

DAFTAR RUJUKAN

- Andelina, Ika Resmika. 2021. "Analisis Anthropomorphism Dalam Desain Karakter Arknights." *Ultimart: Jurnal Komunikasi Visual* 14(2):175–89. doi: 10.31937/ultimart.v14i2.2192.
- Arcy, Jacquelyn. 2018. "The Digital Money Shot: Twitter Wars, The Real Housewives, and Transmedia Storytelling." *Celebrity Studies* 9(4):487–502. doi: 10.1080/19392397.2018.1508951.
- Barthes, Roland. 1974. *S/Z*. Hill & Wang.
- Berger, Jonah. 2016. *Contagious: Why Things Catch On*. Simon and Schuster.
- Boni, Marta. 2017. *World Building: Transmedia, Fans, Industries*. Amsterdam University Press.
- Brummitt, Cassie. 2016. "Pottermore: Transmedia Storytelling and Authorship in Harry Potter." *The Midwest Quarterly* 58(1):112–32.
- Cawelti, John G. 2014. *Adventure, Mystery, and Romance*. University of Chicago Press.
- Chatman, Seymour. 2019. *Story and Discourse: Narrative Structure in Fiction and Film*. Cornell University Press.
- Deterding, Sebastian, and José Zagal. 2018. *Role-Playing Game Studies: Transmedia Foundations*. Routledge.
- Elleström, Lars. 2018. *Transmedial Narration: Narratives and Stories in Different Media*. Springer.
- Faruk, H. T. 2012. *Metode Penelitian Sastra: Sebuah Penjelajahan Awal*. Yogyakarta: Pustaka Pelajar.
- Friedmann, Joachim. 2021. *Storytelling for Media: Introduction to the Theory and Practice of Narrative Design*. UTB.
- Friedmann, Joachim. 2023. *Narratives Crossing Boundaries: Storytelling in a Transmedial and Transdisciplinary Context*. transcript Verlag.
- Fülöp, Erika. 2021. *Fictionality, Factuality, and Reflexivity across Discourses and Media*. Walter de Gruyter GmbH & Co KG.
- Herman, David. 2003. *Narrative Theory and the Cognitive Sciences*.
- Herman, David. 2009. *Basic Elements of Narrative*. John Wiley & Sons.

- Hernández-Sabaté, Aura, Meritxell Joanpere, Núria Gorgorió, and Lluís Albarracín. 2015. “Mathematics Learning Opportunities When Playing a Tower Defense Game.” *International Journal of Serious Games* 2(4). doi: 10.17083/ijsg.v2i4.82.
- Innocenti, Veronica, and Guglielmo Pescatore. 2017. “Narrative Ecosystems: A Multidisciplinary Approach to Media Worlds.” *World Building Transmedia Fans Industries* 164–84. doi: 10.1017/9789048525317.010.
- Ismail, Ida F., Mimi Fitriana, and Chan L. Chuin. 2022. “The Relationship Between Loneliness, Personality Differences, Motivation and Video Game Addiction in the Context of Gacha Games in F2P Mobile Games: A Global Setting.” *Journal of Engineering Science and Technology* 17:1–12.
- Jenkins, Henry. 2006a. *Convergence Culture: Where Old and New Media Collide*. NYU Press.
- Jenkins, Henry. 2006b. *Fans, Bloggers, and Gamers: Exploring Participatory Culture*. nyu Press.
- Jenkins, Henry. 2007. “Transmedia Storytelling 101 — Pop Junctions.” *Henry Jenkins*, March 22.
- Jenkins, Henry. 2009. “The Aesthetics of Transmedia: In Response to David Bordwell (Part One) — Pop Junctions.” *Henry Jenkins*, September 10.
- Jenkins, Henry. 2012. *Textual Poachers: Television Fans and Participatory Culture*. Routledge.
- Jenkins, Henry. 2014. “Transmedia Storytelling and Entertainment: An Annotated Syllabus.” Pp. 145–60 in *Entertainment industries*. Routledge.
- Jenkins, Henry, Sam Ford, and Joshua Green. 2013. *Spreadable Media: Creating Value and Meaning in a Networked Culture*. NYU Press.
- Johnson, Steven. 2006. *Everything Bad Is Good for You: How Today’s Popular Culture Is Actually Making Us Smarter*. Penguin.
- Kanayama, Kelly. 2022. “Judging Dredd: Examining the World of Judge Dredd, Scott Weatherly (Ed.) (2021).” *Studies in Comics* 12(2):284–89. doi: 10.1386/stic_00069_5.
- Kinder, Marsha. 2023. *Playing with Power in Movies, Television, and Video Games: From Muppet Babies to Teenage Mutant Ninja Turtles*. Univ of California Press.
- Kinder, Marsha, and Tara McPherson. 2021. *Transmedia Frictions: The Digital, the Arts, and the Humanities*. Univ of California Press.

