

## Daftar Pustaka

- Adlin, A. (2006a). *Menggeledah Hasrat: Sebuah Pendekatan Multi Perspektif*. Yogyakarta: Jalasutra.
- Adlin, A. (2006b). *Resistensi Gaya Hidup: Teori dan realitas*. Yogyakarta: Jalasutra.
- Afsanepurak, S. A., & Abbas, B. (2012). The Effect of Self-Talk and Mental Imagery on Motor Performance in Adolescents. *International Research Journal of Applied and Basic Sciences*, 3(3), 601–607.
- Agatari, O. S. (2014). *Konsumerisme Pengguna Media Sosial di Indonesia Ditinjau Dari Konsep Hasrat Gilles Deleuze* (Universitas Gadjah Mada). Retrieved from [http://etd.repository.ugm.ac.id/home/detail\\_pencarian/71954](http://etd.repository.ugm.ac.id/home/detail_pencarian/71954)
- Akmaliah, W. (2016). Ponsel, Gaya Hidup, dan Kelas Menengah dalam Negara Orde Baru: Telaah Awal. *Jurnal Sosioteknologi*, 15(1–16).
- Almeida, F. (2015). Revisiting Veblen's "The Theory of the Leisure Class": pragmatic philosophy to understand conspicuous consumers' decision making. *Conferencia Internacional de Historia de Empresas*, 1–19.
- Alyusi, S. D. (2016). *Media Sosial: Interaksi, Identitas dan Modal Sosial*. Retrieved from [https://books.google.co.id/books?hl=id&lr=&id=z\\_nJDwAAQBAJ&oi=fnd&pg=PP1&dq=hasrat+media+sosial&ots=QdDsmCdH7D&sig=f8BTd-FjL\\_mEr-pbB1lN2ZMRXPc&redir\\_esc=y#v=onepage&q=hasrat media sosial&f=false](https://books.google.co.id/books?hl=id&lr=&id=z_nJDwAAQBAJ&oi=fnd&pg=PP1&dq=hasrat+media+sosial&ots=QdDsmCdH7D&sig=f8BTd-FjL_mEr-pbB1lN2ZMRXPc&redir_esc=y#v=onepage&q=hasrat media sosial&f=false)
- An Archeology of Cyberspaces- Community, Virtuality, Mediation, Commerce. (n.d.).
- APJII. (2018). Penetrasi & Perilaku Pengguna Internet Indonesia. *Apjii*, 2018(31 August 2018), Hasil Survey.
- Ayutiani, D. N., & Satria Putri, B. P. (2018). Penggunaan Akun Instagram Sebagai Media Informasi Wisata Kuliner. *PRofesi Humas : Jurnal Ilmiah Ilmu Hubungan Masyarakat*, 3(1), 39. <https://doi.org/10.24198/prh.v3i1.11683>
- Bailenson, J. N., Yee, N., Kim, A., & Tecarro, J. (2007). Sciencepunk: The Influence of Informed Science Fiction on Virtual Reality Research. *Margret Grebowicz, Ed. The Joy of SF: Essays in Science and Technology Studies*, 147–164. Retrieved from <http://vhl.stanford.edu/pubs/2008/bailenson-sciencepunk.pdf>
- Bakardjieva, M. (2005). *Internet Society, The Internet in Everyday Life*. London: Sage Publicatio Ltd.
- Barnard, M. (2011). *Fashion Sebagai Komunikasi, Cara mengkomunikasikan Identitas Sosial, Seksual, Kelas dan Gender* (I. S. Ibrahim, Ed.). Yogyakarta: Jalasutra.

- Bashir, S. (2010). *Sufi Bodies: Religion and Society in Medieval Islam*. Columbia University Press.
- Baudrillard, J. (1981). *Simulacra and Simulations*.
- Baudrillard, J. (1998a). The Consumer Society: Myths and Structures. In *SAGE Publications*. <https://doi.org/10.1093/obo/9780199920082-0050>
- Baudrillard, J. (1998b). *The consumer society*. London UK: SAGE Publications.
- Baudrillard, J., Foss, P., Patton, P., & Beitchman, P. (1983). *Simulations*.
- Bauman, Z. (2007). *Consuming Life*. Cambridge: Polity Press.
- Baym, N. K. (2000). Interpersonal Life Online. *Handbook of New Media. Student Edition*, 62–76. <https://doi.org/http://dx.doi.org/10.4135/9781446211304.n3>
- Beer, D. (2009). Power through the algorithm? Participatory web cultures and the technological unconscious- ness. *New Media & Society*, 11(6), 985–1002.
- Bell, D. (2001a). An introduction to cybercultures. <https://doi.org/10.1108/fs.2002.4.1.44.2>
- Bell, D. (2001b). *An Introduction to Cybercultures*. London: Routledge.
- Bell, D. (2007). *Cyberculture Theorists: Manuel Castells and Donna Haraway*. London: Routledge.
- Bell, D., Loader, B. D., Pleace, N., & Schuler, D. (2004). *Cyberculture: The Key Concepts*. London: Routledge.
- Benedict, J. (2005). *Jean Baudrillard - The System of Objects*.
- Blackshaw, T. (2012). The Man from Leisure: An Interview with Chris Rojek. *Cultural Sociology*, 6(3), 321–335. <https://doi.org/10.1177/1749975511409996>
- Blakesley, B. (2015, April). Five Things You Need to Know About Instagram. *Small Business Matters*, 46.
- Boellstorff, T., Nardi, B., Pearce, C., & Taylor, T. L. (2012). Ethnography and virtual worlds: A handbook of method. In *Journal of Broadcasting and Electronic Media* (Vol. 40). <https://doi.org/10.1080/08838159609364336>
- Bourdieu, P. (1984). *Distinction, A Social Critique of the Judgement of Taste*. USA: Harvard University Press.
- Bourdieu, P., & Nice, R. (1990). *Reproduction in Education, Society and Culture* (R. Boyne, Ed.). London: SAGE Publications Ltd.
- Boyd, D. M., & Ellison, N. B. (2007). Social Network Sites: Definition, History, and Scholarship. *Journal of Computer-Mediated Communication*, 13(1), 23.
- Brandtzæg, P. B. (2010). Towards a unified Media-User Typology (MUT): A meta-analysis and review of the research literature on media-user typologies.

