

## DAFTAR PUSTAKA

### Buku

- Baran, S. J., & Davis, D. K. (2021). *Mass communication theory: Foundations, ferment, and future*. Oxford University Press.
- Barker, C. (2013). *Cultural Studies Teori & Praktik*. Kreasi Wacana.
- Booth, P. (2018). *A companion to Media Fandom and Fan Studies*. Wiley Blackwell.
- Certeau, M. de. (2011). *The practice of Everyday Life*. Univ. of California Press.
- Chandra Mukerji. (1991). *Rethinking Popular Culture*. University California Press.
- Creswell, J. W. (2016). *Research Design: Pendekatan Metode Kualitatif Kuantitatif dan Campuran* (Fourth Edition, Ser. First Series). Yogyakarta: Pustaka Pelajar.
- Dayaksini, Tri dan Hudaniah (2012). *Psikologi sosial Malang*: UMM press
- Devito, J.A. (1996) *The Interpersonal Communication Book*. New York: Herper Collins College Publishe
- Danesi, M. (2013). *Encyclopedia of media and communication*. University of Toronto Press
- Ferdinand Zaviera, & Rismasophie. (2007). *Teori Kepribadian Sigmund Freud*. Rineka Cipta: Jakarta.
- Fiske, J. (1987). *Television Culture*. London: Routledge & Metheun.
- Hebdige, D. (1979). *Subculture, the meaning of style*. Methuen.
- Henry Jenkins. (1992). *Extual Poachers: Television Fans and Participatory Culture*.
- Jankowski, N., & Jensen, K. B. (2015). *A handbook of qualitative methodologies for Mass Communication Research*. Routledge.
- Jalaludin Rakhmat, (2008). Psikologi Komunikasi. Bandung. PT. RemajaRosdakarya.
- Jeon Je Song, & Yuwanto. (2014). *Era Emas Hubungan Indonesia-Korea: Pertukaran Kultural Melalui Investasi dan Migrasi*. enerbit Buku Kompas.
- Jenkins, H. (2006). *Fans, bloggers, and gamers: Exploring participatory culture*. New York University Press.  
Retrieved October 21, 2021.
- Littlejohn, S. W., & Foss, K. A. (2009). *Encyclopedia of Communication Theory*. Sage.
- McQuail, D., Dharma, A., & Ram, A. (1987). *Teori Komunikasi Massa: Suatu Pengantar*. Penerbit Erlangga.



UNIVERSITAS  
GADJAH MADA

**Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa**

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Morgan T. Cliff (1961). *Introduction to Psychology*. New York: Mc. Graw Hill Book Company.

Moleong, L. J. (2000). *Metode Penelitian Kualitatif*. PT Remaja Rosdakarya.

Nasution. (1996). *Metodologi Penelitian Naturalistik Kualitatif*. Tarsito.

Noegroho, A. (2010). *Teknologi Komunikasi*. Graha Ilmu.

Nazir, M. (1988). *Metodologi Penelitian*. Jakarta: Ghalia Indonesia.

Person, J.C. (198) *Interpersonal Communication* New Jersey: E.M.C Brown Publisher

Pohan, R. (2007). *Metodologi Penelitian Pendidikan*. Yogyakarta: Ar-Rijal Institute dan Lanarkka Publisher.

R Williams. (1983). *Culture and Society*. Columbia University Press.

Sopiah. 2008. *Perilaku Organisasi*. Yogyakarta : CV. Andi Offset.

Sudjono, A. (1998). In *Pengantar Evaluasi Pendidikan* (pp. 50–50). essay, Raja Grafindo Persada.

Sugiyono. (2010). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, kualitatif, dan R&D*. Bandung: Alfabeta.

Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. CV Alfabeta Bandung.

Sutopo, H. B. (2006). *Metodologi Penelitian Kualitatif. Metodologi Penelitian Kualitatif Penerbit Universitas Sebelas Maret*.

