UNIVERSITAS GADJAH MADA
Parasocial Relationships and Fandom in Online Social Media: A Nethnographic Study Among The Love and Deepspace Roleplayers and Fans on X
Clara Alverina Fitria Saerang, Lidwina Mutia Sadasri, S.I.P,. M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

Bibliography

Biocca, F., Harms, C., & Burgoon, J. K. (2003). Toward a more robust theory and measure of social presence: Review and suggested criteria. *Presence Virtual and Augmented Reality, 12(5)*, 456–480. https://doi.org/10.1162/105474603322761270

Boyd, D. (2010). Social network sites as networked publics: Affordances, dynamics, and implications. *A networked self: Identity, community, and culture on social network sites.* (pp. 47–66). Routledge. https://doi.org/10.4324/9780203876527-8

Evans, S. K., Pearce, K. E., Vitak, J., & Treem, J. W. (2017). Explicating Affordances: A conceptual framework for understanding media effects. *Journal of Computer-Mediated Communication*, 22(1), 35-52. https://doi.org/10.1111/jcc4.12180

Harinto, R. A. (2024). *Parasocial Relationship Expressions on social media as an exploration of Boys' love fans' online personal identity: A netnography of Indonesian Thai boys' love fans' personal identity on Twitter/X* [Undergraduate Thesis]. Universitas Gadjah Mada.

Horton, D., & Wohl, R. R. (1956). Mass Communication and Para-Social Interaction. *Psychiatry*, 19(3), 215–229. https://doi.org/10.1080/00332747.1956.11023049

Jenkins, H. (1992). *Textual poachers: Television fans and participatory culture*. Routledge. https://doi.org/10.4324/9780203114339

Jenkins, H. (2006). *Convergence Culture: Where old and new media collide.* NYU Press. https://doi.org/10.18574/nyu/9780814743683.001.0001

Kowert, R., & Daniel, E. (2021). The one-and-a-half sided parasocial relationship: The curious case of live streaming. *Computers in Human Behavior Reports, 4*, 100150. https://doi.org/10.1016/j.chbr.2021.100150

Kozinets, R. V. (2010). *Netnography: Doing Ethnographic Research Online.* SAGE Publications. https://doi/10.5555/1823232

Kozinets, R. V. (2015). *Netnography: Redefined* (2nd ed.). SAGE Publications. https://doi.org/10.1002/9781118767771

Kozinets, R. (2020). *Netnography (Vols. 1-0).* SAGE Publications Ltd. https://doi.org/10.4135/9781036233846

Liebers, N., & Schramm, H. (2023). The history and scope of parasocial research. *The Oxford Handbook of parasocial experiences.* Oxford University Press. https://doi.org/10.1093/oxfordhb/9780197650677.001.0001

Postmes, T., Spears, R., & Lea, M. (1998). Breaching or building social boundaries? *Communication Research*, 25(6), 689–715. https://doi.org/10.1177/009365098025006006

Schiappa, E., Gregg, P. B., & Hewes, D. E. (2005). The parasocial contact hypothesis. *Communication Monographs*, 74(1), 92–115. https://doi.org/10.1080/0363775052000342544

Suler, J. (2004). The online disinhibition effect. *CyberPsychology & Behavior*, 7(3), 321-326. https://doi.org/10.1089/1094931041291295

Tukachinsky, R., & Stever, G. (2019). Theorizing development of parasocial engagement. *Communication Theory*, 29(4). https://doi.org/10.1093/ct/qty032

Walther, J. B. (1992). Interpersonal effects in computer-mediated interaction: A relational perspective. *Communication Research, 19*(1), 52–90. https://doi.org/10.1177/009365092019001003

UNIVERSITAS
GADJAH MADA
**Parasocial Relationships and Fandom in Online Social Media: A Nethnographic Study Among The Love and
Deepspace Roleplayers and Fans on X**
Clara Alverina Fitria Saerang, Lidwina Mutia Sadasri, S.I.P,. M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

Yan, Q., & Yang, F. (2020). From parasocial to parakin: Co-creating idols on social media. *New Media & Society*, *23*(9), 2593-2615. https://doi.org/10.1177/1461444820933313

Yuwono, A. I., Simatupang, G. R. L. L., & Salam, A. (2018). PEWUJUDAN DAN PENYERAPAN PEMAIN DALAM VIDEO GAME. *Journal Communication Spectrum*, *8*(1). https://doi.org/10.36782/jcs.v8i1.1837

Zervas, K. (2025). Digital bonds: A gamers' perspective on the role of online gaming communities. *International Review for the Sociology of Sport*. 61(3), 650–667. https://doi.org/10.1177/10126902251349297

Appendix

1. Interview Transcript Ace (@iLightseeker)

R : Researcher

A : Ace (Informant 1)

a. Informant's Background

R: Boleh perkenalan diri dulu, seperti nama panggilan dan username twitter roleplay?

A: Nama panggilan Ace dan username akun roleplaynya @iLightseeker.

R: Karakter apa sih yang kamu roleplay in?