

DAFTAR PUSTAKA

- Amit, Vered (Ed). 2015. "Thinking Through Sociality: An Anthropological Interrogation of Key Concepts". New York: Berghahn Books.
- Anonim. tanpa tahun. "Collections: Hatsune Miku Figures". Dalam: <https://solarisjapan.com/collections/hatsune-miku-figures?page=1> Diakses pada tanggal 02 Oktober 2024, 13:01 WIB.
- Bakti, Indra Setia, Anismar Anismar, dan Khairul Amin. 2020. "Pamer Kemewahan: Kajian Teori Konsumsi Thorstein Veblen". Jurnal Sosiologi USK Volume 14, No. 1, Juni 2020.
- Barijan, Dede, Endah Pri Ariningsih, Fitri Rahmawati. 2021. "The Influence of Brand Trust, Brand Familiarity, and Brand Experience on Brand Attachments". Dalam Journal of digital marketing and halal industry Vol. 3, No. 1, 2021, Hal. 73-84.
- Berthoz, Alain. 2017. "The Vicarious Brain, Creator of the Worlds". Amerika Serikat: Harvad University Press.
- Boellstroff, Tom, Bonnie Nardi, Celia Pearce, dan T.L. Taylor. 2012. "Ethnography and Virtual Worlds: A Hanbook of Method". Amerika Serikat: Princeton University Press.
- Chappelle, Craig. 2022. "Genshin Impact Surpasses \$3 Billion on Mobile, Averages \$1 Billion Every Six Months". SensorTower (2022). Diakses melalui laman: [Genshin Impact Surpasses \\$3 Billion on Mobile, Averages \\$1 Billion Every Six Months \(sensortower.com\)](https://sensortower.com) pada tanggal 17 April 2023.
- Cleghorn, Jack dan Mark D. Griffiths. 2015. "Why do Gamers buy 'virtual assets'? An Insight in to the Phycology Behind Purchase Behaviour". Dalam digital education review 27, hal. 85-104.
- Clement, Jessica. 2022. "Number of Video Gamers Worldwide in 2021, by Region". Diakses pada tanggal 28 Oktober 2024, 18:20 WIB. URL: <https://www.statista.com/statistics/293304/number-video-gamers/>.
- Clement, Jesicca. 2023. "Average Weekly Hours Spend Playing Video Games in Selected Countries Worldwide as of January 2021". Diakses pada tanggal 01 November 2024, 15:01 WIB. URL: <https://www.statista.com/statistics/273829/average-game-hours-per-day-of-video-gamers-in-selected-countries/>.
- Clement, Jesicca. 2023. "Distribution of Video Gamers in the United States from 2006 to 2023, by Gender". Dalam <https://www.statista.com/statistics/232383/gender-split-of-us-computer-and-video-gamers/>. Diakses pada tanggal 21 Desember 2024, 20:44 WIB.