Sparkes, M. (2021). *What is Metaverse*. Elsevier.

V Nightingale. (2003). *Media and audiences: new perspectives*. Open University Press.

## **Jurnal**

Ayiter, E. (2008). Integrative art education in a metaverse: Ground, Technoetic Art, (1), 41–53.  
[https://doi.org/10.1386/tear.6.1.41\\_1](https://doi.org/10.1386/tear.6.1.41_1)

Bok-rae, K. (2015). Past, Present and Future of Hallyu (Korean Wave) Kim Bok-rae . *American International Journal of Contemporary Research*, 5(5). [https://doi.org/ISSN 2162-139X \(Print\), 2162-142X \(Online\)](https://doi.org/ISSN 2162-139X (Print), 2162-142X (Online))

Betsy Gooch. (2008). "The Communication of Fan Culture" The Impact of New Media on Science Fiction and Fantasy Fandom. *Thesis Georgia Institute of Technology*.

Beer, D., & Burrows, R. (2013). Popular Culture, Digital Archives and the New Social Life of Data. *Theory, Culture & Society*, 30(4), 47–71. <https://doi.org/10.1177/0263276413476 542>

Bucher, T. (2017). The algorithmic imaginary: exploring the ordinary affects of Facebook algorithms. *Information Communication and Society*, 20(1), 30–44. <https://doi.org/10.1080/1369118X.2016 .1154086>



- Cahya, M. B. (2018). Motif-motif Yang Mempengaruhi participatory culture internet meme: studi Pada Khalayak media sosial path di Kalangan Mahasiswa. *Jurnal Komunikasi Indonesia*, 5(1), 29–36. <https://doi.org/10.7454/jki.v5i1.8364>
- Creswell, J. (1998). *Qualitative Inquiry and Research Design. Choosing Among Five Traditions*. Sage Pub Journal.
- Deniar, S., Effendi, T., & Kusuma, S. (2019). Cultural diplomacy strategies: Looking into Korean entertainment company SM Entertainment. *Proceedings of the First International Conference on Advances in Education, Humanities, and Language, ICEL 2019, Malang, Indonesia, 23-24 March 2019*. <https://doi.org/10.4108/eai.23-3-2019.2284904>
- Duglas M & Gigi Durham (2006). *Media and Cultural Studies: Key works* 2001261 edited by Meenakshi Gigi Durham, Douglas M. Kellner. Media and Cultural Studies: Key Works. Malden, MA and Oxford: Blackwell Publishers 2001. VII + 646 pp, ISBN: 0 631 22095 x; 0 631 22095 8 paperback key works Cultural Studies Number 2. *Reference Reviews*, 15(5), 13–15. <https://doi.org/10.1108/rr.2001.15.5.13.261>
- Duan, H., Li, J., Fan, S., Lin, Z., Wu, X., & Cai, W. (2021). Metaverse for social good. *Proceedings of the 29th ACM International Conference on Multimedia*. <https://doi.org/10.1145/3474085.3479238>
- Etikan, I. (2016). Comparison of convenience sampling and purposive sampling. *American Journal of Theoretical and Applied Statistics*, 5(1), 1. <https://doi.org/10.11648/j.ajtas.20160501.11>
- Fuchikami, J. (2018). HLA Conference. In *K-Poping: An Introduction to Korean Popular Music Albums for Librarians* (pp. 2017–2018). Hawai, USA; evol.library.manoa.
- Fahmi, I. (2020). RUU Omnibus Law Disahkan\* K-poppers Strike Back\*. *Drone Emprit Academic: Software for Social Media Monitoring and Analytics*.
- Feldman Jacob (2003) *Perceptual Grouping by Selection of a Logically Minimal Model*. Kluwer Academic Publishers.
- Fuhr, M. (2016). *Globalization and popular music in South korea: Sounding Out K-pop* (1st ed.). Routledge.
- Gokmi, K., & Jeon, J. H. (2021). A Study on the Copyright Survey for Design Protection in Metaverse Period. *International Journal of Advanced Smart Convergence*, 3(181).
- Given, L. M. (2008). *The Sage Encyclopedia of Qualitative Research Methods*. [https://doi.org/Sage Publications](https://doi.org/Sage%20Publications)
- Goffman, E. (1959). *The Presentation of Self in Everyday Life*. Garden City, New York: Doubleday. Haraway, D. (1991). *Simians, Cyborg, and Women: the Reinvention of Nature*. New York: Routledge.