- Computers in Human Behavior*, 26(5), 940–956.  
<https://doi.org/10.1016/j.chb.2010.02.008>
- Brandtzaeg, P. B., & Heim, J. (2011). A typology of social networking sites users. *International Journal of Web Based Communities*, 7(1), 28. <https://doi.org/10.1504/IJWBC.2011.038124>
- Brugger, N., & Milligan, I. (2019). *The Sage Handbook of Web History*. London: Sage Reference.
- Budaya, D. K., Hridaya Bhakti, A., Paradizsa, I., Alkaf, I., & Irwansyah, D. (2018). Pengaruh Media Sosial Terhadap Pengalaman Multikultural. *Jurnal MetaKom*, 2(1), 1.
- Byce, J. (2001). The Technological Transformation of Leisure. *Social Science Computer Review*, 19(1), 7–16.
- Cahyono, A. S. (2016). *Pengaruh Media Sosial Terhadap Perubahan Sosial Masyarakat di Indonesia*.
- Carroll, E., & Romano, J. (2011). *Your Digital Afterlife: When Facebook, Flickr and Twitter are Your Estate, What's Your Legacy?* Barkeley: New Riders.
- Castells, M. (2010). The Rise of the Network Society. In *Massachusetts: Blackwell Publishing*. <https://doi.org/10.2307/1252090>
- Castells, Manuel. (2004). *The Network Society: A Cross-cultural Perspective*. Montpellier Parade: Edward Elgar Publishing Limited.
- Castells, Manuel. (2010a). The Rise of the Network Society. In *Massachusetts: Blackwell Publishing* (2nd ed.). <https://doi.org/10.2307/1252090>
- Castells, Manuel. (2010b). *The Rise of The Network Society*. <https://doi.org/10.1542/hpeds.2014-0105>
- Choi, T. R., & Sung, Y. (2018). Instagram versus Snapchat: Self-expression and privacy concern on social media. In *Telematics and Informatics* (Vol. 35). <https://doi.org/10.1016/j.tele.2018.09.009>
- Cordes, K. A., & Ibrahim, H. M. (1999). *Aplications in Recreation and Leisure* (second edi). Boston: Mc Graw Hill.
- Couldry, N. (2015). Social Media: Human Life. *Social Media and Society*, 1(1). <https://doi.org/10.1177/2056305115580336>
- Cronje, K. (2001). *The Female Body as Spectacle in Nineteenth- and Twentieth-Century Western Art*. (March).
- Crouch, M., & McGoldrick, M. (n.d.). *Cyberculture and New Media Edited by Francisco J. Ricardo At the Interface Probing the Boundaries*.
- Cummings, J. (1899). The Theory of the Leisure Class. *Journal of Political Economy*, 7(4), 425–455. <https://doi.org/10.1086/250610>



- Dahan, M., & Gelb, A. (2016). *Digital identity*.
- Davis, F. (1992). *Fashion, Culture and Identity*. Chicago: University Of Chicago Press.
- DE, W. (2014). Facebook and Dranaunthentic Identity: A post Goffmanian theory of identity perfomance on SNS. *First Monday*, 19(4). <https://doi.org/http://dx.doi.org/10.5210/fm.v19i4.4858>
- DeAndrea, D. C., & Walther, J. B. (2011). Attributions for inconsistencies between online and offline self-presentations. *Communication Research*, 38(6), 805–825. <https://doi.org/10.1177/0093650210385340>
- Debord, G. (1967). The Society of the Spectacle by Guy Debord (1967). *Society*, 6(2), 68–73. <https://doi.org/10.1598/JAAL.51.1.7>
- Debord, G. (2002). *The Society of The Spectacle* (K. Knabb, Ed.). Canberra: Hobgoblin Press.
- Dekoven, L. F., Pottinger, T., Savage, S., & Voelker, G. M. (2018). *Following Their Footsteps : Characterizing Account Automation Abuse and Defenses*.
- Deleuze, G., & Guattari, F. (2000). *Antioedipus Capitalism and Schizophrenia*. Minneapolis: University of Minnesota Press.
- Denzim, N. K., & Lincoln, Y. S. (2011). *The Sage Handbook Qualitative Research 2*. California: SAGE Publications.
- Di, B., & Palu, K. (2018). *Instagram : Media Sosial Dan Eksistensi Diri Remaja*. 5(3), 1–15.
- Dick, H. (1982). *Changing Concept Of Equity In Indonesia: An Interpretation* (Vol. 21).
- Dijk, J. Van. (2006). *The Network Society: Social Aspects of New Media*.
- DiMaggio, P. (2001). Social Implication of Internet. *Russell The Journal Of The Bertrand Russell Archives*, 27, 307.
- Durante, M. (2011). The Online Construction of Personal Identity Through Trust and Privacy. *Information*, 2(4), 594–620. <https://doi.org/10.3390/info2040594>
- Durkheim, E. (2005). *Suicide: A Study In Sociology*. Routledge.
- Dwi N, A. (2011). *Ketika Blackberry Menjadi Adiksi*. Indonesia University.
- Ekman, P. (2003). *Emotion Revealed, Recognizing Faces and Feelings to Improve Communication and Emotional Life*. New York: Times Books.
- Eliot, T. S. (2013). *Chapter 07 Chapter 07 Self-Presentation*. 1–42. Retrieved from file:///Users/alexfogarty/Downloads/COMU1010-S1-2013\_Lecture\_Wk7\_15Apr13.pdf
- Ellison, N. B. (2007). *Social Network Sites: Definition, History, and Scholarship* (University of California-Berkeley). <https://doi.org/10.9790/487X-0124852>
- Ensslin, A., & Muse, E. (2011a). *Creating Second Lives: Community, Identity and*

