

## DAFTAR PUSTAKA

- Achmad, Z. A. and Ida, R. (2018) 'Etnografi Virtual Sebagai Teknik Pengumpulan Data Dan Metode Penelitian', *The Journal of Society & Media*, 2(2), p. 130. doi: 10.26740/jsm.v2n2.p130-145.
- Achsa, H. P. and Affandi, M. A. (2015) 'REPRESENTASI DIRI DAN IDENTITAS VIRTUAL PELAKU ROLEPLAY DALAM DUNIA MAYA ("Permainan Peran" Hallyu Star Idol K-Pop dengan Media Twitter)', *Paradigma*, 03, pp. 1–12.
- Arendt, H., 1958. *The Human Condition*. Chicago: University of Chicago Press.
- Bate, S. P. (1997) "Whatever Happened to Organizational Anthropology? A Review of the Field of Organizational Ethnography and Anthropological Studies," *Human Relations*, 50(9), pp. 1147–1175. doi: 10.1177/001872679705000905.
- Bell, M., 2001. Online Role-Play: Anonymity, Engagement and risk. *Online Learning Design*, pp. 251-260.
- Berger, P. L. & Luckmann, T., 1966. *The Social Construction of Reality: A Treatise in The Sociology of Knowledge*. New York: Doubleday & Company.
- Booth, P. 2010. *Digital Fandom: New Media Studies*. New York: Peter Lang Publishing.
- BPS, 2023. *Statistik Indonesia 2023*. 1st ed. Jakarta: Badan Pusat Statistik Indonesia.
- Burhan, F. A., 2020. *Penggunaan WhatsApp dan Instagram Melonjak 40% Selama Pandemi Corona*. [Online]  
Available at: <https://katadata.co.id/febrinaiskana/digital/5e9a41f84eb85/penggunaan-whatsapp-dan-instagram-melonjak-40-selama-pandemi-corona>
- Creswell, J. W., 2007. *Qualitative Inquiry & Research Design*. California: Sage Publication, Inc..
- Data Reportal, 2022. *DIGITAL 2022: INDONESIA*. [Online]  
Available at: <https://datareportal.com/reports/digital-2022-indonesia>
- Dharma, F. A. (2018) 'Konstruksi Realitas Sosial: Pemikiran Peter L . Berger Tentang Kenyataan Sosial The Social Construction of Reality : Peter L . Berger ' s Thoughts About Social Reality', 7(1), pp. 1–9. doi: 10.21070/kanal.v.
- Faridah Djellal, F. G., 2014. The Laws of Imitation and Invention: Gabriel Tarde and The Evolutionary Economics of Innovation.. *Hall Social Science*, p. 4.
- Goffman, E., 1956. *The Presentation of Self in Everyday Life*. Scotland: Doubleday.
- Hall, S., 1996. *Question of Cultural Identity*. London: SAGE.
- Hildawati (2022) *Roleplayer: Pembentukan Identitas Baru Dalam Media Sosial*. Yogyakarta. Available at: [www.aging-us.com](http://www.aging-us.com).

Hine, C., 2000. *Virtual Ethnography*. London: Sage Publications Ltd.

Hine, C., 2015. *Ethnography for the Internet: embedded, embodied, and Everyday*. London: Routledge.

Hogg, M. A. *et al.* (2004) 'The social identity perspective: Intergroup relations, self-conception, and small groups', *Small Group Research*, 35(3), pp. 246–276. doi: 10.1177/1046496404263424.

Idola Perдини Putri, F. D. P. L. d. R. N., 2019. K-Drama dan Penyebaran Korean Wave di Indonesia. *ProTVF*, pp. 68-80.

Kozinets, R. V., 2010. *Netnography: Doing Ethnographic Research Online*. London: Sage Publication.

Kozinets, R. V., 2015. *Netnography: Redefined*. London: Sage Publication.