UNIVERSITAS  
GADJAH MADA

**Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa**

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Hall, Stuart (1997) "*the work of representation*" *Representation: Cultural Representations and Signifying Practices*.

Ed Stuart Hall London: Sage/The Open University, 1997 13-74

Giles, Judy & Tim Middleton.(1999) *Studying Culture: a Practical Introduction*. Oxford and Massachusetts:

Blackwell Publishers, 1999

Haggerty, K. D., & Ericson, R. V. (2017). The surveillant assemblage. *Surveillance, Crime and Social Control*, 61–

78. <https://doi.org/10.4324/9781315242002-5>

Hang Lee, L., Braud, T., Zhou, P., & Lin, A. W. (2021). All One Needs to Know about Metaverse: A Complete Survey on Technological Singularity, Virtual Ecosystem, and Research Agenda. *Journal of Computer Science*.

<https://doi.org/DOI:10.13140/RG.2.2.11200.05124/8>

Hall, S., Hobson, D., & Willis, P. (2003). Culture, media, language: working papers in cultural studies. *Routledge Journal*, 1972–79.

Henry Jenkins. (1992). Strangers No More, We Sing. *Strangers No More, We Sing': Filking and the Social Construction of the Science Fiction Fan Community*.

Herman, T. (2019). *The alter ego effect: The power of secret identities to transform your life*. HarperBusiness, an imprint of HarperCollins Publishers.

Jenkinson, H. (2006). *Convergence culture: Where old and new media collide*. New York University Press. Retrieved October 21, 2021.

Joang Hae. (2005). *Reading the "Korean Wave" as a Sign of Global Shift*, 45(4), 167.

Leech, G. N., & McLuhan, M. (1963). The gutenbergalaxy: The making of typographic man. *The Modern Language Review*, 58(4), 542. <https://doi.org/10.2307/3719923>

Luigi Atzori, Antonio Iera, & Giacomo Morabito. (2010). The internet of things. *The Internet of Things: A Survey, Computer Networks*, 54(15), 2787–2805. <https://doi.org/10.1007/978-1-4419-1674-7>

Lyon, D. (2002). Everyday Surveillance: Personal Data and social classifications. *Information, Communication & Society*, 5(2), 242–257. <https://doi.org/10.1080/13691180210130806>

Machmud, M. (n.d.). *Machmud, Muslimin. 2016. Tuntutan Penulisan Tugas Akhir Berdasarkan Prinsip Dasar Penelitian Ilmiah*. Malang: Selaras. . Selaras.

Suzan, H. (2010). *Musing the Metaverse: The Musesphere and the E-Museum*. Multi-Science Publishing, Brentwood, Esse, UK.