- Clement, Jessica. 2024. "Genshin Impact – Statics and Facts". Diakses pada tanggal 06 Oktober 2024, 14:45 WIB. URL: <https://www.statista.com/topics/10100/genshin-impact/#topicOverview>.
- Dai, Qi, Linzhang Huang, Hana Nagazawa, Masato Sawada, dan Atsushi Oshio. 2024. "A Study on the Impact of Personality Traits on Behavior of Game Players Toward Spending on In-game Microtransactions". SAGE Open, Vol. 14, No. 3.
- De Caluwe, Leon, Gert Jan Hofstede, dan Vincent Peters. 2008. "Why do Games Work? In Search of the Active Substance". Deventer: Kluwer.
- De Lange, Mitchel, Joost Raessens, Valerie Frissen, Jos de Mul, dan Sybille Lammes. 2015. "Playful Identities: The Ludification of Digital Media Cultures". Belanda: Amsertdam University Press.
- Deloitte. 2023. "Let's Play, Indonesia! Video Gaming & eSports 2022 ". Diakses melalui pada 20 Maret 2024, 13:45 WIB. URL: <https://www2.deloitte.com/vn/en/pages/technology-media-and-telecommunications/articles/sea-esport-report-2022.html>.
- Deshbandhu, Aditya. 2020. "Gaming Culture(s) in India: Digital Play in Everyday Life. London: Routledge India.
- Deterding, Sebastian dan Jose Zagal, editor. 2018. "Role-playing game studies: Transmedia Foundation". London: Routledge.
- Doughlas, Susan P. dan C. Samuel Craig. 2007. "Advertising Across Culture" dalam the SAGE handbook Advertising hal. 416-429.
- Eryc dan Elvin Wang. 2023. "Bagaimana Pengaruh Paparan Iklan terhadap Brand Awareness serta Keinginan untuk Memainkan Game Mobile Legends pada Generasi Z di Kota Batam". Dalam Journal on Education Vol. 5, No. 3 Maret-April 2023.
- Etchells, Pete. 2019. "Lost in Good Game: Why We Play Video Games and What They Can do For Us?". United Kingdom: Icon Books.
- Fadhil. 2022. "Salip Jepang, Indonesia adalah Negara ke-4 dengan Pemain Genshin Impact Terbanyak". Dalam <https://gamerwk.com/salip-jepang-indonesia-adalah-negara-ke-4-dengan-pemain-genshin-impact-terbanyak/>. Diakses pada 21 Desember 2024, 20:33 WIB.
- Ferguson, Christopher J., Cheryl K. Olson. 2013. "Friends, Fun, Frustration and Fantasy: Child Motivations for Video Game Play". dalam *Motivation and Emotion* 37 hal. 154-164.
- Freeman, Guo. 2018. "Multiplayer Online Games: Origin, Player, and Social Dynamics". Newyork: CRC Press.

- Genshin Impact. 2020. “【屋外広告のお知らせ】”. Diakses pada 14 November 2024, 13:31 WIB. URL: https://x.com/Genshin_7/status/1323130213753114629.
- Genshin Impact. 2022. “Happy Birthday, Keqing!”. Diakses melalui <https://x.com/GenshinImpact/status/1594178980483108865> pada 11 Desember 2024, 21:40 WIB.
- Gill, Sunil. 2024. “How Many Gamers are There in 2024? Latest Stats”. Diakses melalui <https://prioridata.com/number-of-gamers/> pada tanggal 28 Oktober 2024, 18:15 WIB.
- Gill, Sunil. 2025. “Genshin Impact Player Count, Revenue & Stat 2025”. Diakses melalui <https://prioridata.com/data/genshin-impact-player-count/>, pada tanggal 13 Januari 2025, 17:25 WIB.
- Hamari, Judo. 2015. “Why do People Buy Virtual Goods? Attitude Toward Virtual Good Purchases versus Game Enjoyment”. Dalam *International Journal of Information Management*, Volume 35, No. 3.
- Hamari, Juno, Kati Ahla, Simo Jarvela, J. Matias Kivikangas, Jonna Koivisto, dan Janne Paavilainen. 2017. “Why do Players Buy in-game content? An Empirical Study on Concrete Purchase Motivations”. *Computers in Human Behavior* 68 hal. 538-546.
- Hammes, Marc. 2023. “What’s the Average Player Age in Genshin Impact [Answered]”. Diakses pada tanggal 01 November 2024, 14:55 WIB. URL: <https://theglobalgaming.com/genshin-impact/genshin-impact-average-player-age>.
- Howart, Josh. 2024. “How Many Gamers are There? (New 2024 Statistic)”. Dalam <https://explodingtopics.com/blog/number-of-gamers>. Diakses pada tanggal 21 Desember 2024 20:16 WIB.
- Huizinga, Johan. 1949. “Homo Ludens: A Study of Play-element in Culture”. London: Routledge & Kegan Paul.
- Hughes, Nathan GJ dan Paul Cairns. 2021. “Opening the World of Contextually-specific Player Experiences” dalam *Entertainment Computing* Vol. 37.
- Isbister, Katharine. 2022. “Better Game Character by Design: A Psychological Approach”. CRC Press.
- Inal, Yavuz dan Jo Wake. 2023. “An Old Game, New Experience: Exploring the Effect of Players’ Personal Game History on Game Experience”. Dalam *Universal Access in the Information*, Volume 22, No. 3, hal. 757-769.
- International Age Rating Coalition. 2013. “IARC Ratings Guide.” Diakses pada tanggal 28 November 2024, 15:23 WIB: <https://www.globalratings.com/ratings-guide.aspx>.

