

DAFTAR PUSTAKA

Buku

- A Devito, J. (2011). *Komunikasi Antarmanusia*. Tangerang Selatan: Karisma Publishing Group.
- Abar, Z., & Akhmad. (1999). *Kritik Sosial, Pers dan Politik Indonesia: Kritik Sosial Dalam Wacana Pembangunan*. Yogyakarta: UII Press.
- Ardianto, E. (2004). *Komunikasi Massa Suatu Pengantar*. Bandung: Simbiosis Rekatama Media.
- Arsyad, A. (2008). *Media Pembelajaran*. Jakarta: Raja Grafindo Persada.
- Baran, S. (2003). *Mass Communication Theory: Foundations, Ferment, and Future* (3 ed.). Belmont, CA: Thomson.
- Black, J., & Whitney, F. (1988). *Introduction To Mass Communication*. USA: Brown Publisher.
- Burton, G. (2005). *Media Reserch Methods: Audiences, Institution, Texts*. New York: Palgrave Macmillan.
- Croteau, D., & Hoynes, W. (2003). *Media Society: Industries, Images, and Audiences*. London: Pine Forge Press.
- DeVito, J. A. (1997). *Komunikasi Antarmanusia* (5 ed.). Jakarta: Professional Books.
- During, S. (2000). *The Cultural Studies Reader*. London: Routledge.
- Gordon, T. (1991). *Menjadi Orang Tua Efektif Petunjuk Terbaru Mendidik Anak yang Bertanggung Jawab*. (d. Farida Lestira Subardja, Trans.) Jakarta: Gramedia Pustaka Utama.
- Hall, S. (1997). *Representation: Cultural Representation and Signifying Practises*. London: Sage.
- Hall, S. (2001). *Encoding-Decoding: Media and Cultural Studies*. Massachusetts: Blackwell Publisher Inc.
- Howe, N., & Strauss, W. (2000). *Millennials Rising: The Next Great Generation*. New York: Vintage.

- Jensen, J., Peterson, T. P., & Rivers, W. (2003). *Media Massa dan Masyarakat Modern*. Jakarta: Kencana.
- Kotler, P., & Keller. (2007). *Manajemen Pemasaran*. Jakarta: PT. Indeks.
- Lancaster, L., & Stillman, D. (2002). *When Generations Collide. Who They Are. Why They Clash. How to Solve the Generational Puzzle at Work*. New York: Collins Business.
- Liliweri, A. (1997). *Komunikasi Antar Pribadi*. Bandung: Citra Aditya Bakti.
- Littlejohn, S. (2009). *Teori Komunikasi*. Jakarta: Salemba Humanika.
- McQuail, D. (1997). *Audience Analysis*. California: SAGE Publication.
- McQuail, D. (2005). *Mass Communication Theory Fifth Edition*. London: SAGE Publications Ltd.
- O'Sullivan, T. (1994). *Key Concept in Communication and Cultural Studies*. London: Routledge.
- Prakoso, G. (2010). *Pengetahuan Dasar Film Animasi Indonesia*. Jakarta: Yayasan Seni Visual Indonesia.
- Saidi, A. (2015). *Visualisasi dan Transformasi Kebertubuhan Dalam Film Animasi Planes (Ke Arah Pembentukan Mitos Baru) (Skripsi)*. Bandung: Institut Teknologi Bandung.
- Sarwono, S. W. (1992). *Menuju Keluarga Bahagia*. Jakarta: Bhatara Karya Aksara.
- Silalahi, U. (2009). *Metode Penelitian Sosial*. Bandung: PT. Refika Aditama.
- Slameto. (2010). *Belajar dan Faktor-Faktor yang Mempengaruhi*. Jakarta: Rineka Cipta.
- Sobur, A. (2013). *Semiotika Komunikasi*. Bandung: Remaja Rosdakarya.
- Straubhaar, J., & LaRose, R. (2002). *Media Now: Communication Media in The Information Age*. USA: Wadsworth.
- Street, J. (2001). *Mass Media, Politics and Society*. New York: Palgrave.
- Suheri, A. (2006). *Animasi Multimedia Pembelajaran*. Jakarta: Elecmedia Komputindo.

