

WORKS CITED

- Ali, Hasanudin, dkk. (2017). *The Urban Middle-Class Millennials Indonesia: Financial and Online Behaviour*. Jakarta: PT Alvara Strategi Indonesia.
- Australian government. (2021). *Social Media for Business*. Retrieved from <https://business.gov.au/online/social-media-for-business>
- Business Companion. *Digital Content*. Retrieved from <https://www.businesscompanion.info/en/quick-guides/digital/digital-content#Typesofdigitalcontent>
- Digital Marketing.org. (2021). *The Importance of Social Media Marketing*. Retrieved from <https://www.digitalmarketing.org/blog/the-importance-of-social-media-marketing>
- Gamelab Indonesia. (2021). *Mengenal Medibang Paint Pro Aplikasi Software Gratis dan Ramah bagi Ilustrator Pemula*. Retrieved from <https://www.gamelab.id/news/740-mengenal-medibang-paint-pro-aplikasi-software-gratis-dan-ramah-bagi-ilustrator-pemula>
- IKAPI, (2009). *Kamus Istilah Komputer untuk Orang Awam*. Palembang Maxikom.
- Kumparan. (2021). *Moh Hamli Owner Lembaga Kursus Bahasa Inggris Berkonsep Cafe di Yogyakarta*. Retrieved from <https://kumparan.com/TDA/moh-hamli-owner-lembaga-kursus-bahasa-inggris-berkonsep-cafe-di-yogyakarta-1w3CMgVYNsw/full>
- MasterClass. (2021). *How to Create a Comic Book: Neil Gaiman's Step-by-Step Guide for Making Comics*. Retrieved from <https://www.masterclass.com/articles/how-to-create-a-comic-book-step-by-step-guide-for-making-your-own-comics#how-to-structure-a-comic-book-in-3-steps>
- Sidiq, Umar, dkk. (2019). *Metode Penelitian Kualitatif Di Bidang Pendidikan*. Ponorogo: Nata Karya.
- Sugiyono. (2017). *Metode Penelitian Kualitatif: Untuk Penelitian Yang Bersifat, Eksploratif, Enterpretif, Interaktif, dan Konstruktif*. Bandung: ALFABETA.
- <https://www.pewresearch.org/staff/michael-dimock>