- Jahn-Sudmann dan Ralf Stockmann (Ed). 2008. "Computer Games as Sociocultural Phenomenon: Games Without Frontiers-War Without Tears". Newyork: Springer.
- Jėčius, Domnykas dan Alexander Frestadius. 2022. "How do players experience a gacha game depending on their perspective as a starting or a veteran player?: A case study of Genshin Impact."
- Kanae. 2020. "原神 | 今日リリースの新作RPG！ガチャも回す！！【にじさんじ/叶】". Diakses pada tanggal 04 Oktober 2024, 18:37 WIB. URL: <https://www.youtube.com/watch?v=ktaZIAhZo3k&t=0s>.
- Kanae. 2022. "原神 | 神里綾人さんをずっと引きたいと思ってた【にじさんじ/叶】". Diakses pada tanggal 07 November 2024, 16:42 WIB. URL: <https://www.youtube.com/watch?v=9WlCuk6aNY&t=0s>.
- Knezovic, Andrea. 2024. "Genshin Impact Advertising Strategy Explain". Dalam <https://www.blog.udonis.co/mobile-marketing/mobile-games/genshin-impact-advertising>. Diakses pada tanggal 21 Desember 2024, 20:50 WIB.
- Lehdonvirta, Vili, Terhi-Anna Wilska, dan Mikael Johnson. 2009. "Virtual Consumerism: Case Habo Hotel". Information, Communication, and Society.
- Maher, Cian. 2020. "If You're Playing Genshin Impact for More than an Hour a Day, You're Playing it Wrong". Dalam <https://www.thegamer.com/genshin-impact-hours-playtime/>. Diakses pada tanggal 21 Desember 2024, 21:17 WIB.
- McGinnis, Patrick J. 2020. "Fear of Missing Out: Pratical decision-making in a world of overwhelming choice." Chicago: Sourcebooks Inc.
- Moayeri, Meysam, Lorea Narvaiza Cantin, dan Juan Jose Gibaja Martins. "How does self-control operate? A focus on impulsive buying." Dalam *Papeles de Psicologo* Vol 40, No. 2 Februari 2019, hal. 149-156.
- Nurhayati, Hanadian dan Wolff. 2024. "Video Market in Indonesia – Statistics & Facts". Diakses pada tanggal 28 Oktober 2024, 18:13 WIB. URL: <https://www.statista.com/topics/10649/video-game-market-in-indonesia/>.
- Putri, Nadia Kusuma, Shinta Alya Mumtazah, dan Emilian Agustin. 2022. "The Influence of Social Meida on Flexing Culture Phenomenon in Indonesian Society". Dalam *Prosiding Konferensi Ilmiah Pendidikan*, Vol. 3 2022, hal: 603-610.
- Rachel, Ramhi, Rakhmadsyah dan Putra Rangkuty. 2020. "Konsumenrisme dan Gaya Hidup Perempuan di Ruang Sosial: Analisis Budaya Pembedaan Diri di Lingkungan FISIP UNIMAL". *Jurnal Ilmu Sosial dan Ilmu Politik Malikussaleh (JSPM)* Volume 1, No. 1, 2020.