- Sumarno, M. (2008). *Dasar-Dasar Apresiasi Film*. Jakarta: Grasindo.
- Supratiknya, A. (1995). *Tinjauan Psikologi Komunikasi Antar Pribadi*. Yogyakarta: Kanisius (Anggota IKAPI).
- Tahir, M. (2011). *Pengantar Metodologi Penelitian Pendidikan*. Makassar: Universitas Muhammadiyah Makassar.
- Twenge, J. (2006). *Generation Me: Why Today's Young Americans Are More Confident, Assertive, Entitled—and More Miserable Than Ever Before*. New York: Free Press.
- Wells, P. (1998). *Understanding Animation*. New York: Routledge.
- West, R., & Turner, L. (2008). *Pengantar Teori Komunikasi: Analisis dan Aplikasi*. Jakarta: Penerbit Salemba Humanika.
- Wicaksono, A. G. (2011). Penggambaran Perang Dalam Anime "Grave of The Fireflies". *Universitas Airlangga Surabaya*.
- YIP, A. (2013). *FUNtastic Parenting: Menjadi Orang Tua yang Menyenangkan*. Jakarta: Grasindo.

Jurnal, Skripsi, dan Tesis

- Adipradana, M. I. (2016). *Kritik Sosial Dalam Film (Studi Analisis Semiotika Kritik Sosial dalam Film "A Copy of My Mind" Karya Joko Anwar) (Skripsi)*. Surakarta: Universitas Sebelas Maret.
- Ardiyansah. (2012). *Film Animasi Sebagai Medium Dokumentasi Kekayaan Alam, Intelektual, Budaya, dan Dinamika Sosial Politik (Skripsi)*. Jakarta: School of Design BINUS University.
- Aryani, K. (2006). *Analisis Penerimaan Remaja Terhadap Wacana Pornografi dalam Situs-Situs Seks di Media Online (Skripsi)*. Surabaya: FISIP UNAIR.
- Astika, D. (2017). *Pengaruh Komunikasi Interpersonal Anak dengan Orang Tua Terhadap Konsep Diri Anak Kelas VI SD Negeri Serayu Yogyakarta (Skripsi)*. Yogyakarta: Universitas Negeri Yogyakarta.

- Billy, S. (2014). *Analisis Resepsi Terhadap Rasisme dalam Film (Studi Analisis Resepsi Film 12 Years A Slave Pada Mahasiswa Multi Etnis) (Skripsi)*. Surakarta: Universitas Muhammadiyah Surakarta.
- Elberse, A., & Anand, B. (2007). The Effectiveness of Pre-Release Advertising for Motion Pictures: An Empirical Investigation Using A Simulated Market. *Information Economics and Policy*, 19, 319-343.
- Giroux, H. (1994). Animating Youth: The Disneyfication of Children's Culture. *Socialist Review*, 94, 65-79.
- Imran, H. A. (2012). Media Massa, Khalayak Media, The Audience Theory, Efek Isi Media dan Fenomena Diskursif (Sebuah Tinjauan dengan Kasus pada Surat kabar Rakyat Merdeka). *Jurnal Studi Komunikasi dan Media*, 16, 51.
- Jurkiewicz, C. (2000). Generation X and the Public Employee. *Public Personnel Management*, 55.
- Komalawati, E. (2014). Transkulturasi dalam Film Indonesia: Representasi Identitas Subkultur Generasi Muda Pada Film Indonesia. *Prodi Ilmu Komunikasi Unika Atma Jaya Jakarta*, 3, 51-68.
- Kurniadi, O. (2001). Pengaruh Komunikasi Keluarga terhadap Prestasi Belajar Anak. *MediaTor*, 2, 271.
- Lyons, S. (2004). An Exploration of Generational Values In Life and At Work. *ProQuest Dissertations and Theses*, 441.
- Noble, S., & Schewe, C. (2003). Cohort Segmentation: An Exploration of Its Validity. *Journal of Business Research*, 979-987.
- Pratama, D. Y. (2015). *Tindak Kekerasan di Dalam Film Animasi (Analisis Isi Pesan Pada Film Animasi Minions 2015 Karya Pierre Coffin dan Kyle Balda) (Tesis)*. Malang: Universitas Muhammadiyah Malang.
- Rini, Y. S. (2014, July). Komunikasi Orangtua-Anak dalam Pengambilan Keputusan Pendidikan. *Jurnal Interaksi*, 3, 112-122.
- Setyowati, Y. (2005). Pola Komunikasi Keluarga dan Perkembangan Emosi Anak (Studi Kasus Penerapan Pola Komunikasi Keluarga dan Pengaruhnya Terhadap Perkembangan Emosi Anak pada Keluarga Jawa). *Jurnal Ilmu Komunikasi*, 2, 67-78.
- Wijiharjono, N. (2017). Kajian Perkembangan Penelitian Pemasaran Film. *Jurnal Ekonomi dan Bisnis*, 1, 247-271.