- Spatiality as Constructions of the Virtual.* New York: Routledge.
- Ensslin, A., & Muse, E. (2011b). *Creating Second Lives.* <https://doi.org/10.4324/9780203828571>
- Fadhillah. (2011). Relevansi logika sosial konsumsi dengan budaya konsumerisme dalam perspektif epistemologi jean baudrillard. *Jurnal Kybernan*, 02(01), 39–57.
- Fauzi, E. P., & Buana, U. M. (2020). Kedai kopi dan komunitas seni sebagai wujud ruang publik modern. *Jurnalisa*, 05(1/ May 2019). <https://doi.org/10.24252/jurnalisa.v5i1.9893>
- Featherstone, M. (1987). Lifestyle and Consumer Culture. *Theory, Culture & Society*, 4(1), 55–70. <https://doi.org/10.1177/026327687004001003>
- Featherstone, M. (2000). Undoing Culture: Globalization, Postmodernism and Identity. In *SAGE Publications*. London: Sage Publicatio Ltd.
- Featherstone, M. (2008a). *Posmodernisme dan Budaya Konsumen* (3rd ed.; Kamdani, Ed.). Yogyakarta: Pustaka Pelajar.
- Featherstone, M. (2008b). *Postmodernisme dan Budaya Konsumen* (4th ed.). Yogyakarta: Jalasutra.
- Featherstone, M., Hepworth, M., & Turner, B. S. (1999). *The Body*. London: SAGE Publications.
- Featherstone, M., Hepworth, M., & Turner, B. S. (2017). The Body: Social Process and Cultural Theory. In *SAGE Publications*. London: Sage Publicatio Inc.
- Febriyanti, S. N. (2017). Instagramable: Concerning Expectation And Reality (Netizen Perception To Photo Object In Instagram). *Prosiding Seminar Dan Call For Paper Communication 2017*, 175–181. Retrieved from [https://www.researchgate.net/...Instagramable...Instagram/.../325048962\\_Instagramable](https://www.researchgate.net/...Instagramable...Instagram/.../325048962_Instagramable)
- Fortunati, L., Katz, J. E., & Riccini, R. (2003). Mediating the human body: Technology, communication, and fashion. In *Mediating the Human Body: Technology, Communication, and Fashion*. <https://doi.org/10.4324/9781410607768>
- Foucault, M., & Deleuze, G. (1972). *Intellectuals & Power : A conversation between Michel Foucault and Gilles Deleuze*.
- Friedman, T. L. (2005). *The World is Flat*. New York: Farrar, Straus and Giroux.
- Frison, E., & Eggermont, S. (2017). Browsing, Posting, and Liking on Instagram: The Reciprocal Relationships Between Different Types of Instagram Use and Adolescents' Depressed Mood. *Cyberpsychology, Behavior, and Social Networking*, 20(10), 603–609. <https://doi.org/10.1089/cyber.2017.0156>
- Fuchs, C. (2007). *Social Media: a Critical Introduction* (2nd ed.). London: Sage Publicatio Ltd.

