



DAFTAR PUSTAKA

Anonim. 2010. “A [S]creed for Digital Fiction” dalam <https://electronicbookreview.com/essay/a-screed-for-digital-fiction/>. Diakses pada tanggal 5 April 2023 pukul 21.26 WIB.

Anonim. t.t. “Statistik - ISBN Perpustakaan Nasional Republik Indonesia” dalam <https://isbn.perpusnas.go.id/Home/Statistik#isbnPerbulan>. Diakses pada tanggal 13 Maret 2023 pukul 20.42 WIB

Anonim. 2021. “Antara Kritik (Karya) Sastra dan Kritik (Ekosistem) Sastra” dalam <https://tengara.id/meja-bundar/karya-sastraa-dan-ekosistem-sastra/>. Diakses pada tanggal 19 Januari 2023 pukul 16.16 WIB.

Aarseth, Espen J. 1997. *Cybertext: Perspectives on Ergodic Literature*. London: Johns Hopkins University Press.

Ahmadi, Anas. 2019. *Metode Penelitian Sastra*. Disunting oleh Nuria Reny Hariyati. Gresik: Penerbit Graniti.

Allington, Daniel, dan Stephen Pihlaja. 2016. “Reading in the Age of the Internet.” *Language and Literature*. Vol. 25 (3).

Backe, Hans-Joachim. 2015. “The Literary Canon in the Age of New Media.” *Poetics Today: International Journal for Theory and Analysis of Literature and Communication*. Vol. 36, (1-2) Hlm. 1-31.

Barnett, Tully. 2014. “Social Reading: The Kindle's Social Highlighting Function and Emerging Reading Practices.” *Australian Humanities Review*. Vol. 56.

Begon, Michael, Colin R. Townsend, dan John L. Harper. 2006. *Ecology : From Individuals to Ecosystems*. New Jersey: Wiley.

Bell, Alice. Astrid Ensslin, dan Hans Kristian Rustad. 2014. *Analyzing Digital Fiction*. New York: Routledge.

Bennett, Tony., dkk.. 2001. *Culture in Australia: Policies, Publics and Programs*. Oakleigh: Cambridge University Press.

Bouchardon, Serge. 2016. “Towards a tension-based definition of Digital Literature.” *Journal of Creative Writing Studies*. Vol. 2 (1) Hlm. 1-13.

Brooks, David G. 2022. “Ambiguity, the Literary, and Close Reading.” *CLCWeb: Comparative Literature and Culture*. Vol. 12 (4) Hlm. 1-8.

Chelton, Mary K. 2001. “When Oprah Meets E-mail: Virtual Book Clubs.” *Reference and User Services Quarterly*. Vol. 41 (1). Hlm. 31-36.



Choudhury, Nupur. 2014. "World Wide Web and Its Journey from Web 1.0 to Web 4.0." *International Journal of Computer Science and Information Technologies*. Vol. 5 (6).

Ciurumelea, Adelina., dkk.. 2017. "Analyzing Reviews and Code of Mobile Apps for Better Release Planning." *IEEE (Institute of Electrical and Electronics Engineers)*.

Collins, Jim. 2010. *Bring on the Books for Everybody: How Literary Culture Became Popular Culture*. New York: Duke University Press.

Compagnon, Antoine. 2005. "A World without Authors." *Re-imagining Language and Literature for the 21st Century*. Disunting oleh Suthira Duangsamosorn. Vol 46. Hlm. 217-232.

Darnton, Robert. 2009. *The Case for Books: Past, Present, and Future*. New York: PublicAffairs.

Dehlinger, Josh dan Jeremy Dixon. 2018. *Mobile Application Software Engineering: Challenges and Research Directions*. Towson University: Department of Computer and Information Sciences.

Devkota, Sabin., dkk.. 2021. "CcNav: Understanding Compiler Optimizations in Binary Code." *IEEE (Institute of Electrical and Electronics Engineers)*. Vol. 27 (2).

Elwert, Frederik. 2016. "Network Analysis Between Distant Reading and Close Reading." *Humanities Commons*.

Epstein, Jason. 2011. *Book Business: Publishing Past, Present, and Future*. New York: W. W. Norton.

Eskelinan, Markku. 2012. *Cybertext Poetics: The Critical Landscape of New Media Literary Theory*. London: Continuum International Publishing.

