *RRQ MABAR - School Ambassador*. Retrieved from mabar.teamrrq.com: <https://mabar.teamrrq.com/>
- Interactive, P. Q. (n.d.). *Team RRQ*. Retrieved from teamrrq.com: <https://teamrrq.com/>
- Kahardja, I. E-SPORTS. (2022). Strategi Komunikasi Mempertahankan Reputasi Organisasi dalam Manajemen Krisis dengan Menggunakan Teori Komunikasi Krisis Situasional. *Jurnal Ilmiah Indonesia*, 1-13.
- Mumpower, M. K. (2018). Kenneth R. Hammond's contributions to the study of judgment and decision making. *Middlesex University Research*, 1-22.
- Nwammuo, E. S. (2017). IMPLICATIONS OF SOCIAL JUDGEMENT THEORY FOR PERSUASIVE ADVERTISING CAMPAIGNS. *Journal of Research in National Development*, XV, 40-51.
- Perkembangan Industri Gaming dan E-sports di Indonesia*. (2021, April 22). Retrieved from deputi4.kemenpora.go.id: <https://deputi4.kemenpora.go.id/detail/57/perkembangan-industri-gaming-dan-e-sports-di-indonesia>
- RRQ MABAR. (n.d.). Retrieved from [instagram.com/rrq_mabar](https://e-sports.instagram.com/rrq_mabar): https://e-sports.instagram.com/rrq_mabar/

Team RRQ. (n.d.). Retrieved from [instagram.com/teamrrq: https://e-sports.instagram.com/teamrrq/](https://e-sports.instagram.com/teamrrq/)

