

KEPUSTAKAAN

- Admin Media Sosial JDI. Mengenal Sertifikasi BNSP dalam Manajemen Seni Pertunjukan. Sumber: <https://lsppariwisata.com/sertifikasi-profesi-pariwisata/mengenal-sertifikasi-bnsp-dalam-manajemen-seni-pertunjukan/>. Diakses 3 September 2024.
- Ballou, G. M. (2008). *Handbook for Sound Engineers Fourth Edition*. Oxford, UK: Elsevier Inc.
- Ballou, G., Ciaudelli, J., & Schmitt, V. (2008). Microphones. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 489-594). Oxford, UK: Elsevier Inc.
- Benamou, M. (2010). *Rasa: Affect and Intuition in Javanese Musical Aesthetics*. New York, USA: Oxford University Press.
- Brown, P. (2008). Fundamentals of Audio and Acoustics. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 21-39). Massachusetts, USA: Elsevier.
- Colonna, S. (2021). Coffee and Music. *The World of Music*, 107-138.
- Eargle, J. (2005). *The Microphone Book Second Edition*. United States: Focal Press.
- Feld, S. (1995). From Schizophonia to Schismogenesis: The Discourses and Practices of World Music and World Beat. Dalam G. E. Marcus, & F. R. Myers (Penyunt.), *The Traffic in Culture: Refiguring Art and Anthropology* (hal. 96-126). London, Inggris: University of California Press.
- Foreman, C. (2008). Sound System Design. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 1233-1336). Massachusetts, USA: Elsevier.
- Franklin, A. (2018). Art tourism: A new field for tourist studies. *Tourist Studies*, 399-416.
- Greene, P. D. (2005). Introduction: Wired Sound and Sonic Cultures. Dalam P. D. Greene, & T. Porcello (Penyunt.), *Wired for Sound: Engineering and Technologies in Sonic Culture* (hal. 1-22). Middletown, USA: Wesleyan University Press.
- In Journey Destination Management. Venue di Prambanan. Sumber: <https://borobudurpark.com/venue-category/ramayana/>. Diakses pada 28 September 2023.
- Kristi, T., & Hendrokumoro. (2023). Onomatope dalam Istilah-Istilah Gamelan Jawa. *Arnawa*, 41-54.
- Lena, J. C., & Lindemann, D. J. (2014). Who is An Artist? New Data for an Old Question. *Poetics*. 70-85.
- LSPKonstruksi. Sertifikat Kompetensi BNSP Penata Bunyi. Sumber: <https://lspkonstruksi.com/sertifikat-kompetensi-bnsp/penata-bunyi>. Diakses 2 September 2024.
- Maier, C. J. (2016). The Sound of Skateboarding: Aspects of a Transcultural Anthropology of Sound. *The Senses and Society*, 24-35.
- Malmström, M. F. (2014). The Sound of Silence in Cairo: Affects, Politics and Belonging. *Anthropology Now*, 23-34.