Ewen, Paul. 2014. *Francis Plug: How to Be a Public Author*. Melbourne: Text Publishing Company.

Feldman, Tony. 2005. *An Introduction to Digital Media*. London: Routledge.

Glazier, Loss P. 2002. *Digital Poetics: Hypertext, Visual-Kinetic Text and Writing in Programmable Media*. Tuscaloosa, Alabama: University of Alabama Press.

Haris, M. Alfan dan Cahyo Hasanudin. 2022. "Pemanfaatan Aplikasi Fizzo Novel untuk Meningkatkan Keterampilan Membaca di SMA." *Senada (Seminar Nasional Daring) PBSI*. Vol. 2 (1)



Hassan, Safwat, Weiyi Shang, dan Ahmed E. Hassan. 2017. "An Empirical Study of Emergency Updates for Top Android Mobile Apps." *Empirical Software Engineering*. Vol. 22.

Hayles, N. K. 2002. *Writing Machines*. London: The MIT Press.

Heidegger, M. 1971. *Building Dwelling Thinking from Poetry, Language, Thought*. New York: Harper Colophon.

Hope, Cat dan John C. Ryan. 2014. *Digital Arts: An Introduction to New Media*. New York: Bloomsbury Publishing.

Islam, Md. Rashedul, Md. Rofiqul Islam, dan Tahidul A. Mazumder. 2010. "Mobile Application and Its Global Impact." *IJET-IJENS*. Vol. 10 (6).

Jänicke, Stefan, Greta Franzini, Muhammad Faisal Cheema, dan Gerik Scheuermann. 2015. "On Close and Distant Reading in Digital Humanities: A Survey and Future Challenge." *Eurographics Conference on Visualization (EuroVis) - STARs 2015 ed. Eurographics*.

Kardiansyah, M. Yuseano. 2019. "Wattpad as a Story-Sharing Website: Is It a Field of Literary Production?" *English Language and Literature International Conference (ELLiC) Proceedings*.

Karnanta, Kukuh Yudha. 2015. "Hierarki Sastra Populer dalam Arena Sastra Indonesia Kontemporer." *Jendela: Jurnal Kajian Sastra*. Vol 4 (1). Hlm. 1-11.

Keen, Andrew. 2007. *The Cult of the Amateur : How Today's Internet Is Killing Our Culture*. New York: Doubleday/Currency.

Kemp, Simon. 2022. "Digital 2022: Global Overview Report Global Digital Insights" dalam <https://datareportal.com/reports/digital-2022-global-overview-report>. Diakses pada tanggal 24 Maret 02.19 WIB

Khadem, Amir. 2012. "Annexing the unread: a close reading of "distant reading."" *AKJournals*. Vol. 39 (2). Hlm. 409–421.

Kline, Ronald R. 2015. *The Cybernetics Moment: Or Why We Call Our Age the Information Age*. Baltimore: Johns Hopkins University Press.

Kurniawan, Muhammad Luthfi Dwi. 2021. "Menggali ke Akar, Merevisi Pembahasan Sastra Siber(netika) di Indonesia." (Hadi Prasetyo peny). *Dari Tradisi Lisan Hingga Arena Sibernetika*. Bantul: CV Bakung Putih. Hlm 213.

Lister., dkk.. 2003. *New Media: A Critical Introduction*, London: Routledge.



Maalej, Walid dan Hadeer Nabil. 2015. “Bug report, Feature Request, or Simply Praise? On Automatically Classifying App Reviews.” *IEEE (Institute of Electrical and Electronics Engineers)*.

Martens, Daniel, and Walid Maalej. 2019. “Towards Understanding and Detecting Fake Reviews in App Stores.” *Empirical Software Engineering*. Vol. 24 (6).

Mawardi, Arif Budi. 2018. “Komodifikasi Sastra Cyber Wattpad pada Penerbit Indie.” *Sabda: Jurnal Kajian Kebudayaan*. Vol. 13 (1). Hlm. 77-82.

McGurl, Mark. n.d. “Everything and Less: Fiction in the Age of Amazon.” *Modern Language Quarterly*. Vol. 77 (3). Hlm. 447-471.

