

DAFTAR PUSTAKA

- AKRI. (2024). *Sejarah Komunitas*. N.d. <https://akri.or.id/#about>
- Aristio, A. P., Mudjahidin, M., & Kautsar, A. C. (2023). Analisis Pengaruh Adiksi dan Loyalitas pada Online PC Games untuk Meningkatkan Minat Pembelian di dalam Game Menggunakan Metode Partial Least Square-Structural Equation Modeling. *Jurnal Sains Pemasaran Indonesia (Indonesian Journal of Marketing Science)*, 22(3), 228–236. <https://doi.org/10.14710/jspi.v22i3.228-236>
- Bangun, C. R. (2019). Participatory Culture: A Study On Bangtan Boys Fandom Indonesia. *KOMUNIKA: Jurnal Dakwah Dan Komunikasi*, 13(2). <https://doi.org/10.24090/komunika.v13i2.2539>
- Barr, M., & Copeland-Stewart, A. (2022). Playing Video Games During the COVID-19 Pandemic and Effects on Players' Well-Being. *Games and Culture*, 17(1), 122–139. <https://doi.org/10.1177/15554120211017036>
- Baszucki, D. (2021). *Our Values at Roblox*. Roblox Corporation. <https://en.help.roblox.com/hc/en-us/articles/4405807645972-Voice-Chat-FAQs#:~:text=What%20is%20Voice%20Chat?,verification%20to%20enable%20voice%20chat>
- Creswell, J. W. (2013). *Qualitative Inquiry & Research Design: Choosing Among Five Approaches* (3rd ed.). SAGE Publications.
- Creswell, J. W. (2018). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches* (5th ed.). SAGE Publications.
- Evelina, L. W., & Safitri, Y. (2021). Utilization of YouTube Social Communication Networking in Establishing Indonesian Street Food Opinion. *Jurnal Komunikasi Ikatan Sarjana Komunikasi Indonesia*, 6(1), 44–52. <https://doi.org/10.25008/jkiski.v6i1.406>
- Gafallo, M. F. Y., Iriansyah, A., & Adiansyah. (2022). BUDAYA PARTISIPASI DAN RESISTENSI KOMUNITAS KEAGAMAAN DI MEDIA SOSIAL. *Jurnal Studi Komunikasi Dan Media*, 26(1), 17–30. <https://doi.org/10.17933/jskm.2022.4902>
- Jenkins, H., Purushotma, R., Weigel, M., Clinton, K., & Robison, A. J. (2009). *Confronting the Challenges of Participatory Culture*. The MIT Press. <https://doi.org/10.7551/mitpress/8435.001.0001>
- Park, S.-M., & Kim, Y.-G. (2022). A Metaverse: Taxonomy, Components, Applications, and Open Challenges. *IEEE Access*, 10, 4209–4251. <https://doi.org/10.1109/ACCESS.2021.3140175>

- Picone, I. (2022). Jenkins, H. (2019). Participatory culture. Interviews. Medford, MA: Polity Press. 239 pp. *Communications*, 47(1), 163–165. <https://doi.org/10.1515/commun-2020-0032>
- Piva, C. (2022). *An Overview of Fan Production and Participatory Culture in the Digital Age*. Hortus Semioticus. https://www.researchgate.net/publication/380246103_An_Overview_of_Fan_Production_and_Participatory_Culture_in_the_Digital_Age
- Postill, J. (2021). *The Rise of Nerd Politics: Digital Activism and Political Change*. Pluto Press. <https://doi.org/https://doi.org/10.2307/j.ctv4ncp67>
- Pristy, K. L. (2022, March 15). *The Covid-19 Pandemic and Its Impact on the Digital Economy*. UNIVERSITAS GADJAH MADA FACULTY OF ECONOMICS AND BUSINESS. <https://feb.ugm.ac.id/en/news/3559-pandemi-covid-19-dan-dampaknya-terhadap-ekonomi-digital-2>
- Putra, R. W. (2023). Pola Komunikasi Melalui Fitur Virtual Pada Game Mobile Legends. *Avant Garde*, 11(1), 68. <https://doi.org/10.36080/ag.v11i1.2349>
- Rachman, A., Yochanan, E., Samanlangi, A. I., & Purnomo, H. (2024). *METODE PENELITIAN KUANTITATIF, KUALITATIF DAN R&D*. CV Saba Jaya Publisher.
- Salen, K., & Zimmerman, E. (2006). *The Game Design Reader: A Rules of Play Anthology*. MIT Press. <https://books.google.co.id/books?id=ItlyQgAACAAJ&lpg=PR4&pg=PA1#v=onepage&q=sandbox&f=false>
- Siti Isnaini, Dhiya Susanti, & Mufaro'ah. (2024). The Effectiveness of Two - Way Communication; Listen and Respond To Children Aged 4 Years. *INTERDISIPLIN: Journal of Qualitative and Quantitative Research*, 1(5), 320–328. <https://doi.org/10.61166/interdisiplin.v1i5.65>
- Sokowati, M. E. (2019). Questioning Public Participation in Social Media Activities in Indonesia. *Komunikator*, 11(2). <https://doi.org/10.18196/jkm.112025>
- Sugiyono. (2008). *Metode penelitian kuantitatif kualitatif dan R&D*. Alfabeta.
- Sulaiman, S. A., & Rosyidah, E. (2024). Analisis Karakter Dalam Game Online sebagai Wahana Wawasan Budaya Indonesia. *Jurnal Pusat Studi Pancasila Dan Kebijakan*, Vol. 1 No. 1 (2024): *Jurnal Pusat Studi Pancasila dan Kebijakan*. <https://doi.org/https://doi.org/10.62734/jurnalpuspaka.v1i1.299>

- Syas, M., & Yahsy, U. S. (2023). Komodifikasi Users pada Platform Game Online Roblox. *Jurnal InterAct*, 11(2), 98–109.
<https://doi.org/10.25170/interact.v11i2.3748>
- Yin, R. K. (2018). *Case study research and applications : design and methods* (6th ed.). SAGE Publications.
- Zhuk, A. (2024). Ethical implications of AI in the Metaverse. *AI and Ethics*.
<https://doi.org/10.1007/s43681-024-00450-5>