- Fukuyama, F. (1995). *Trust: The Social Virtues and The Creation of Prosperity*. New York: Free Press.
- Fuller, A. (2018). Lost in mall : An ethnography of middle-class Jakarta in the 1990s by Lizzy van Leeuwen. *ResearchGate*, (January 2011). <https://doi.org/10.2307/41329018>
- Ganda, M. (2014). *Social Media and Self: Influences on the Formation of Identity and Understanding of Self through Social Networking Sites* (Portland State University). <https://doi.org/10.15760/honors.64>
- Gane, M. (2003). *Baudrillard's bestiary*. London: Routledge.
- Gane, N., & Beer, D. (2008). *New Media: The Key Concepts*. New York: Berg Publishers.
- Gardner.H.(2011). *Frames of Mind : The Theory of Multiple Intelligences*. USA: Basic Books.
- Gauntlett, D. (2002). *Media , Gender and Identity An Introduction* (2nd ed.). London: Routledge.
- Gay, P. Du. (1996). *Consumption and Identity at Work*. London: Sage Publication.
- Geurin-Eagleman, A. N., & Burch, L. M. (2016). Communicating via photographs: A gendered analysis of Olympic athletes' visual self-presentation on Instagram. *Sport Management Review*, 19(2), 133–145. <https://doi.org/10.1016/j.smr.2015.03.002>
- Gibson, W. (1986). *Neuromancer*. 271.
- Giddens, A. (1984). *The Constitution of Society Outline of the Theory of Structuration*. Los Angeles: University of California Press.
- Giddens, A. (1991a). *Anthony Giddens. Modernitas dan Identitas*.
- Giddens, A. (1991b). *Modernity and Self-Identity: Self and Society in the Late Modern Age*. (Vol. 71). Stanford, California: Stanford University Press.
- Giddens, A. (1991c). *Modernity and Self Identity*. Cambridge: Polity Press.
- Giddens, A. (1994). Living in a Post Traditional Society. In *Living in a post-traditional society*.
- Giddens, A. (1996). *The Consequences of Modernity*. Stanford, California: Polity Press.
- Goffman, E. (1956). *The Presentation of Self in Everyday Life*. Edinburgh: University of Edinburgh.
- Golsorkhi, D., Rouleau, L., Seidl, D., & Vaara, E. (2010). *Cambridge Handbook of Strategy as Practice*. Singapore: Cambridge University Press.
- Goodson, I., & Knobel, M. (2002). *Cyber Spaces /*. New York: NPalgrave Macmillan.
- Green, D., & Lowry, J. (2010). Photography, Cinema and Medium as Social Practice.

- Visual Studies*, 24(2), 132–142. <https://doi.org/10.1080/14725860903106138>
- Grubber, T., & Livingston. (2014). *Adam Smith and Thorstein Veblen*. Keystone.
- Grzesiak, M. (2018). *Personal Brand Creation in The Digital Age*. Switzerland: Paradigm Publishers.
- Guide, K., Bergson, A., Haraway, B., Husserl, H., & Lechte, J. (2008). *FIFTY FIVE CONTEMPORARIES*(1nd ed.). New York: Routledge.
- Haralambos, M., & Holborn, M. (2004). *Sociology: Themes and Perspectives* (6th ed.). London: Collins Education.
- Hartanto, B. (2013). Pascafenomenologi Ruangsiber: Menelaah Realitas Visual Internet dan Konsep “Ruang Siber” dalam Ilmu Antropologi. *Ultima Humaniora*, 1(2).
- Hartley, J. (2002). Cultural and Media Studies : the Key Concepts. In *Cultural Studies*. <https://doi.org/kommunikation; kommunikationswissenschaft; medienwissenschaft>
- Hawk, B., Rieder, D. M., & Oviedo, O. (Eds.). (2003). *SMALL TECH: The Culture of Digital Tools*. University of Minnesota All.
- Herman, J. (2014). *The Ultimate Beginner 's Guide To Instagram*.
- Heryanto, A. (1990). The years of living luxuriously Identity politics of Indonesia ' s new rich. In *The New Rich In Asia Series* (pp. 159–187). London: Routledge.
- Heryanto, A. (2000, January). Kelas menengah Indonesia.pdf. *Tempo*, pp. 142–143.
- Hine, C. (2001). *Virtual Ethnography* (2nd ed.). <https://doi.org/10.4135/9780857020277>
- Hine, C. (2005). *Virtual methods : issues in social research on the Internet*.
- Hinton, S., & Hjorth, L. (2013). Understanding social media. *Understanding Social Media*, 1(1), 1–161. <https://doi.org/10.4135/9781446270189>
- Holmes, D. (2005). Communication theory: Media, technology, society. In *Communication Theory: Media, Technology, Society*. <https://doi.org/10.4135/9781446220733>
- Hootsuite. (2019a). *DIGITAL 2019 INDONESIA*.
- Hootsuite. (2019b). *DIGITAL 2019 Q3 GLOBAL DIGITAL STATSHOT*.
- Hootsuite, W. A. S.-. (2020). *DIGITAL 2020, Global Digital Overview*.
- Ibrahim, I. S. (1997). *Ectasy Gaya Hidup: Kebudayaan Pop Dalam Masyarakat Komoditas Indonesia*. Bandung: Mizan Pustaka.
- Jati, W. R. (2016a). Cyberspace, Internet dan Ruang Publik Baru: Aktivisme Online Politik Kelas Menengah Indonesia. *Jurnal Pemikiran Sosiologi*, 3(1), 25–35.
- Jati, W. R. (2016b). Kelas Menengah dalam Bingkai Middle Indonesia. *Jurnal Politik*, 1(2).



