

DAFTAR PUSTAKA

- Adiakurnia, M. I. (2018). *Perjalanan Barongsai di Bumi Nusantara—Visual Interaktif Kompas*. KOMPAS.Com. <https://vik.kompas.com/barongsai/>
- Aprinta, G. (2023). Globalisasi Budaya, Homogenisasi dan Pengaruhnya terhadap Identitas Budaya Lokal. *Janaloka : Jurnal Ilmu Komunikasi*, 1(2), 71–80. <https://doi.org/10.26623/janaloka.v1i2DESEMBER.8222>
- Arief, A. F. (2024). *Ini Jenis Konten yang Paling Disukai Gen Z dan Milenial*. GoodStats. <https://goodstats.id/article/konten-jenis-ini-yang-paling-disukai-gen-z-dan-milenial-LK7Hj>
- Asfina, R., & Ovilia, R. (2016). BE PROUD OF INDONESIAN CULTURAL HERITAGE RICHNESS AND BE ALERT OF ITS PRESERVATION EFFORTS IN THE GLOBAL WORLD. *Humanus*, 15(2), 195–206. <https://doi.org/10.24036/jh.v15i2.6428>
- Auliadi, Hanipah, R., & Rustini, T. (2023). Upaya untuk Menghadapi Ancaman Budaya Asing dan Arus Globalisasi dengan Menumbuhkan Sikap Cinta Tanah Air. *Jurnal Pendidikan Tambusai*, 7(3), 32013–32018.
- Bilynska, K., Markova, O., Chornobryva, N., Kuznietsov, Y., & Mingli, W. (2024). The power of digitalization in education: Improving learning with interactive multimedia content. *Revista Amazonia Investiga*, 13(76), 188–201. <https://doi.org/10.34069/AI/2024.76.04.15>
- Bistricer, R. (n.d.). *What is a website? Definition + examples*. Wix Blog. Retrieved June 24, 2025, from <https://www.wix.com/blog/what-is-a-website>
- Carpenter, M. J., & Harmon, D. (2018). *Master Storytelling: How to Turn Your Experiences into Stories that Teach, Lead, and Inspire*. Mindset Strategic Leadership and Circo Solo.
- Cebi, S. (2013). Determining importance degrees of *website* design parameters based on interactions and types of *websites*. *Decision Support Systems*, 54(2), 1030–1043. <https://doi.org/10.1016/j.dss.2012.10.036>
- CNBC Indonesia. (2023). *Kacau! Ini Daftar Budaya Indonesia yang Dicolong Malaysia*. CNBC Indonesia. <https://www.cnbcindonesia.com/research/20230914005402-128-472290/kacau-ini-daftar-budaya-indonesia-yang-dicolong-malaysia>
- Coleman, K. (2018). *Conversation Skills: Useful Methods and Advice to Conquer Small Talk, Improve Social Confidence and Network Like Never Before*.
- Costello, V. (with Youngblood, S. A., & Youngblood, N.). (2012). *Multimedia foundations: Core concepts for digital design*. Focal Press.
- Deliyannis, I. (Ed.). (2012). *Interactive Multimedia*. IntechOpen.
- Dewi, A. T. R., Aini, A. N., Sania, I., Azizah, N. Z., Nurpadilah, Y., & Supriyono,

- S. (2024). Rendahnya Minat pada Budaya Lokal di Kalangan Remaja. *Jurnal Pendidikan Tambusai*, 8(2), 23642–23649.
- Dimock, M. (2019). Defining generations: Where Millennials end and Generation Z begins. *Pew Research Center*. <https://www.pewresearch.org/short-reads/2019/01/17/where-millennials-end-and-generation-z-begins/>
- Direktorat Pelindungan Kebudayaan. (2022). Sebanyak 1728 Warisan Budaya Takbenda (WB Tb) Indonesia Ditetapkan | Direktorat Pelindungan Kebudayaan. *Direktorat Jenderal Kebudayaan*. <https://kebudayaan.kemdikbud.go.id/dpk/sebanyak-1728-warisan-budaya-takbenda-wbtb-indonesia-ditetapkan/>
- Fisch, E., & Ballos, G. (n.d.). *Sepia photography—Adobe*. Adobe. Retrieved June 24, 2025, from <https://www.adobe.com/creativecloud/photography/type/sepia-photography.html>
- Fitria, N., & Supriono, S. (2024). Dampak Teknologi Dan Komunikasi Terhadap Pelestarian Dan Budaya Lokal. *At-Tadabbur: Jurnal Penelitian Sosial Keagamaan*, 14(2), 123–136.
- Hossain, Md. R. (2023). A Review of Interactive Multimedia Systems for Education. *Journal of Innovative Technology Convergence*, 5(2), 11–22. <https://doi.org/10.69478/JITC2023v5n2a02>
- Huang, C. (2005). Designing high-quality interactive multimedia learning modules. *Computerized Medical Imaging and Graphics*, 29(2–3), 223–233. <https://doi.org/10.1016/j.compmedimag.2004.09.017>
- Ichwani, M. (2018). *Perkembangan kelompok sandiwara Sunda Miss Tjitjih di Jakarta tahun 1971-1997*. https://www.academia.edu/81015920/Perkembangan_kelompok_sandiwar_a_Sunda_Miss_Tjitjih_di_Jakarta_tahun_1971_1997
- Indriawati, T., & Yuniati, I. (2023). *Mengurai Kasus Serangan Digital kepada Jurnalis—Visual Interaktif Kompas*. KOMPAS.com. <https://vik.kompas.com/mengurai-kasus-serangan-digital-kepada-jurnalis/>
- Kristensen, N. N. (2019a). Arts, Culture, and Entertainment Coverage. In T. P. Vos, F. Hanusch, D. Dimitrakopoulou, M. Geertsema-Sligh, & A. Sehl (Eds.), *The International Encyclopedia of Journalism Studies* (pp. 1–9). Wiley-Blackwell. <https://doi.org/10.1002/9781118841570.iejs0195>
- Kristensen, N. N. (2019b). Cultural journalism—Journalism about culture. *Sociology Compass*, 13(6), 1–13.
- Manhas, J. (2017). Initial framework for website design and development. *International Journal of Information Technology*, 9(4), 363–375. <https://doi.org/10.1007/s41870-017-0045-4>
- Markova, V., & Sukhoviy, O. (2020). Storytelling as a Communication Tool in