- Miles, M. (2013). Art and Culture: The Global Turn. Dalam E. Grierson, & K. Sharp (Penyunt.), *Re-imagining the City: Art, Globalization and Urban Spaces* (hal. 19-38). Bristol, UK: Intellect, The Mill.
- Mitchell, J. (2008). Loudspeakers. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 595-643). Oxford, UK: Elsevier Inc.
- Mixing Console MGP Series. Diambil kembali dari Yamaha Make Waves pada 30 September 2024, 18:25 WIB.
<https://id.yamaha.com/id/products/proaudio/mixers/mgp/index.html>.
- Muttaqin, M. (2006). Musik Dangdut dan Keberadaannya di Masyarakat: Tinjauan dari Segi Sejarah dan Perkembangannya (Dangdut and Its Existence in the Society: The Review of Its History and Development). *Harmonia*.
- Pangestu, J. D., & Wafa, M. U. (2019). Peran Sound Engineer Dalam Pertunjukan Musik Keroncong Di RRI Semarang. *Jurnal Seni Musik*, 171-180.
- Patronis Jr, E. T. (2008). Stadiums and Outdoor Venues. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 201-211). Massachusetts, USA: Elsevier.
- Petunjuk MGP32X Yamaha. Sumber:
<https://petunjuk.co.id/yamaha/mgp32x/petunjuk>. Diakses 30 September 2024.
- Pluskota, J. (2019). Redefining the Role of the Sound Engineer: Applying the Theories of Cage, Schafer, and Lomax Towards Establishing a Critical Cultural Approach to Sound Engineering. *Proceedings of The 2019 International Summit of The Music & Entertainment Industry Educators Association* (hal. 77-90). Nashville: Belmont University.
- Porcello, T. (2005). Music Mediated as Live in Austin: Sound, Technology, and Recording Practice. Dalam P. D. Greene, & P. Thomas, *Wired for Sound Engineering and Technologies in Sonic Cultures* (hal. 103-117). Middletown, United States: Wesleyan University Press.
- Pratama, A. A., & Soewarlan, S. (2019). Semiosis Process in The Sounds of Gamelan And Pesinden In Sandekala Film. *Capture*, 60-80.
- Prayoga, I. M. (2021). *Pengelompokan Laras Suara Berdasarkan Pepatutan Atau Pathet Gamelan Bali Menggunakan Klasifikasi K-Nearest Neighbor, dan Support Vector Machine* (Tesis, Ilmu Komputer, Pascasarjana, Universitas Pendidikan Ganesha). Sumber: <https://repo.undiksha.ac.id/10235/>
- Raharja, M. A., & Darmawan, I. D. (2021). Rancang Bangun Aplikasi Sintesis Suara Gamelan Gerantang Bali Menggunakan Metode Double Frequency Modulation (DFM). *Jurnal Resistor*, 119-126.
- Rianto, B., Jalil, M., Chrismondari, Muni, A., & Sudeska, E. (2023). Pelatihan dan Sosialisasi Uji Sertifikasi Kompetensi Teknis BNSP sebagai Sarana Peningkatan Kompetensi Keahlian. *Landmark*, 59-64.

- Saltz, J. (2019). How to Be an Artist. Dalam S. Holt (Penyunt.), *The Best American Magazine Writing 2019* (hal. 319-340). New York, USA: Columbia University Press.
- Santoso, I. B. (2020). Imajiner Ruang Kepala dalam Rekaman Gamelan Agèng dengan Teknik Stereofonik. *Agintya*, 148-157.
- Santoso, I. B. (2015). Proses Amplifikasi Gamelan Jawa dalam Pergelaran Karawitan. *Keteg*, 33-41.
- Schafer, R. M. (1977). *Our Sonic Environment and The Soundscape The Tuning of The World*. Vermont, USA: Destiny Books.
- Schulze, H. (2016a). Everyone's a Different Kind of Alien: An Anthropology of Sound. *The Senses and Society*, 3-6.
- Schulze, H. (2016b). Resistance and Resonance: A Political Anthropology of Sound. *The Senses and Society*, 68-81.
- Schulze, H. (2021). Introduction: What Is an Anthropology of Sound? Dalam H. Schulze (Penyunt.), *The Bloomsbury Handbook of The Anthropology of Sound* (hal. 1-20). New York: Bloomsbury Academic.
- Sethares, W. A. (2005). *Tuning, Timbre, Spectrum, Scale Second Edition*. USA: Springer.
- Shure. Beta 57A. Sumber: https://www.shure.com/en-US/products/microphones/beta_57a?variant=Beta%252057A. Diakses 23 September 2024, 21:32 WIB.
- Shure. SM58. Sumber: <https://www.shure.com/en-US/products/microphones/sm58?variant=SM58-LC>. Diakses 23 September 2024, 22.45 WIB.
- Suyatno, Tjokronegoro, H. A., Merthayasa, I., & Supanggah, R. (2013). Karakteristik Akustik Gamelan Jawa Studi Kasus Gamelan Milik PSTK ITB. *Seminar Fisika dan Aplikasinya*, 261-268.
- Whitlock, B. (2008). Audio Transformer Basics. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 273-307). Massachusetts, USA: Elsevier.
- Whitlock, B., & Pettersen, M. (2008). Preamplifiers and Mixers. Dalam G. M. Ballou (Penyunt.), *Handbook for Sound Engineers Fourth Edition* (hal. 733-763). Massachusetts, USA: Elsevier.
- Yuda, Y. P., Suyanto, M., & Sukoco. (2017). Animasi Gamelan Berbasis Frekuensi Suara. *Multitek Indonesia Jurnal Ilmiah*, 90-97.