- Jati, W. R. (2018). Gaya Hidup Penduduk Kelas Menengah Indonesia. *Analisis CSIS*, 47(4), 19.
- Jeffries, V. (2009). Handbook of Public Sociology. In *Handbook of Public Sociology*. Retrieved from <http://books.google.co.uk/books?hl=en&lr=&id=QYSS4fxF358C&oi=fnd&pg=PA449&dq=feeding+africa+infant+OR+baby+OR+babies+OR+infants+%22participatory+action+research%22&ots=cKizaJIEBb&sig=RLaYw2UedBbfsICZDuvWCMPSp3I>
- Kasali, R. (2019). *The Great Shifting*. Jakarta: Gramedia Pustaka Utama.
- Kaskazi, A. (2014). Social Network Identity: Facebook, Twitter and Identity Negotiation Theory. *IConference 2014 Proceedings*. <https://doi.org/10.9776/14276>
- Kearney, R. (1988). *The Wake of Imagination*. London: Taylor & Francis e-Library.
- Kim, S.-K. (2002). Changing lifestyles and consumption patterns of the South Korean middle class and new generations. In *Consumption in Asia*. <https://doi.org/10.4324/9780203467565>
- Klinken, G., & Berenschot, W. (2016). *In Search of Middle Indonesia: Kelas Menengah Di Kota-kota Menengah*. Jakarta: Yayasan Obor Indonesia.
- Kokswijk, J. Van. (2008). Granting Personality to a Virtual Identity. *Social Sciences*, 207–215.
- Koshar, R. (2002). Histories of Leisure: Leisure, Consumption and Culture. In *Cultures*.
- Kushendrawati. (2016). Masyarakat Konsumen Sebagai Ciptaan Kapitalisme Global: Fenomena Budaya dalam realita Global. *Makara, Sosial Humaniora*, 10(2), 49–57.
- Leaver, T., & Highfield, T. (2018). Visualising the ends of identity: pre-birth and post-death on Instagram. *Information Communication and Society*, 21(1), 30–45. <https://doi.org/10.1080/1369118X.2016.1259343>
- Lechte, J. (2008). *Fifty Key Contemporary Thinkers*. New York: Routledge.
- Leiss, W. (1988). *The Limits to Satisfaction: An Essay on the Problem of Needs and Commodities*. Melbourne: McGill Queen University Press.
- Lievrouw, L. A. (2017). *HANDBOOK of NEW MEDIA* (Vol. 91). London: Sage Publication.
- Lim, F. (2008). *Filsafat Teknologi: Don Ihde tentang Dunia, Manusia, dan Alat*. Yogyakarta: Kanisius.
- Lindlof, T. R., & Shatzer, M. J. (1998). Media ethnography in virtual space: Strategies, limits, and possibilities. *Journal of Broadcasting and Electronic Media*, 42(2),



- 170–189. <https://doi.org/10.1080/08838159809364442>
- Lister, M., Dovey, J., Giddings, S., Kelly, K., & Grant, I. (2003). *New Media : a Critical Introduction*. London: Routledge.
- Lupton, D. (2017). Digital Media And Body Weight, Shape, and Size: An Introduction and Review. *Fat Studies*, 6(2), 119–134. <https://doi.org/10.1080/21604851.2017.1243392>
- Luxemburg, R. (2003). *The Accumulation of Capital* (2nd ed.). New York: Taylor & Francis e-Library.
- Maguire, J. S. (2017). Consumption of Leisure. *Routledge Handbook on Consumption*, 1–13. <https://doi.org/10.4324/9781315675015.ch3>
- Mahbubani, K. (2008). *The New Asian Hemisphere*. <https://doi.org/https://doi.org/10.1007/s10308-008-0172-4>
- Mahyuddin. (2017). Social Climber Dan Budaya Pamer: Paradoks Gaya Hidup Masyarakat Kontemporer. *Jurnal Kajian Islam Interdisipliner*, 2(2), 117–135.
- Maier, C., Laumer, S., Eckhardt, A., & Weitzel, T. (2015). Giving too much social support: Social overload on social networking sites. *European Journal of Information Systems*, 24(5), 447–464. <https://doi.org/10.1057/ejis.2014.3>
- Marcuse, H. (1964). *One Dimensional man. Studies In The Ideology of Advanced Industrial Society*. Retrieved from [cartoon.iguw.tuwien.ac.at/christian/marcuse/odm.html](http://cartoon.iguw.tuwien.ac.at/christian/marcuse/odm.html)
- Markham, Annette N. (2011). Metode, Politik, dan Etika Representasi dalam Etnografi Online. In *The Sage Handbook of Qualitative Research 2* (1st ed., pp. 165–193). Yogyakarta: Pustaka Pelajar.
- Markham, Annette N., & Baym, N. K. (2009). *Internet Inquiry*. Singapore.
- Martin, P. (2018). *The Rules of Security: Staying Safe In a Risky World*. Michigan: Oxford University Press.
- Mayfield, A. (2008). *what is social media ?* Icrossing.
- McKelvey, B. (1982). *Organizationall Systematics: Taxonomy*.
- McLuhan, M. (1995). *McLuhan Understanding Media The extensions of man* London and New York. [https://doi.org/10.1007/978-3-642-45284-0\\_8](https://doi.org/10.1007/978-3-642-45284-0_8)
- Measured, S. (2017). *INSTAGRAM EBOOK Simply Measured 's Ultimate 2017*. New York.
- Mehdizadeh, S. (2010). Self-Presentation 2.0: Narcissism and Self-Esteem on Facebook. *Cyberpsychology, Behavior, and Social Networking*, 13(4), 357–364. <https://doi.org/10.1089/cyber.2009.0257>
- Merchant, G. (2006). Identity, Social Networks and Online Communication. *E-Learning and Digital Media*, 3(2), 235–244.