UNIVERSITAS  
GADJAH MADA

**Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa**

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

- Pora, S., Nurmiyati, N., Syarifuddin, T. I., & Saputra, H. A. (2021). Transformasi Aktivitas K-Popers Di Media Sosial: Analisis Drone Emprit Dalam Framing Isu UUCipta Kerja. *Journal of Government Science (GovSci)*, Vol2 (1)(28-39). <https://doi.org/ISSN: 2722-2853>. Homepage: govsci.fisip-unmul.ac.id
- Rosenbach, Marcel and Hilmar Schenundt (2011) "Internet Evolution : the war on web anonymity" Google Publish
- Rathi, D., & Given, L. M. (2010). Research 2.0: A framework for qualitative and quantitative research in web 2.0 environments. 2010 43rd Hawaii International Conference on System Sciences. <https://doi.org/10.1109/hicss.2010.317>
- Sekaran, U., & Bougie, R. (2010). *Research Methods for Business: A Skill Building Approach* (5th edition, Ser. New York). John Wiley & Sons Inc.
- Solove, D. J. (2011). *Why Privacy Matters Even If You Have "Nothing to Hide"*, 1–8. Retrieved October 20, 2021, from [https://immagic.com/eLibrary/ARCHIVES/GENERAL/CHRON\\_HE/C110515S.pdf](https://immagic.com/eLibrary/ARCHIVES/GENERAL/CHRON_HE/C110515S.pdf).
- Stefan Bolea. (2016). The Persona and The Shadow In Analytic Psychology and Existentials Philosophy. *Research Gate Journal*, 84–93.
- Sik, K. C., Yunhee Lee, & Hyunchul Ahn. (2021). "A Study on the Meta verse: Focused on the Application of News Big Data Service and Case Study." *Journal of Korea Society of Digital Industry and Information Management*, 12(2).
- Stuart Hall, & Jefferson Tony. (1976). Resistance through Rituals: Youth Subcultures in Post-War Britain. *Resistance through Rituals: Youth Subcultures in Post-War Britain*.
- Urs Gasser, Maclay, C. M., & Palfrey, J. G. (2010). Working Towards a Deeper Understanding of Digital Safety for Children and Young People in Developing Nations. *Harvard Law School Journal Public Law and Legal Theory Working Paper Series*, 10–36. Retrieved October 20, 2021, from [https://www.researchgate.net/publication/228275670\\_Working\\_Towards\\_a\\_Deeper\\_Understanding\\_of\\_Digital\\_Safety\\_for\\_Children\\_and\\_Young\\_People\\_in\\_Developing\\_Nations/link/004635294fea47bb06000000/download](https://www.researchgate.net/publication/228275670_Working_Towards_a_Deeper_Understanding_of_Digital_Safety_for_Children_and_Young_People_in_Developing_Nations/link/004635294fea47bb06000000/download).
- Young, S. (2020). Your digital alter ego - the superhero/villain you (never) wanted transcending space and time? *Computers and Composition*, 55, 102543. <https://doi.org/10.1016/j.compcom.2020.102543>
- Williams, R. (2009). The Culture of Nations (1983). *Raymond Williams on Culture & Society: Essential Writings*, 257–278. <https://doi.org/10.4135/9781473914766.n17>



UNIVERSITAS  
GADJAH MADA

**Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa**

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Wuryanta, E. W. (2012). Di Antara pusaran Gelombang KOREA (Menyimak Fenomena K-pop DI INDONESIA).

*Jurnal ULTIMA Comm*, 4(2), 79–94. <https://doi.org/10.31937/ultimacomm.v4i2.209>

Wahyuningtyas,, V. N., & Agustiana, N. D. (2020). Resepsi Mahasiswa Terhadap Maskulinitas Melalui Fashion Idol K-pop . *Jurnal Komunikasi, Masyarakat, Dan Keamanan*, 2(1).

Young, L. J. (2021). A Study on Metaverse Hype for Sustainable Growth. *International Journal of Advanced Smart Convergence*, 3(72).

## **Skripsi dan Thesis**

Jung, S. k. (2014). Global Audience Participation in the Production and Consumption of Gangnam Style. *Doctoral Dissertation, Thesis, Georgia State University*.

Zahra, S. (2019). Penggemar Budaya K-pop (Studi Mengenai Ideologi Penggemar Budaya K-Pop Pada Fandom iKONIC di Kota Surabaya). *Journal Universitas Airlangga*. Retrieved January 4, 2022, from <http://repository.unair.ac.id/id/eprint/87550>.

