

## DAFTAR PUSTAKA

### A. DAFTAR BUKU DAN JURNAL *ONLINE* :

Ansari, Aziz dan Klinenberg, Eric

2015 *Modern Romance*. New York: Penguin Press.

Ben-Ze'ev, Aaron

2004 *Love Online: Emotions on the Internet*. New York: Cambridge University Press.

Bennett, Linda Rae

2005 *Woman, Islam and Modernity: Single Women, sexuality and reproductive health in contemporary Indonesia*. London dan New York: RoutledgeCurzon, Taylor&Francis Group

Boellstroff, Tom

2008 *Coming Of Age In Second Life: An Anthropologist Explores the Virtually Human*. New Jersey: Princeton University Press

Butler, Judith

1990 *Gender Trouble: Feminism and The Subversion of Identity*. New York: Routledge, Chapman & Hall, Inc.

Brehm, Sharon S., Miller, Rowland S., Perlman, Daniel dan Campbell, Susan M.

2002 *Intimate Relationship*, Third Edition. New York: McGraw-Hill.

Cole, Helena, B.Sc. dan Griffiths, Mark D., Ph.D.

2007 Social Interactions in Massively Multiplayer Online Role-Playing Gamers. *CyberPsychology & Behavior. Volume 10, Number 4, 2007*

Creeber, Glen dan Martin, Royston

2009 *Digital Cultures: Understanding New Media*. England: McGraw-Hill.

Giddens, Anthony

1991 *Self and Society in the Late Modern Age*. Cambridge: Polity Press.

Hartley-Brewer, Elizabeth

2009 *Making Friends: A Guide to Understanding and Nurturing Your Child's Friendships*. United States: Da Capo Lifelong Books.

Hine, Christine

2000 *Virtual Ethnography*. London, California, New Delhi: Sage Publications

Huizinga, Johan.

1950 *Homo Ludens: A Study of The Play Element in Culture*. London: Roy Publishers.

Iskandar

2008 *Metodelogi Penelitian Pendidikan dan Sosial (Kuantitatif dan Kualitatif)*. Jakarta: GP Press.

Lo Shao-kang

2008 The Impact of Online Game Character's Outward attractiveness and Social Status on Interpersonal attraction. *Computer in Human Behavior* 24 (2008) 1947-1958

Mardiati, S.

- 2004 *Mencari Jodoh Di Internet (Studi Mengenai Perubahan Sosial dalam Relasi antar Lawan Jenis)*. Skripsi S-1 Antropologi.  
Yogyakarta, Universitas Gadjah Mada.

Miller, Daniel dan Slater, Don

- 2000 *The Internet: An Ethnographic Approach*. Oxford: Berg

Nilan, Pam

- 2008 Youth Transitions to Urban, Middle-class marriage in Indonesia: Faith, Family, and Finances. University of Newcastle. *Journal of Youth Studies*, 11:1,65-82

Nugroho, Adityo

- 2007 *Ekspresi Cinta Dalam Pacaran*. Skripsi S-1 Antropologi.  
Yogyakarta, Universitas Gadjah Mada.

Owens, Erica

- 2007 *The Sociology of Love, Courtship, and Dating. 21st Century Sociology: A Reference Handbook*. California: Sage Publications, Inc.

Pearce, Celia dan Artemesia

- 2009 *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*. USA: Massachussetts Institute of Technology.

Pranata

- 1984 *Mencari Jodoh dan Upacara Perkawinan Adat Jawa: Pedoman Bagi Calon Pengantin, Calon Mertua, dan Calon Pemangku Hajat*. PT. Yudha Gama Corporatio

Segalen, Martine

- 1986 *Historical Anthropology of The Family*. New York: Cambridge University Press

Subrahmanyam, Kaveri dan Greenfield, Patricia

- 2008 Online Communication and Adolescent Relationship. Princeton University, *The Future of Children*, Vo. 18, No. 1. *Children and Electronic Media (Spring 2008)*, pp. 119-146

Stafford, David

- 2002 Avatar. Published by: Architectural Association of Ireland, *Building Material*, No. 8 (Spring 2002), pp. 44-47

Subrahmanyam, Kaveri dan Smahel, David

- 2011 *Digital Youth: The Roles of Media in Development*. New York: Springer

Suh, Kil-Soo, Kim, Hongki dan Suh Kyo Eung

- 2011 What If Your Avatar Looks Like You? Dual Congruity Prespectives for Avatar Use. University of Minnesota: *MIS Quarterly*, Vol. 35, No. 3 (September 2011), pp. 711-729.

Spradley, James P.

- 1997 *Metode Etnografi*. Yogyakarta. PT. Tiara Wacana.

Veszelszki, Agnes

- 2017 *Digilect: The Impact of Infocommunication Technology on Langange*. Germany: Walter de Gruyter GmbH & Co KG.

Wood, Andrew F. Dan Smith, Matthew J.

- 2005 *Online Communication: Lingking Technology, Identity, and Culture Second Edition*. Mahwah, New Jersey dan London: Lawrence Erlbaum Associates, Publish

## B. WEBSITE :

Penjaga Rumah. 2017. Siapa Itu Generasi Millennial?. Diakses pada 26 Desember 2017. <https://rumahmillennials.com/siapa-itu-generasi-millennials/#.WwfKqu6FPIU>

KBBI Online. 2012-2018. Pacar. Diakses pada 26 Desember 2017. <https://kbbi.web.id/pacar>

PsikologiID. 2014. Public Display of Affection. Diakses pada 28 Desember 2017. <http://psikologid.com/public-display-of-affection/>

English Oxford Living Dictionaries. 2018. Emoticon. Diakses pada 30 Desember 2017. <https://en.oxforddictionaries.com/definition/emoticon>

Take Me Out Indonesia. 2009. Take Me Out Indonesia. Diakses pada tanggal 25 Desember 2017. <http://www.takemeoutindonesia.com/>

Google Play. 2018. LINE: Free Calls & Messages. Diakses pada tanggal 13 Desember 2017. [https://play.google.com/store/apps/details?id=jp.naver.line.android&feature=search\\_result#?t=W251bGwsMSwxLDEsImpwLm5hdmVyLmxpbmUuYW5kcm9pZCJd](https://play.google.com/store/apps/details?id=jp.naver.line.android&feature=search_result#?t=W251bGwsMSwxLDEsImpwLm5hdmVyLmxpbmUuYW5kcm9pZCJd)

Game Bagus. 2014. Apa itu Game RPG? Bahas Tuntas Pengertian RPG dan Contohnya. Diakses pada tanggal 27 November 2017. <http://www.gamebagus.net/2016/01/apa-itu-game-rpg-bahas-tuntas.htm>

Google Play. 2018. LINE PLAY – Our Avatar World. Diakses pada tanggal 27 November 2017. <https://play.google.com/store/apps/details?id=jp.naver.lineplay.android&hl=en>

Indopigghelp.blogspot.com. 2013. Apa itu Ameba Pigg ?. Diakses pada tanggal 18 Januari 2018. <http://indopigghelp.blogspot.co.id/2013/12/apa-itu-ameba-pigg.htm>

## LAMPIRAN

### Gambar 1. Ilustrasi logo *LINE PLAY*

Sumber: <https://itunes.apple.com/hn/app/line-play-our-avatar-world/id575147772?l=en&mt=8> Diakses pada 05 April 2018