<https://doi.org/10.2304/elea.2006.3.2.235>

- Miles, J. G. (2014). *Instagram Power*. New York: Mc Graw Hill.
- Mitra, A. (2010). *Digital CommuniCations From E-mail to The Cyber Community*.
- Mokhtarian, P. L., Salomon, I., & Handy, L. (2006). The impacts of ict on leisure activities and travel: A conceptual exploration. *Springer: Transportation*, 33, 263–289. <https://doi.org/10.1007/s11116-005-2305-6>
- Monique, K. (2012). Kami Kelas Menengah yang Tak Dapat Menikmati Sebagai Kelas Menengah. In *Pembangunan Inklusif: Prospek dan Tantangan Indonesia* (2nd ed., p. 23). Jakarta: Lp3es.
- Moss, J. (1986). The body as spectacle: Women's theatre in Quebec. *Women & Performance: A Journal of Feminist Theory*, 3(1), 5–16. <https://doi.org/10.1080/07407708608571091>
- Muhidin, S. (2016). *Don't care how, I want it now! Who are kelas menengah ngehe – the awful middle class?* Melbourne.
- Mulawarman, M., & Nurfitri, A. D. (2017). Perilaku Pengguna Media Sosial beserta Implikasinya Ditinjau dari Perspektif Psikologi Sosial Terapan. *Buletin Psikologi*, 25(1), 36–44. <https://doi.org/10.22146/buletinpsikologi.22759>
- Muntinga, D. G., Moorman, M., & Smit, E. G. (2011). Introducing COBRAs Exploring motivations for brand-related social media use. *International Journal of Advertising*, 30(1), 13–46. <https://doi.org/10.2501/ija-30-1-013-046>
- Murti, G. H. (2017). *Mesin hasrat dan kreativitas budaya tanpa batas :*
- Naseh, M. V. (2016). Person and Personality in Cyber space: A legal Analysis of Virtual Identity. *Masaryk University Journal of Law and Technology*, 10(1), 1–21. <https://doi.org/10.5817/MUJLT2016-1-1>
- Nasrullah, R. (2015). *Media Sosial Perspektif Komunikasi, Budaya, dan Sosioteknologi*. Jakarta: Prenada Media.
- Neill, J. O. (2004). *Five Bodies, Re-figuring Relationship*. London: SAGE Publications.
- Nguyen, L., & Barbour, K. (2017). Selfies as expressively authentic identity performance. *First Monday*, Vol. 22. <https://doi.org/10.5210/fm.v22i11.7745>
- Niemandt, C. J. P. (2013). A Network Society , Social Media , Migration and Mission. *Missionalia*, 1(April), 22–39.
- Nizar, M. A. (2015). Kelas Menengah (Middle Class) Dan Implikasinya Bagi Perekonomian Indonesia. In *Pusat Kebijakan Ekonomi Makro Badan Kebijakan Fiskal Menteri Keuangan RI*. Jakarta.
- Ofcom. (2008). Social networking 2.0. In *Ofcom*. <https://doi.org/10.1109/MC.2008.61>
- Olivier, B. (2004). Lacan's subject: The imaginary, language, the real and philosophy.

- South African Journal of Philosophy*, 23(1), 1–19.  
<https://doi.org/10.4314/sajpem.v23i1.31381>
- Pacey, A. (2000). *The Culture of Technology*. Cambridge: The MIT Press.
- Park, N. S., Chiriboga, D. A., & Chung, S. (2018). A Typology of Social Networks and Its Relationship to Psychological Well-Being in Korean Adults. *International Journal of Aging & Human Development*, 91415018815230. <https://doi.org/10.1177/0091415018815230>
- Perrotta, C. (2004). *Consumption as an Investment*. 400. <https://doi.org/http://arxiv.org/abs/1311.1716>
- Pieper, J. (1998). Leisure, The Basis of Culture. In *St. Augustine's Press, Inc.* Indiana: St. Augustine's Press, Inc.
- Piliang, Y. A. (2008). *Multiplisitas dan Diferensi Redefinisi Desain, Teknologi, dan Humanitas*. Yogyakarta: Jalasutra.
- Piliang, Y. A. (2011). *Dunia Yang Dilipat Tamasya Melampaui Batas-Batas Kebudayaan*. Yogyakarta: Jalasutra.
- Prananta, A. W. (2015). Sebuah Kontestasi Stratifikasi Dominasi Dalam Kapitalisme dan Konsumerisme. *Jurnal Sosiologi: Dimensi*, 8 No.2.
- Prananta, A. W. (2016). *Kelas Menengah Perubah*. Madura.
- Purnama, F. Y. (2018). *Leisure Time , Social Media , and Youth Identity*. Widya Mandala Chatolic University Surabaya.
- Rannveig, T. (2007). Gender Patterns in Friendship. Retrieved October 5, 2019, from <http://thechp.syr.edu/genpat.htm>
- Ransome, P. (2005). *Work , Consumption And Culture*. London: SAGE Publications.
- Reynard, H., & Veblen, T. (1925). The Theory of the Leisure Class. *The Economic Journal*, 35(139), 445. <https://doi.org/10.2307/2223225>
- Rheingold, H. (1993). The Virtual Community. Homesteading on the Electronic Frontier (Revised Edition). *MIT Press, London.MIT Press, London*. Retrieved from <http://www.rheingold.com/vc/book/>
- Riatmoko, F. I. (2019, November). Pemaknaan Mendalam Ruang Mes56. *Kompas*, p. 17.
- Rich, P. (1992). THE ORGANIZATIONAL TAXONOMY : DEFINITION AND DESIGN. *Academy of Management Review*, 17(4), 758–781.
- Ritzer, G. (2007). *The Blackwell Encyclopedia of Sociology*. Oxford: Blackwell Publishers.
- Ritzer, G., & Jurgenson, N. (2010). Production, Consumption, Prosumption. *Journal of Consumer Culture*, 10(1), 13–36. <https://doi.org/10.1177/1469540509354673>
- Rizal, D. (2017). *Perubahan pola konsumsi “kelas menengah baru” di jakarta*