Sukma, N. D. (2021). Analisis Resepsi Terhadap Kegiatan Amal Fandom K-pop di Media Sosial (Studi Analisis Resepsi Penggemar K-pop di Surabaya Terhadap Kegiatan Penggalangan Dana Covid19 di Media Sosial). *Undergraduate Thesis UPN Veteran Jatim*. Syam, R. I., & Maryani,, A. (2019). Fenomena Pseudonim Di Twitter Studi Fenomenologi Konstruksi Identitas Cyber Account di Twitter. *Universitas Islam Bandung Repository*. <https://doi.org/http://karyailmiah.unisba.ac.id/index.php/mankom/article/view/16755>

## **Video**

AESPA. (2021, May 14). *Aespa 에스파 'EPI. black mamba' - SM culture universe*. [Video file YouTube]. Retrieved September 9, 2021, from <https://www.youtube.com/watch?v=vbH4Lk5wYWg>.

SMTOWN. (2016, February 1). *SMTOWN: New Culture Technology, 2016*. [Video file YouTube]. Retrieved September 9, 2021, from <https://www.youtube.com/watch?v=Ky5NvWsXnn8>.

SMTOWN. (2020, November 17). *Aespa 에스파 'Black mamba' MV*. [Video file YouTube]. Retrieved September 9, 2021, from <https://www.youtube.com/watch?v=ZeerrnuLi5E>.

SMTOWN. (2021, June 28). *[SM Entertainment Group] SM Congress 2021*. [Video file YouTube]. Retrieved September 9, 2021, from <https://www.youtube.com/watch?v=SsM4QeEdGEM>.



UNIVERSITAS  
GADJAH MADA

## Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Spielberg, S., Line, D. D., Krieger, K. M., Farah, D., Penn, Z., & Cline, E. (2018). *Ready player one. Ready Player One*. Retrieved 2022.

### Website

Endriana, H. (2020, November 5). *Kekhawatiran para Ahli tentang GRUP K-POP AESPA, Dari soal stereotip hingga Pornografi*. SINDOnews.com. Retrieved September 12, 2021, from <https://gensindo.sindonews.com/read/221108/700/kekhawatiran-para-ahli-tentang-grup-k-pop-aespa-dari-soal-stereotip-hingga-pornografi-1604571105?showpage=all>.

Hyunjoo, K. (2021). *Deciphering the SM culture universe - and what's "Kwangya" anyway?* Korea JoongAng Daily. Retrieved September 9, 2021, from [https://koreajoongangdaily.joins.com/2021/08/01/entertainment/K-pop/"Kwangya"-SM-Culture-Universe-SMCU/20210801153100485.html](https://koreajoongangdaily.joins.com/2021/08/01/entertainment/K-pop/).

Katadata. (2020, January 20). *Berapa Jumlah Pengguna Smartphone Dunia*. Databoks. Retrieved October 20, 2021, from <https://databoks.katadata.co.id/datapublish/2020/01/20/berapa-jumlah-pengguna-smartphone-dunia>.

Keraf, G. (1984). *Komposisi*. Ende-Flores: Nusa Indah.

Kevin Ashton. (2009). *That "Internet of Things" Thing* Ken, 1–3. Retrieved October 20, 2020, from <http://www.itrco.jp/libraries/RFIDjournal-That%20Internet%20of%20Things%20Thing.pdf>.

KOCIS. (2011). *K-POP: A New Force in Pop Music*. Korean Culture and Information Service . Retrieved October 21, 2021.

Retrieved October 20, 2021, from <https://mediaindonesia.com/weekend/360820/k-pop-fenomena-yang-terlahir-dari-krisis-moneter>.

Setiawan, E. (n.d.). *Kamus Besar Bahasa Indonesia (KBBI)*. Arti kata populer - Kamus Besar Bahasa Indonesia (KBBI) Online. Retrieved October 20, 2021, from <https://kbbi.web.id/populer>.