Media Daring

- Ahazrina. (2017, June 19). *Sejarah Perfilman Indonesia dan Perkembangannya*. Retrieved August 3, 2018, from PakarKomunikasi.Com:
<https://pakarkomunikasi.com/sejarah-perfilman-indonesia>
- Alfian, D. (2017, June 14). *Pelajaran Berharga Untuk Orang Tua dari Surat Kepala SD di Bantul yang Viral*. Retrieved October 16, 2018, from Inovasee.com: <https://www.inovasee.com/pelajaran-dari-surat-kepala-sd-di-bantul-yang-viral-24393/#>
- Al-Hafizh, M. (2013). *Sejarah Singkat Perkembangan Film*. Retrieved August 03, 2018, from Referensi Makalah:
<http://www.referensimakalah.com/2013/09/sejarah-singkat-perkembangan-film.html>
- Anggita, J. (2018, December). *Coco: Memaknai Kembali Makna Keluarga*. Retrieved December 11, 2018, from agenda18.web.id:
<https://agenda18.web.id/jenni-anggita/coco-memaknai-kembali-makna-keluarga/>
- antaranews.com. (2017, November 17). *Coco antara mimpi dan arti keluarga*. Retrieved December 11, 2018, from Antaranews.com:
<https://www.antaranews.com/berita/665334/coco-antara-mimpi-dan-arti-keluarga>
- Ariesta, M. (2018, July 24). *Persamaan Indonesia-Meksiko dalam Potret Kehidupan*. Retrieved December 12, 2018, from internasional.metrotvnews.com:
<http://internasional.metrotvnews.com/asia/JKRneMQK-persamaan-indonesia-meksiko-dalam-potret-kehidupan>
- Armenia, R. (2016, November 2). *Produser 'The Simpsons' Ungkap Kemungkinan Film Sekuel*. Retrieved September 14, 2018, from CNN Indonesia:
<https://www.cnnindonesia.com/hiburan/20161102074319-220-169541/produser-the-simpsons-ungkap-kemungkinan-film-sekuel>
- Astuti, L. (2015, October 21). *Sutradara Ini Kritisi Perkembangan Film Animasi Indonesia*. Retrieved December 1, 2018, from Viva.co.id:
<https://www.viva.co.id/arsip/689952-sutradara-ini-kritisi-perkembangan-film-animasi-indonesia>