- Rosaliza, Mita, Hesti Asriwandari, dan Indrawati. 2023. "Field Work: Etnografi dan Etnografi Digital". Dalam Jurnal Ilmu Budaya, Vol. 20, No. 1, Agustus 2023..
- Rosida, Ida, Fatimah Az Zahra, Fatimah Tuzzahrah, dan Sayyidati Azzahrah. 2023. "Flexing Culture in the Age of Social Media: From Social Recognition to Self-satisfaction". Dalam jurnal Simulacra, Vol. 6, No. 2, 2023.
- Santoso, Pladidus. 2021. "Genshin Impact jadi Game dengan Pendapatan Terbesar Sepanjang Masa di Rilis Tahun Pertama". Diakses pada tanggal 18 November 2024, 18:13 WIB. URL: <https://jagatplay.com/2021/11/news/genshin-impact-jadi-game-dengan-pendapatan-terbesar-sepanjang-masa-di-rilis-tahun-pertama/>.
- Shibuya, Akhiko, Hibiki Okura, Akiyo Shoun, dan Naoko Asou. 2019. "Male and Female Game Players' Preferences for Game Characters and Real-world Personalities in Japan". Dalam Proceedings of DiRGA 2019 Conference: Game, Play and the Emerging Ludo-Mix.
- Strauss, Anselm L. dan Juliet M. Cobin. 2009. "Basics of Qualitative Research: Techniques and Procedures for Developing Grounded Theory". Thousand Oaks, California: Sage Publication, inc.
- Sudarsih, Sri. 2022. "Pengaruh Bahasa Iklan Terhadap Perilaku Masyarakat". Dalam Jurnal Endogami, Vol. 6, No. 1, November 2022
- Susanto, Alton Endarwanto Hadi, Nadiroh, Hafid, Abbas, dan Agung Purwanto. 2023. "Lifestyle: Flexing Behavior in Social Media". Dalam Jurnal International Journal of Economics, Vol. 2, No. 1, Juni 2023.
- Sutopo, HB. 2006. "Metodologi Penelitian Kualitatif". Surakarta: UNS Press.
- Suwanto, Insan, Dian Mayasari, dan Nurul Wulan Dhari. 2021. "Analisis Peran Teman Sebaya dalam Pengambilan Keputusan Karir". Dalam jurnal Counsellia: Jurnal Bimbingan dan Konseling Vol. 11, No. 2, November 2021, Hal. 168-179.
- Taylor, Tina L. 2006. "Play Between Worlds: Exploring Online Game Culture". London: MIT Press.
- Thorn, Alan. 2008. "Cross-platform Game Development". Texas: Jones & Bartlett Learning.
- Toups Dugas, Phoebe O, Nicole K. Crenshaw, Rina R. Wehbe, Gustavo F. Tondello, dan Lerrant E. Nacke. 2016. "'The Collecting Itself Feels Good' Towards Collection Interfaces for Digital Game Objects". Dalam Proceedings of the Annual Symposium on Computer-Human Interaction in Play, hal 276-290.
- Veblen, Thorstein. 2000. "The Theory of Leisure Class". New Brunswick dan London: Transaction Publisher.



- Veblen, Thorstein. 2007. "Oxford World's Classics: Theory of the Leisure Class". New York: Oxford University Press Inc.
- Villegas, Eva, Elisabet Fonts, Marta Fernandez, dan Sara Fernandez-Guinea. 2023. "Visual Attention and Emotion Analysis Based on Qualitative Assessment and Eyetracking Metrics – the Perception of a Video Game Trailer". Dalam jurnal *sensors* Vol. 3, No. 23.
- Wake, Isaac dan Newton Lee. 2024. "Legend of Zelda Breath of the Wild and the Lens of Curiosity". Dalam *Encyclopedia of Computer Graphics and Games*. Cham: Springer International Publishing.