SM Entertainment. (2016). *SM Entertainment Company History*. SM entertainment. Retrieved September 8, 2021, from <https://www.smentertainment.com/Overview/History>.

So, W. (2021, February 4). *South Korea: K-pop views on youtube by Country 2019*. Statista. Retrieved September 9, 2021, from <https://www.statista.com/statistics/1106704/south-korea-k-pop-youtube-views-by-country>.

Ulfa, M., & Debora, Y. (2020, November 19). *"Black mamba" Ditonton 21 Juta KALI, MV debut Aespa KALAHKAN ITZY*. tirta.id. Retrieved September 12, 2021, from <https://tirta.id/black-mamba-ditonton-21-juta-kali-mv-debut-aespa-kalahkan-itzy-f7bx>.



UNIVERSITAS  
GADJAH MADA

**Idola K-Pop dan Dualisme Alter Ego: Analisis Resepsi Audiens K-Pop Indonesia Terhadap Girl Group Aespa**

DAMAR RIZKY NURANDA, Mashita Phitaloka Fandia Purwaningtyas, S.I.P., M.A.

Universitas Gadjah Mada, 2022 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Yusron, A. A. (n.d.). *5 Pertanyaan Yang muncul usai nonton SM culture Universe EP. 1 black mamba*. detikhot.

Retrieved September 9, 2021, from <https://hot.detik.com/K-pop/d-5571987/5-pertanyaan-yang-muncul-usai-nonton-sm-culture-universe-ep-1-black-mamba>.

DH, A., & Damaledo, Y. D. (2020, February 24). *Indonesia Negara kedua terbanyak Yang Putar Musik K-pop di spotify*. tirto.id. Retrieved January 5, 2022, from <https://tirto.id/indonesia-negara-kedua-terbanyak-yang-putar-musik-k-pop-di-spotify-eA2n>

Duffy, C. (2021, August 12). *Why Silicon Valley is betting on making this dystopian sci-fi idea a reality*. CNN. Retrieved January 6, 2022, from <https://edition.cnn.com/2021/08/08/tech/metaverse-explainer/index.html>

Jeong-Kim, Y. (2021). *K-pop Kembali cetak Rekor Dengan 7,5 Milyar tweet*. Twitter. Retrieved January 5, 2022, from [https://blog.twitter.com/in\\_id/topics/insights/2021/K-pop-kembali-cetak-rekor-dengan-7-5-milyar-tweet](https://blog.twitter.com/in_id/topics/insights/2021/K-pop-kembali-cetak-rekor-dengan-7-5-milyar-tweet)

Koreaboo. (2019, August 22). *These ten nations are the biggest K-pop stans of 2019, based on YouTube views*. Koreaboo. Retrieved January 5, 2022, from <https://www.koreaboo.com/lists/ten-nations-biggest-idol-stans-2019-K-pop-radar-youtube-views/>

Madrid, A. (2020, January 7). *Blockchain metaverse: Where players can build, own, and control a platonic republic of gaming*. Medium. Retrieved January 6, 2022, from <https://medium.com/sandbox-game/blockchain-metaverse-where-players-can-build-own-and-control-a-platonic-republic-of-gaming-65e23f059e37>

Maesaroh. (2021, November 13). *Indonesia Peringkat Satu Dunia Pembuat Konten K-pop di tiktok*. Startup Katadata.co.id. Retrieved January 5, 2022, from <https://katadata.co.id/maesaroh/digital/618fa029536fb/indonesia-peringkat-satu-dunia-pembuat-konten-k-pop-di-tiktok>

Sun-hwa, D. (2021, January 14). *Number of Hallyu fans around the world surpasses 100 million*. koreatimes. Retrieved January 5, 2022, from [https://www.koreatimes.co.kr/www/culture/2021/01/703\\_302463.html](https://www.koreatimes.co.kr/www/culture/2021/01/703_302463.html)