- bernas.id. (2018, Februari 1). *Wah, Sudah Ada Ciri-Ciri Generasi Milenial Menurut Menkominfo! Apakah Kamu Salah Satunya?* Retrieved July 29, 2018, from Bernas.Id: <https://www.bernas.id/60038-wah-sudah-ada-ciri-ciri-generasi-milenial-menurut-menkominfo-apakah-kamu-salah-satunya.html>
- Bernstein, L. (2017). *Generations: Harnessing the Potential of the Multigenerational Workforce*. Retrieved August 6, 2018, from Visionpoint: https://www.trainingsolutions.com/pdf/Generations_Perspective.pdf
- boxofficemojo.com. (2018). *Coco*. Retrieved November 30, 2018, from Box Office Mojo: <https://www.boxofficemojo.com/movies/?page=intl&id=pixar1117.htm&sort=country&order=ASC&p=.htm>
- cas.la.psu.edu. (2017, November 8). *Family Communication Theory and Research*. Retrieved November 6, 2018, from PennState College of the Liberal Arts: <http://cas.la.psu.edu/featured-classes/cas-405-family-communication-theory-and-research>
- cashconverters.sg. (2018, February 6). *WHICH GENERATION DO YOU BELONG TO: MILLENNIALS, GEN X, Y, Z AND MORE*. Retrieved November 6, 2018, from Cash Coverters: <https://www.cashconverters.sg/blogs/news/which-generation-do-you-belong-to-millennials-gen-x-y-z-and-more>
- citralekha.com. (2015, April 10). *Meraih Mimpi Bersama Saung Mimpi*. Retrieved November 6, 2018, from Citralekha: <http://citralekha.com/saungmimpi/>
- culturalatlas.sbs.com.au. (2018, January 1). *Indonesian Culture*. Retrieved August 30, 2018, from Cultural Atlas: <https://culturalatlas.sbs.com.au/indonesian-culture/indonesian-culture-family#indonesian-culture-family>
- DCMS. (1998). *Mapping The Creative Industries*. Retrieved September 15, 2018, from Culture.Gov.Uk: http://www.culture.gov.uk/creative/creative_industries.html
- definisi menurut para ahli.com. (2018, January 1). *Pengertian Nuclear Family dan Extended Family*. Retrieved August 30, 2018, from Definisi Menurut Para Ahli: <http://www.definisimenurutparaahli.com/pengertian-nuclear-family-and-extended-family/>

- Desowitz, B. (2018, February 4). *Annie Awards 2018: 'Coco' Sweeps with 11 Wins, 'The Breadwinner' Takes Best Indie*. Retrieved February 28, 2018, from IndieWire: <http://www.indiewire.com/2018/02/annie-awards-2018-coco-the-breadwinner-take-animated-feature-1201924755/>
- Dipo, S. (2017, August 14). *Ini Fungsi Psikologis Film Kartun untuk Orang Dewasa*. Retrieved September 20, 2018, from Glitzmedia.Co: <https://glitzmedia.co/post/wellness/me-mind/ini-fungsi-psikologis-film-kartun-untuk-orang-dewasa>
- Ezra, R. (2015, January 29). *Penonton Lebih Suka Film Asing daripada Film Indonesia?* Retrieved April 18, 2018, from Muvila.com: <http://www.muvila.com/film/artikel/penonton-lebih-suka-film-asing-daripada-film-indonesia-150128g.html>
- Fadli, M. (2014, May 22). *Memperkecil Generation Gap*. Retrieved July 28, 2018, from Medium: <https://medium.com/@mchfadli/memperkecil-generation-gap-1ba6c5654494>
- Felicia, N. (2013, May 16). *3 Faktor yang Menghalangi Komunikasi Efektif Keluarga*. Retrieved August 30, 2018, from Berita Satu: <http://www.beritasatu.com/gaya-hidup/114039-3-faktor-yang-menghalangi-komunikasi-efektif-keluarga.html>
- Fransisco, A. (2017, January 31). *Film Animasi Disney Meraih Banyak Penghargaan Secara Global*. Retrieved August 3, 2018, from Traxfm: <http://www.traxonsky.com/film-animasi-disney-meraih-banyak-penghargaan-secara-global/>
- frozzaholic.com. (2015, January 29). *Kiprah Pixar Sebagai Produsen Animasi Dunia*. Retrieved August 3, 2018, from Frozz: <https://www.frozzaholic.com/movie/kiprah-pixar-sebagai-produsen-animasi-dunia>
- goldenglobes.com. (2018). *Winners & Nominees Best Motion Picture - Animated*. Retrieved February 27, 2018, from Golden Globe Awards: <https://www.goldenglobes.com/winners-nominees/best-motion-picture-animated>
- Guerrasio, J. (2017, November 15). *In a First for Pixar, It's New Movie 'Coco' Was Created With The Help of People Outside The Company*. Retrieved September 24, 2018, from businessinsider.sg:

<https://www.businessinsider.sg/coco-authenticity-director-did-something-never-done-before-on-pixar-movie-2017-11/?r=US&IR=T>

Hadiastuti, B. (2016, Agustus 18). *Gerakan Anti "Gambar Buruk" di SD Juara Jogja*. Retrieved November 6, 2018, from Kompasiana:
<https://www.kompasiana.com/hadiastuti/57b56729f27e611610814d91/gerakan-anti-gambar-buruk-di-sd-juara-jogja>

harian.analisadaily.com. (2017, November 29). *Indonesia Mengalami Dilema Generation Gap*. Retrieved July 29, 2018, from Harian Analisa:
<http://harian.analisadaily.com/kota/news/indonesia-mengalami-dilema-generation-gap/460919/2017/11/29>

Herlina, D. (2014, January 8). *Siapa Penonton Film Indonesia*. Retrieved November 30, 2018, from Film Indonesia:
<http://filmindonesia.or.id/article/siapa-penonton-film-indonesia#.XAD10mgzbDc>

imdb.com. (2017, November 24). *Coco (2017)*. Retrieved March 1, 2018, from IMDb: <http://www.imdb.com/title/tt2380307/>

indiewire.com. (2017, November 9). *'Coco' Review: Pixar's Latest Proves That the Studio Still Has Some Life in its Bones*. Retrieved November 6, 2018, from IndieWire: <https://www.indiewire.com/2017/11/coco-review-pixar-1201895708/>

Irwansyah, A. (2015, June 16). *Kenapa Film Hollywood Lebih Sering Rilis Lebih Dulu di Indonesia?* Retrieved November 30, 2018, from Liputan6.com:
<https://www.liputan6.com/showbiz/read/2253339/kenapa-film-hollywood-lebih-sering-rilis-lebih-dulu-di-indonesia>

kaorinusantara.or.id. (2014, December 14). *Lima Sebab Industri Animasi Indonesia Tidak Maju-Maju*. Retrieved December 1, 2018, from KAORI Nusantara: <https://www.kaorinusantara.or.id/newsline/18962/lima-sebab-industri-animasi-indonesia-tidak-maju-maju>

kompas.com. (2011, November 21). *Alasan Mengapa Anak Kabur dari Rumah*. Retrieved from Kompas.Com:
<https://lifestyle.kompas.com/read/2011/11/21/13314978/Alasan.Mengapa>

kompasgramedia.com. (2015, April 6). *Jembatan Antar Generasi*. Retrieved July 28, 2018, from Kompas Gramedia:
<http://www.kompasgramedia.com/internal-lounge/read-info-kita/jembatan-antar-generasi>