Kusnandar, V. B., 2023. *Piramida Penduduk Indonesia 2022, Usia Produktif Mendominasi*. [Online]

Available at: <https://databoks.katadata.co.id/datapublish/2023/07/05/piramida-penduduk-indonesia-2022-usia-produktif-mendominasi>

[Accessed 5 Februari 2024].

Lainsyamputty, N. P. A. (2021) 'Konstruksi Identitas dan Relasi Interpersonal oleh Roleplayer Artis K-Pop di Twitter', *Jurnal Komunikatif*, 10(2), pp. 197–213. doi: 10.33508/jk.v10i2.3218.

Lawler, S., 2014. *Identity: Sociological Perspectives*. Cambridge: Polity Press.

Luhmann, N. (1995) *Social Systems*. Stanford, California: Stanford University Press.

Luhmann, N. (2013) *Introduction to Systems Theory*. English Ed, *Interpersonal Relationships in Education*. English Ed. Edited by D. Baecker. Cambridge: Polity Press.

Marx, G. T., 1999. What's in a Name? Some Reflections on the Sociology of Anonymity. *Windows into the Soul: Surveillance and Society in an Age of High*, pp. 99-112.

Massey, D., 1994. *Space, Place, and Gender*. Minneapolis: University of Minnesota Press.

Mayasari, F. (2022) 'Etnografi Virtual Fenomena Cancel Culture dan Partisipasi Pengguna Media terhadap Tokoh Publik di Media Sosial', *Journal of Communication and Society*, 1(01), pp. 27–44. doi: 10.55985/jocs.v1i01.15.

Merton, R. K., 1948. *The Self-Fulfilling Prophecy*. Colombia: Antioch Review Inc..

Nasrullah, R., 2014. *Teori dan riset media siber (cybermedia)* / Dr. Rulli Nasrullah, M.Si. Jakarta: Kencana.

Nugraha, R. (2020) 'Establishment of Role-Player as a Virtual Identity in Twitter Social Media'. doi: 10.4108/eai.26-11-2019.2295161.

Pratiwi, L. P. and Putra, A. (2019) 'Motif Sosiogenesis Pasangan Roleplay Dalam Media Sosial Twitter', *Jurnal Manajemen Komunikasi*, 2(2), p. 127. doi: 10.24198/jmk.v2i2.12932.



UNIVERSITAS  
GADJAH MADA

**Roleplayer: Studi Netnografi Pembentukan Identitas Roleplay K-Pop pada Kegiatan Rental Pacar di X (Twitter)**

RAHMA MIA SATWIKA, Dr. Lambang Trijono

Universitas Gadjah Mada, 2024 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Purbowati, D., 2021. *Tes MBTI: 16 Tipe Kepribadian, Klasifikasi dan Penjelasannya*. [Online] Available at: <https://akupintar.id/info-pintar/-/blogs/tes-mbti-16-tipe-kepribadian-klasifikasi-dan-penjelasannya>

[Accessed 15 January 2024].

Rosyida, M., 2023. *Mengenal Carrd Co, Kelebihan Hingga Cara Membuat Carrd Co*. [Online]

Available at: <https://www.domainsia.com/berita/carrd-co/>

Saville-Troike, M., 2003. *The Ethnography of Communication: An Introduction*. 3rd ed. Oxford: Blackwell Publishing Ltd.

Spencer, S., 2014. *Race and ethnicity: Culture, identity and representation*. 2<sup>nd</sup> ed. New York: Routledge

Sulianta, D. F., 2022. *Netnografi Metode Penelitian Etnografi Digital pada Masyarakat Modern*. Yogyakarta: Penerbit ANDI.

Tarde, G., 1890(1903). *The Laws of Imitation*. New York: Henry Holt And Company.

Venus Hikaru Aisyah, I. U. S., 2022. Studi Deskriptif Self-Presentation pada Roleplayer di Twitter. *Jurnal Riset Psikologi (JRP)*, 2(1), pp. 1-6.