

## DAFTAR PUSTAKA

- Abdullah, Ma'ruf (2015). *Metodologi Penelitian Kuantitatif*. Yogyakarta : Aswaja Pressindo.
- Candra, H.N. (2024). *Simak Rata-Rata Penonton Mobile Legends Professional League Indonesia per Musim*. Retrieved from <https://data.goodstats.id/statistic/simak-rata-rata-penonton-mobile-legends-professional-league-indonesia-per-musim-ruUv1>
- Du Prezz, E. A. (2017) A skills development framework for sports tourism: The case of South Africa. *African Journal for Physical Activity and Health Sciences*. Pp. 146-169.
- Getz, D., & Page, S. J. (2014). Progress and prospects for event tourism research. *Tourism Management*, Vol. 52, pp. 593–631. doi:[10.1016/j.tourman.2015.03.007](https://doi.org/10.1016/j.tourman.2015.03.007).
- Gibson, Heather. (2005). Sport Tourism: Concepts and Theories. An Introduction. *Sport in Society*, Vol. 8(2), pp. 133-141.
- Heere, B. (2017). Embracing the sportification of society: Defining e-sports through a polymorphic view on sport. *Sport Management Review*. <http://dx.doi.org/10.1016/j.smr.2017.07.002>
- Hinch, T. D. & Higham, J.E.S. (2001) Sport Tourism: a Framework for Research. *INTERNATIONAL JOURNAL OF TOURISM RESEARCH*, 3, pp. 45–58.
- Iso-Ahola, S.E. (1982). Toward a social psychological theory of tourism motivation: A rejoinder. *Annals Of Tourism Research*, Vol. 9(2), pp. 256–262. [https://doi.org/10.1016/0160-7383\(82\)90049-4](https://doi.org/10.1016/0160-7383(82)90049-4).
- Leis, O. & Lautenbach, F. (2020). Psychological and physiological stress in noncompetitive and competitive esports settings: A systematic review, *Psychology of Sport & Exercise* , doi: <https://doi.org/10.1016/j.psychsport.2020.101738>.
- Lynch, J. (2017). *As NFL ratings drop, a new internet study says young men like watching e-sports more than traditional sports*. Retrieved from <https://www.businessinsider.com/nfl-ratings-drop-study-young-men-watch-e-sports-more-than-traditional-sports-2017-9>.
- Newzoo. (2022) *Newzoo's Global E-sports & Live Streaming Market Report 2022*. Retrieved from <https://newzoo.com/resources/trend->

[reports/newzoo-global-e-sports-live-streaming-market-report-2022-free-version.](#)

- Polman, R.C.J., Trotter, M.G., Poulus, D., & Borkoles, E. (2018). Esport: Friend or Foe?. *Serious Games*, pp. 3-8.
- Poulus, D., Coulter T.J., Trotter M.G., & Polman R. (2020). Stress and Coping in Esports and the Influence of Mental Toughness. *Frontiers in Psychology*. 11:628. doi: [10.3389/fpsyg.2020.00628](https://doi.org/10.3389/fpsyg.2020.00628)
- Thompson, J., Taheri, B., & Scheuring, F. (2022). Developing *e-sport tourism* through fandom experience at in-person events. *Tourism Management*, 91. doi:[10.1016/j.tourman.2022.104531](https://doi.org/10.1016/j.tourman.2022.104531).
- Thiel, A. & John, J. M. (2018) Is eSport a ‘real’ sport? Reflections on the spread of virtual competitions, *European Journal for Sport and Society*, 15:4, 311-315, DOI: [10.1080/16138171.2018.1559019](https://doi.org/10.1080/16138171.2018.1559019)
- Tjønnndal, A. (2020) “What’s next? Calling beer-drinking a sport?!”: virtual resistance to considering eSport as sport. *Sport, Business and Management: An International Journal*. <https://doi.org/10.1108/SBM-10-2019-0085>
- Sarioğlan, Mehmet., & Bağlama, S. Hamza. (2020). *Critical studies in social sciences and humanities*. Lyon : Livre de Lyon.
- Seo, Y., & Jung, S. U. (2016). Beyond solitary play in computer games: The social practices of *e-sports*. *Journal of Consumer Culture*, 16, 635–655. doi:[10.1177/1469540514553711](https://doi.org/10.1177/1469540514553711).
- Shone, A., Parry, B. (2019). *Successful Event Management: A Practical Handbook, Fifth Edition*. Hampshire : Cengage Learning EMEA.
- Snepenger, D., King, J., Marshall, E., & Uysal, M. (2006). Modeling Iso-Ahola’s motivation theory in the *tourism* context. *Journal of Travel Research*, 45, 140–149. doi:[10.1177/0047287506291592](https://doi.org/10.1177/0047287506291592).
- Wagner, M. G. (2006). *On the Scientific Relevance of e-sports*. *On the Scientific Relevance of e-sports*. Retrieved from <https://www.researchgate.net/publication/220968200>.
- Reitman, J. G., Anderson-Coto, M. J., Wu, M., Lee, J. S., & Steinkuehler, C. (2020). *E-sports Research: A Literature Review*. *Games and Culture*, 15, 32–50. doi:[10.1177/1555412019840892](https://doi.org/10.1177/1555412019840892).