- kumparan.com. (2017, December 20). *Membandingkan Pendapatan Film Animasi Disney Selama 5 Tahun Terakhir*. Retrieved September 14, 2018, from Kumparan: <https://kumparan.com/@kumparanhits/membandingkan-pendapatan-film-animasi-disney-selama-5-tahun-terakhir>
- Limansyah, D. (2016, February 24). *Pentingnya Komunikasi dalam Keluarga*. Retrieved December 12, 2018, from pontianakpost.co.id: <https://www.pontianakpost.co.id/pentingnya-komunikasi-dalam-keluarga>
- McNary, D. (2017, December 13). *'Coco' Tops \$400 Million at Worldwide Box Office*. Retrieved February 28, 2018, from Variety: <http://variety.com/2017/film/news/coco-worldwide-box-office-400-million-1202639342/>
- news.abs-cbn.com. (2017, November 28). *'Coco,' a lively take on the Day of the Dead, wins at box office*. Retrieved November 6, 2018, from ABS CBN News: <https://news.abs-cbn.com/entertainment/11/28/17/coco-a-lively-take-on-the-day-of-the-dead-wins-at-box-office>
- Noviarni, S. (2017, May 22). *Komunikasi Keluarga Indonesia Belum Terbuka*. Retrieved August 29, 2018, from Koran Sindo: http://koran-sindo.com/page/news/2017-05-22/4/8/Komunikasi_Keluarga_Indonesia_Belum_Terbuka
- nusantaranews.co. (2016, December 23). *Laporan Akhir Tahun, KPAI Catat Kekerasan Anak Meningkat Tajam*. Retrieved November 6, 2018, from Nusantara News: <https://nusantaranews.co/laporan-akhir-tahun-kpai-catat-kekerasan-anak-meningkat-tajam/>
- pijarpsikologi.org. (2018). *Pijar Psikologi Home Page*. Retrieved November 6, 2018, from Pijar Psikologi: <https://pijarpsikologi.org/>
- pressreader.com. (2017, November 28). *Justice League Kalah oleh Coco*. Retrieved September 14, 2018, from Pressreader Jawa Pos: <https://www.pressreader.com/indonesia/jawa-pos/20171128/281745564701828>
- radarmalang.id. (2017, November 25). *Kekuatan Coco Untuk Gusur Justice League*. Retrieved December 1, 2018, from RadarMalang.id: <https://radarmalang.id/kekuatan-coco-untuk-gusur-justice-league/>
- Rosalia, I. (2017, March 25). *Menyambut Lanskap Baru Industri Perfilman Indonesia*. Retrieved December 12, 2018, from Beritagar.id:

<https://beritagar.id/artikel/laporan-khas/menyambut-lanskap-baru-industri-perfilman-indonesia>

rottentomatoes.com. (2018, February 27). *Coco (2017)*. Retrieved March 1, 2018, from Rotten Tomatoes: https://www.rottentomatoes.com/m/coco_2017/

smithsonianmag.com. (2017, November 21). *Did Disney Pixar Get Day of the Dead Celebrations Right in Its New Film 'Coco'?* Retrieved November 6, 2018, from Smithsonian.com:

<https://www.smithsonianmag.com/smithsonian-institution/did-disney-pixar-get-day-dead-celebrations-right-its-new-film-coco-180967286/>

Sumaryadi, A. (2017, January 26). *Apa Cita-Cita Anak Sekolah Zaman Sekarang?* Retrieved October 16, 2018, from PKBM-DARING (Psat Kegiatan Belajar Masyarakat):

<http://pkbmdaring.kemdikbud.go.id/blog/read/pendidikan/2/apa-cita-cita-anak-sekolah-zaman-sekarang.html>

Taurisia, M. (2013, November 21). *Investasi Industri Film Indonesia: Lokal atau Asing?* Retrieved December 12, 2018, from FilmIndonesia.or.id:

<http://filmindonesia.or.id/article/investasi-industri-film-indonesia-lokal-atau-asing#.XBEMKaGgzbDc>

theodysseyonline.com. (2017, October 31). *Things You Should Know About El Día De Muertos*. Retrieved November 6, 2018, from Odyssey:

<https://www.theodysseyonline.com/el-dia-de-muertos>

tribunjogja.com. (2018, March 12). *471 Kasus Kekerasan pada Perempuan dan Anak Terjadi di Sleman Sepanjang 2017*. Retrieved from

TribunJogja.com: <http://jogja.tribunnews.com/2018/03/12/471-kasus-kekerasan-pada-perempuan-dan-anak-terjadi-di-sleman-sepanjang-2017>

whitebearpr.com. (2018, February 4). *Germaine Franco And The Music Team Of "Coco" Win At Annie Awards*. Retrieved November 6, 2018, from White

Bear Public Relations: <http://whitebearpr.com/2018/germaine-franco-music-team-coco-win-annie-awards/>

Yanuar, E. R. (2016, October 1). *Aji Saka dan Animo Film Animasi di Indonesia*. Retrieved November 30, 2018, from Metrotvnews.com:

<http://hiburan.metrotvnews.com/eksklusif/0k889ddk-aji-saka-dan-animo-film-animasi-di-indonesia>