- Journalism: Main Stages of Development. *Journal of History Culture and Art Research*, 9(2), 355. <https://doi.org/10.7596/taksad.v9i2.2516>
- Nurhasanah, L., Siburian, B. P., & Fitriana, J. A. (2021). PENGARUH GLOBALISASI TERHADAP MINAT GENERASI MUDA DALAM MELESTARIKAN KESENIAN TRADISIONAL INDONESIA. *Jurnal Global Citizen : Jurnal Ilmiah Kajian Pendidikan Kewarganegaraan*, 10(2), 31–39. <https://doi.org/10.33061/jgz.v10i2.5616>
- Riebert, K., Roosvall, A., & Widholm, A. (2018). Cultural Journalism. *Oxford Research Encyclopedia of Communication*. <https://doi.org/10.1093/acrefore/9780190228613.013.796>
- Roosvall, A., & Widholm, A. (2018). The Transnationalism of Cultural Journalism in Sweden: Outlooks and Introspection in the Global Era. *International Journal of Communication*, 12, 1431–1451.
- Salsabilla, W. A. (2024). *Siapa Generasi dengan Tingkat Penetrasi Internet Tertinggi di Indonesia?* GoodStats. <https://data.goodstats.id/statistic/siapa-generasi-dengan-tingkat-penetrasi-internet-tertinggi-di-indonesia-GYJY0>
- Setiawan, T. S., Aditia, A., Sembiring, I. G. N., & Kumampung, D. R. (2019). *Gelora Film Laga Indonesia—Visual Interaktif Kompas*. KOMPAS.Com. <https://vik.kompas.com/gelora-film-laga-indonesia/>
- Tarigan, C. R. (2024). FAKTOR YANG MEMENGARUHI PREFERENSI MUSIK PADA GEN Z. *JURNAL CHRISTIAN HUMANIORA*, 8(2).
- Thi Nguyen, H.-T. (2024). Website Builder as an Assistive Technology Tool for Reflection, Collaboration and Skills Development in Learning ESP. *Journal of Learning for Development*, 11(1), 138–150. <https://doi.org/10.56059/jl4d.v11i1.1012>
- Tomasis, R. (n.d.). *What is a website builder? Everything you need to know*. Wix Blog. Retrieved June 25, 2025, from <https://www.wix.com/blog/what-is-a-website-builder>
- Vaughan, T. (2011). *Multimedia: Making it work* (Eighth edition). McGraw-Hill.
- Vu, K. L., Proctor, R. W., & Hung, Y. (2021). WEBSITE DESIGN AND EVALUATION. In G. Salvendy & W. Karwowski (Eds.), *HANDBOOK OF HUMAN FACTORS AND ERGONOMICS* (1st ed., pp. 1016–1036). Wiley. <https://doi.org/10.1002/9781119636113.ch39>
- Wijaya, J. H. (2023). Lifestyle Transformation in Indonesia: The Impact of Foreign Cultures in the Era of Globalization. *SSRN Electronic Journal*. <https://doi.org/10.2139/ssrn.4511264>
- Wong, A. (2016). *Life beyond the big top*. Oro Editions.
- Zuhdi, A. I., Mustafidah, Z., Nur Alam, M. R., & Irawan, S. A. (2024). IMPLEMENTATION MULTIMEDIA DEVELOPMENT LIFE CYCLE IN INTERACTIVE MULTIMEDIA DESIGN FOR TRADITIONAL

INDONESIAN MUSIC INSTRUMENTS INTRODUCTION. *JIKO*
(*Jurnal Informatika Dan Komputer*), 7(1), 43–50.
<https://doi.org/10.33387/jiko.v7i1.7640>