Merawati, Fitri dan Iis Suwartini. 2019. *The Discourse of Cyber Literature in Indonesia*. Pendidikan Bahasa dan Sastra Indonesia, Universitas Ahmad Dahlan.

Moran, Joe. 2000. *Star Authors: Literary Celebrity in America*. London: Pluto Press.

Morrison, Kimberlee. 2014. “How John Green Built An Engaged Fandom for The Fault In Our Stars” dalam <https://www.adweek.com/performance-marketing/john-green-built-engaged-fandom-fault-stars/>. Diakses pada tanggal 21 Januari 2023 pukul 15.39 WIB.

Murray, Simone. 2018. *The Digital Literary Sphere: Reading, Writing, and Selling Books in the Internet Era*. Baltimore: John Hopkins University Press.

----- 2016. ‘Selling Literature: The Cultivation of Book Buzz in the Digital Literary Sphere. *Logos*. Vol. 27 (1). Hlm. 11-21.

National Science Foundation. 2002. “Fact Sheets: Digital Libraries” dalam https://www.nsf.gov/news/news_summ.jsp?cntn_id=103048. Diakses pada tanggal 21 Januari 2023 pukul 13.05 WIB.

Natasya, Almira R. 2022. “18 Rekomendasi Novel Adaptasi Wattpad yang Paling Banyak Dibaca” dalam <https://www.gramedia.com/blog/rekomendasi-novel-adaptasi-wattpad-yang-paling-banyak-dibaca/>. Diakses pada tanggal 19 Maret pukul 23.05 WIB

Nugraha, Dipa. 2020. “Bagian yang Hilang dalam Pembicaraan Akademisi Indonesia tentang Sastra Siber.” *Komposisi: Jurnal Pendidikan, Bahasa, Sastra, dan Seni*. Vol. 21(1). Hlm. 17-30.

Nurhidayah, Sri dan Rahmat Setiawan. 2019. “Lanskap Siber Sastra: Posmodernisme, Sastra Populer, dan Interaktivitas.” *Poetika: Jurnal Ilmu Sastra*. Vol. VII (2). Hlm. 136-147.



Nurjanah dan S. Syahbainur Fadila. 2021. “Strategi Komunikasi Pemasaran Novelis Indah Riyana Melalui Aplikasi Wattpad.” *Medium: Jurnal Ilmiah Fakultas Ilmu Komunikasi Universitas Islam Riau*. Vol. 8 (2). Hlm. 41-54.

Nurzanah, Azka. 2022. *Formula Romansa dalam Novel La'natul-'Isyqi dan Abighea (Analisis Sastra Formula)*. Surakarta: Universitas Sebelas Maret.

OECD. 2022. “International Student Assessment (PISA) - Reading performance” dalam <https://data.oecd.org/pisa/reading-performance-pisa.htm>. Diakses pada tanggal 27 Maret 2023 pukul 01.42 WIB

O'Sullivan, James. 2019. *Towards a Digital Poetics: Electronic Literature & Literary Games*. Cork: Springer International Publishing.

Odum, Eugene P. 1993. *Dasar-dasar Ekologi*. Yogyakarta: Gadjah Mada University Press.

Pranoto, Dwi. 2019. “Rencana Penyusunan Kanon Sastra: Proyek Lancung?” dalam <https://www.kawaca.com/2019/08/rencana-penyusunan-kanon-sastraprojek.html>. Diakses pada tanggal 21 Januari 2023 pukul 17.23 WIB

Pratama, Pramudya A. dan Rianna Wati. 2022. “Penggugatan Kanonisasi Sastra Melalui Media Siber Karyakarsa.” *KULTURISTIK: Jurnal Bahasa dan Budaya*. Vol. 6 (01). Hlm. 1-8.

Rahardjo, Mudjia. 2011. *Metode Pengumpulan Data Penelitian Kualitatif. Teaching Resources*. Universitas Islam Negeri Maulana Malik Ibrahim Malang.

Rapatzikou, Tatiani G. 2021. “Reading Digital Poetry: The Cases of Between Page and Screen and slippingglimpse.” *The Online Journal for Arts and Culture “Piron.”* Vol. 20 (01).

Ratna, Nyoman K. 2015. *Teori, Metode & Teknik Penelitian Sastra*. Yogyakarta: Pustaka Pelajar.