- Lakić, Nikola, Andrija Bernik, and Andrej Čep. 2023. "Addiction and Spending in Gacha Games." *Information* 14(7):399. doi: 10.3390/info14070399.
- Liszka, James JakÅ3b. 1996. *A General Introduction to the Semiotic of Charles Sanders Peirce*. Indiana University Press.
- Lowood, Henry, and Raiford Guins. 2024. *Debugging Game History: A Critical Lexicon*. MIT Press.
- McLuhan, Marshall. 1964. *Understanding Media: The Extensions of Man*. New York : McGraw-Hill.
- Meister, Jan Christoph. 2008. *Narratology beyond Literary Criticism: Mediality, Disciplinarity*. Walter de Gruyter.
- Merriam-Webster. 2016. *Merriam Webster Dictionary, International Edition*.
- Örnebring, Henrik. 2007. "Alternate Reality Gaming and Convergence Culture." *International Journal of Cultural Studies* 10(4):445–62. doi: 10.1177/1367877907083079.
- Page, Ruth. 2010. "Interactivity and Interaction: Text and Talk in Online Communities." Pp. 208–31 in *Intermediality and Storytelling*. De Gruyter.
- Pradhipta, Amelia Yeza. 2021. "Mekanisme 'Gacha' Dan 'Parasocial Interaction' Pemain Gim Seluler." *Jurnal Studi Komunikasi (Indonesian Journal of Communications Studies)* 5(1):215. doi: 10.25139/jsk.v5i1.2478.
- Ryan, M. L. 2022. *A New Anatomy of Storyworlds: What Is, What If, as If*. Ohio State University Press.
- Ryan, Marie-Laure. 2004. *Narrative Across Media: The Languages of Storytelling*. U of Nebraska Press.
- Ryan, Marie-Laure. 2015. "Transmedia Storytelling: Industry Buzzword or New Narrative Experience?" *Storyworlds: A Journal of Narrative Studies* 7(2):1. doi: 10.5250/storyworlds.7.2.0001.
- Ryan, Marie-Laure. 2016. "Transmedia Narratology and Transmedia Storytelling." *Artnodes* (18). doi: 10.7238/a.v0i18.3049.
- Ryan, Marie-Laure. 2021. "Media, Genres, Facts and Truth: Revisiting Basic Categories of Narrative Diversification." *Neohelicon* 49(1):75–88. doi: 10.1007/s11059-021-00587-w.
- Ryan, Marie-Laure. 2022. *A New Anatomy of Storyworlds: What Is, What If, As If*.
- Ryan, Marie-Laure, and Jan-Noël Thon. 2014. *Storyworlds Across Media: Toward a Media-*

Conscious Narratology. U of Nebraska Press.

Schiller, Melanie. 2018. "Transmedia Storytelling:" Pp. 97–108 in *Stories*. Amsterdam University Press.

Thon, Jan-Noël. 2014. "Toward a Transmedial Narratology: On Narrators in Contemporary Graphic Novels, Feature Films, and Computer Games." *Beyond Classical Narration: Transmedial and Unnatural Challenges* 25–56.

Thon, Jan-Noël. 2016. *Transmedial Narratology and Contemporary Media Culture*. U of Nebraska Press.

Zaluczkowska, Anna. 2011. "Storyworld: The Bigger Picture, Investigating the World of Multi-Platform/Transmedia Production and Its Affect on Storytelling Processes." *Journal of Screenwriting* 3(1):83–101. doi: 10.1386/josc.3.1.83_1.