- (Universitas Indonesia). Retrieved from  
<http://lib.ui.ac.id/opac/ui/detail.jsp?id=96910&lokasi=loka>
- Robinson, R., & Goodman, D. S. . (1996). *The New Rich in Asia Series*. New York: Routledge.
- Robison, R., & Goodman, D. S. G. (1996). *The New Rich in Asia*. New York: Routledge.
- Rodan, G. (1996). *Political Opposition in Industrialising Asia*. London: Routledge.
- Rojas de Francisco, L. (2015). *Digital leisure study: the consumption experience, habits and social uses*. (February 2015). <https://doi.org/10.13140/RG.2.1.1198.2808>
- Rojek, C. (1999). *Decentring Leisure Rethinking Leisure Theory* (2nd ed.). SAGE Publications Ltd.
- Rojek, C. (2010). *The Labour of Leisure* (1st ed.). SAGE Publications Ltd.
- Romney, M., & Johnson, R. G. (2018). ShowMme a Story: Narrative, Image, and Audience Engagement on Sports Network Instagram Accounts. *Information Communication and Society*, 0(0), 1–16. <https://doi.org/10.1080/1369118X.2018.1486868>
- Rose, J. (2018). *Leisure and Social Class* 6. University of Utah.
- Rosenfeld, K. N. (2015). Digital Online Culture, Identity and Schooling in the Twenty First Century. In *Rosenfeld, Kimberly N.* New York: Palgrave Macmillan.
- Rui, J. R., & Stefanone, M. A. (2013). Information , Communication & Society STRATEGIC IMAGE MANAGEMENTONLINE. *Information, Communication & Society* Vol., 16(8), 1287–1305. <https://doi.org/10.1080/1369118X.2013.763834>
- Rusata, T. (2015). Kelas Menengah Baru Dan Tantangannya Bagi Industri Pariwisata Indonesia. *Jurnal Kepariwisataan Indonesia*, 10(1), 19–30.
- Safko, L. (2014). *The Social Media Bible: Tactics, Tools and Strategies for Business Success* (2nd ed.). Retrieved from <https://okeanis.lib.teipir.gr/xmlui/handle/123456789/1465>
- Sari, M. P. (2017). Fenomena Penggunaan Media Sosial Instagram Sebagai Komunikasi Pembelajaran Agama Islam Oleh Mahasiswa Fisip Universitas. *Jurnal Ilmiah Mahasiswa Fakultas Ilmu Sosial & Ilmu Politik*, 4(2), 1–13.
- Sartre, J.-P. (1978). *The Pursuit of Being*. <https://doi.org/10.2307/2104548>
- Saukko, P. (2003). *Doing Research in Cultural Studies*. London: SAGE Publications.
- Schwartz, V. R. (1998). Spectacular Realities: Early Mass Culture in Fin-de-Siècle Paris. *Canadian Journal of Communication*, 26(1), 193–195.
- Scott, D. (2010). Leisure Sciences : An Interdisciplinary What Would Veblen Say ?

- Leisure Sciences*, 32, 288–294. <https://doi.org/10.1080/01490401003712713>
- Sergeant, P., & Tagg, C. (2014). Introduction: The language of social media. In *The Language of Social Media: Identity and Community on the Internet*. <https://doi.org/10.1057/9781137029317>
- Serafinelli, E. (2018). *Digital Life on Instagram: New Social Communication of Photography*. Bingley: Emerald Publishing.
- Setiansah, M., & Udasmoro, W. (2015). Politik Identitas Perempuan Pengguna Smartphone : Negosiasi , Apropriasi dan Resistensi Perempuan Dalam Dunia Serba Ambivalen. *Jurnal Ilmu Komunikasi*, 13(2), 183–192.
- Shapiro, A. (1999). The Internet. In *Foreign Policy*. <https://doi.org/10.1097/00000542-199810000-00024>
- Shapiro, S. (2003). *Connected, or What It Means to Live in the Network Society*. Minneapolis: University of Minnesota Press.
- Shaw, M. ., & Costanzo, P. . (1982). *Theories of Social Psychology*. Tokyo: Kosaido Printing.
- Shilling, C. (1993). *The Body and Social Theory, Culture and Society* (M. Featherstone, Ed.). London UK: SAGE Publications Ltd.
- Shilling, C. (2005). *The Body in Culture, Technology and Society*. London: SAGE Publications.
- Silva, P., Lott, R., Wickrama, K. a S., Mota, J., & Welk, G. (2011). Elite Female Athletes' Perceptions of New Media Use Relating to their careers: A qualitative analysis. *International Journal of Sport Nutrition and Exercise Metabolism*, 32(February), 1–44. <https://doi.org/10.1123/ijsp.2015-0012>
- Sindhunata. (2007). *Kambing Hitam: Teori René Girard*. Jakarta: Gramedia Pustaka Utama.
- Sohrabi, N. M. (2015). *Coffee shop ( Café ), Public Sphere for Further Reflections on Social Movements ( Case Study : Tehran , capital of Iran )*.
- Stebbins, R. A. (2009). *Leisure and Consumption Common Ground or Separate Worlds*. New York: Palgrave Macmillan.
- Stokes, P. (2016). *The Naked Self, Kierkegaard and Personal Identity*. New York: Oxford University Press.
- Straubhaar, J., LArrose, R., & Davenport, L. (2012). Media Now\_- Understanding Media, Culture, and Technology. In *Michael Rosenberg*. <https://doi.org/->
- Supratman, L. P. (2018). Penggunaan Media Sosial oleh Digital Native. *Jurnal ILMU KOMUNIKASI*, 15(1), 47–60. <https://doi.org/10.24002/jik.v15i1.1243>
- Sutrisno, M., & Putranto, H. (2010). *Teori-Teori Kebudayaan*. Jakarta: Gramedia Pustaka Utama.

