

DAFTAR PUSTAKA

- Bainbridge, W.S. (2010). *The Warcraft Civilization*. Cambridge: MIT Press.
- Barton, M. (2008). *Dungeons and Desktops: The History of Computer Role-Playing Games*. Massachusetts: A.K.Peters, Ltd.
- Biscop, K., Malliet, S., Dhoest, A. (2019). Subversive Ludic Performance: An Analysis of Gender and Sexuality Performance in Digital Games. *DiGeSt Journal of Diversity and Gender Studies*, 6(2), Hal. 23-42.
- Brett, N. (2018). *Revision of Queer Bodies: Modifications of Sexual Affordances in World of Warcraft*. Ontario: McMaster University Press.
- Caillois, Roger. (2001). *Man, Play, and Games*. Paris: Librairie Gallimard.
- Condis, Megan. (2018). *Gaming Masculinity*. Iowa City: University of Iowa Press.
- Connell, R.W. (2005). *Masculinities*. Los Angeles: University of California Press.
- Connell, R.W. & Messerschmidt, J.W. (2005). Hegemonic Masculinity: Rethinking the Concept. *Gender and Society*, 19(6), Hal. 829-859.
- Disalvo, B. (2016) 'Gaming Masculinity: Constructing Masculinity with Video Games'. *Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming*. Dis. Kafai, Y.B., Richard, G. T., Brendesha, M. Pittsburgh: ETC Press.
- Donaldson, M. (1993). What is Hegemonic Masculinity. *Theory and Society*, 22(5), Hal. 643-657.
- Duchenaute, N., Yee, N., Nickell, E., Moore, R.J., (2015). Building an MMO With Mass Appeal. *Games and Culture*, 1 (4), Hal. 281-317.
- Ecklund, L. (2011). Doing Gender in Cyberspace - the performance of gender by female World of Warcraft players. *Convergence*, 17(3), Hal. 323-342.
- Huizinga, J. (1980). *Homo Ludens: A Study of The Play-Element in Culture*. London: Redwood Burn Ltd.
- Larsson, A. & Neren, Carina. (2005). *Gender Aspects on Computer Game Avatars*. Stockholm: Department of Computer and Systems Sciences, Stockholm University.
- Schneider, C. (2009). World of Warcraft vs World of Queercraft. *Journal of Gaming and Virtual Worlds*, 1(1), Hal. 5-21.

- Tomkinson, S. & Harper, T. (2015). The Position of Women in Video *Game Culture*: Perez and Day's Twitter Incident. *Continuum: Journal of Media & Cultural Studies*, 29(4), Hal. 617-634.
- Venn, A. (2017). *World of Warcraft Demographics: How Who You Are Affects How You Play*. Atlanta: Kennesaw State University.
- Viamonte, C.M. (2015). You Crit Like a Girl: The Performance of Female Identity in the Virtual Gaming Community World of Warcraft. *FIU Electronic Theses and Dissertations*, 2273. Miami: Florida International University.

Material Online

- "Bio". Raewyn Connell Official Website. 2021.
http://www.raewynconnell.net/p/about-raewyn_20.html. Diakses pada 21 November 2021.
- "Expansion". 2021. Wowpedia.
<https://wowpedia.fandom.com/wiki/Expansion>. Diakses pada 2 November 2021.
- "Johan Huizinga". New World Encyclopedia. 2021.
https://www.newworldencyclopedia.org/entry/Johan_Huizinga. Diakses pada 20 November 2021.
- "Patch". 2021. Wowpedia.
<https://wowpedia.fandom.com/wiki/Patch>. Diakses pada 2 November 2021.
- "Roger Caillois". Play and Playground Encyclopedia. 2021.
<https://www.pgpedia.com/c/roger-caillois>. Diakses pada 21 November 2021.
- "Roleplaying". 2021. Wowpedia.
<https://wowpedia.fandom.com/wiki/Roleplaying>. Diakses pada 12 November 2021.
- "Subscription". 2021. Wowpedia.
<https://wowpedia.fandom.com/wiki/Subscription>. Diakses pada 3 November 2021.
- "Valeera Sanguinar". 2021. Wowpedia.
https://wowpedia.fandom.com/wiki/Valeera_Sanguinar. Diakses pada 27 November 2021.
- "World of Warcraft". 2021. Wowpedia.
https://wowpedia.fandom.com/wiki/Massively_multiplayer_online_game. Diakses pada 31 Oktober 2021.

Hazzikostas, I., 29 Juni, 2018. Blizzard Explains the Entire History of World of Warcraft. *Wired*.

<https://www.youtube.com/watch?v=vvrzZgZ2ZDw>. Diakses pada 31 Oktober 2021.

Newitz, A. 29 May 2007. Sexual Dimorphism in World of Warcraft.

Wired. <https://www.wired.com/2007/05/sexual-dimorphi/>. Diakses pada 29 November 2021.

Ohlheiser, A. 7 Oktober, 2015. Why 'social justice warrior,' a Gamergate insult, is now a dictionary entry. *The Washington Post*.

<https://www.washingtonpost.com/news/the-intersect/wp/2015/10/07/why-social-justice-warrior-a-gamergate-insult-is-now-a-dictionary-entry/>. Diakses pada 31 Oktober 2021.

"World Of Warcraft Surpasses 8 Million Subscribers Worldwide".

Blizzard Official Website.

<http://www.blizzard.com/press/070111.shtml>. Diakses pada 15 Oktober 2021.

Valenti, J. 29 Agustus, 2015. Anita Sarkeesian interview: 'The word "troll" feels too childish. This is abuse. *The Guardian*.

<https://www.theguardian.com/technology/2015/aug/29/anita-sarkeesian-gamergate-interview-jessica-valenti>. Diakses pada 31 Oktober 2021.