Ribeiro, Duygu C. 2019. “The Poiesis of Everyday Life and Space in Yüksel Street.” *Journal of Ankara Studies*. Vol. 7 (1). Hlm. 1-25.

Richter, Felix. 2022. “Infographic: E-Books Still No Match for Printed Books.” dalam <https://www.statista.com/chart/24709/e-book-and-printed-book-penetration/>. Diakses pada tanggal 17 Maret 2023 pukul 15.31 WIB.

Rokib, Muhammad. 2019. “The Polemics of Digital Literature in Indonesia: Trends, Patterns, and Approaches within Academic Discussion.” *Proceedings of the Social Sciences, Humanities and Education Conference*.

Rowberry, Simon Peter. 2016. “Commonplacing the Public Domain: Reading the Classics Socially on the Kindle.” *Language and Literature*. Vol. 25 (3).



SGP Business. 2022. “POLIGON PTE. LTD. (202042231M) - Singapore Company.” dalam <https://www.sgpbusiness.com/company/Poligon-Pte-Ltd>. Diakses pada tanggal 12 Januari 2023 pukul 02.18 WIB.

Saidani, Islem., dkk.. 2022. “Tracking Bad Updates in Mobile Apps: A Search-Based Approach.” *Empirical Software Engineering*. Vol. 27 (81). Hlm. 1-42.

Sandle, Tim. 2020. “Reports finds only 1 percent reads ‘Terms & Conditions’” dalam <https://www.digitaljournal.com/business/report-finds-only-1-percent-reads-terms-conditions/article/566127>. Diakses pada tanggal 14 Juni 2023 pukul 17.43 WIB.

Santoso, Joko. 2017. “Cybertext Poetics: Internet, Multimedia, and Pluralism Phenomena of Indonesian Literature.” *Proceedings International Seminar on Language, Education, and Culture*.

Sauro, Jeff. 2011. “Do Users Read License Agreements? dalam <https://measuringu.com/eula/>. Diakses pada tanggal 14 Juni 2023 pukul 19.03 WIB.

Self, Will. 2013. “Review of Hatchet Job by Mark Kermode” dalam <https://www.theguardian.com/books/2013/oct/09/hatchet-job-mark-kermode-review>. Diakses pada tanggal 7 April 2023 pukul 04.55 WIB.

Septriani, Hilda. 2016. *Fenomena Sastra Cyber: Sebuah Kemajuan atau Kemunduran?* Seminar Nasional Sosiologi Sastra Fakultas Ilmu Pengetahuan Budaya, Universitas Indonesia.

Spjeldnæs, Kari. 2022. “Platformization and Publishing: Changes in Literary Publishing.” *Publishing Research Quarterly*. Vol. 38 (4). Hlm. 782-794.

Steiner, Ann. 2008. “Private Criticism in the Public Space: Personal Writing on Literature in Readers’ Reviews on Amazon.” *Participations: Journal of Audience and Reception Studies*.

Suryajaya, Martin. 2020. “Tantangan dan Masa Depan Kritik Sastra Indonesia” dalam <https://www.martinsuryajaya.com/post/tantangan-dan-masa-depan-kritik-sastra-indonesia>. Diakses pada tanggal 21 Maret 2023 pukul 12.45 WIB.

Thomas, Bronwen. 2021. “The #bookstagram: Distributed Reading in the Social Media Age.” *Language Sciences*. Vol. 84. Hlm. 1-10.

Vandendorpe, Christian. 2009. *From Papyrus to Hypertext: Toward the Universal Digital Library*. Diterjemahkan oleh Howard Scott and Phyllis Aronoff. Champaign: University of Illinois Press.



Wanti, Meilisa Arismaya. 2020. "Kurasi Digital Sastra Siber: Perspektif Sastra Konvensional." *Jurnal Kearsipan*. Vol. 15 (1). Hlm. 45-62.

Wilkins, Kim. 2014. "Creativity in the Age of Distraction." *Writing Queensland* Vol. 244. Hlm. 6-7.

Yoesoef, M. 2020. "Cyber Literature: Wattpad and Webnovel as Generation Z Reading in the Digital World." *Proceedings of the International University Symposium on Humanities and Arts (INUSHARTS 2019)*.