- Synnott, A. (2002). *The Body Social: Symbolism, Self and Society*. New York: Taylor & Francis.
- Synnott, A. (2016). *Tubuh Sosial: Simbolisme, Diri, dan Masyarakat*. Yogyakarta: Jalasutra.
- Taylor, T. L., & Jordan, T. (2002). Cyberpower: The Culture and Politics of Cyberspace and the Internet. In *Contemporary Sociology* (Vol. 31). <https://doi.org/10.2307/3089671>
- Thahir, A. (2015). *Psikologi Belajar*. Bandar Lampung: LP2M UIN Raden Intan Lampung.
- Tim, O. (1974). The Spectacle Of Body . *Journal of the Philosophy of Sport*, 1.
- Tonnies, F. (2001). *Community and Civil Society*. Cambridge University Press.
- Toscano, W. N. (2018). *Handbook of Leisure , Physical Activity , Sports , Recreation and Quality of Life*. Gwerbestrasse Switzerland: Springer International Publishing.
- Valkenburg, P. M., Peter, J., & Schouten, A. P. (2006). Friend Networking Sites and Their Relationship to Adolescents' Well-Being and Social Self-Esteem. *CyberPsychology & Behavior*, 9(5), 584–590. <https://doi.org/10.1089/cpb.2006.9.584>
- van Dijck, J. (2013). “You have one identity”: Performing the self on Facebook and LinkedIn. *Media, Culture and Society*, 35(2), 199–215. <https://doi.org/10.1177/0163443712468605>
- Varul, M. Z. (2013). *Leisure Class*. University of Exeter.
- Veblen, T. (2009). *The Theory of the Leisure Class (Oxford World's Classics)*. <https://doi.org/10.1109/ICASSP.2002.5745027>
- Veblen, T., & Banta, M. (2007). *The Theory of The Leisure Class*.
- Walrave, M., Ponnet, K., Vanderhoven, E., Haers, J., & Segael, B. (2016). *Youth 2.0: Social Media and Adolescence (Connecting, Sharing and Empowering)*. <https://doi.org/10.1007/978-3-319-27893-3>
- We Are Social - Hootsuite. (2020). *Digital 2020 Indonesia*.
- Weber, M. (1993). *The Sociology of Religion*. Beacon Press.
- Wei, R. (2006). Lifestyles and new media: Adoption and use of wireless communication technologies in China. *New Media and Society*, 8(6), 991–1008. <https://doi.org/10.1177/1461444806069879>
- Widiastuti, R. N. (2018). *Memaksimalkan Penggunaan Media Sosial dalam Lembaga Pemerintahan*. Jakarta: Direktorat Jenderal Informasi dan Komunikasi Publik, iii Kementerian Komunikasi dan Informatika.
- Wolcott, H. F. (1990). Making A Study “More Ethnographic.” *Journal of*

- Contemporary Ethnography*, 19(1), 44–72.
- Wolfe, D. A., & Mash, E. J. (2006). *Behavioral and Emotional Disorders in Adolescents: Nature, Assessment, and Treatment*. New York: Guilford Press.
- Wood, A. F., & Smith, M. J. (2005). *Online Communication: Linking Tecnology, Identity & Culture*. Mahwah, New Jersey: Lawrence Erlbaum Associates, Inc.
- Wood, N. T., & Solomon, M. R. (2009). *Virtual Social Identity and Consumer Behavior*. New York: Society for Consumer Psychology.
- Woodward, K. (2002). *Understanding Identity*. London: Arnold Publishers.
- Xiang, Z., & Gretzel, U. (2010). Role of social media in online travel information search. *Tourism Management*, 31(2), 179–188.  
<https://doi.org/10.1016/j.tourman.2009.02.016>
- Yang, C. (2016). Instagram Use, Loneliness, and Social Comparison Orientation: Interact and Browse on Social Media, But Don't Compare. *Cyberpsychology, Behavior, and Social Networking*, 19(12), 703–708.  
<https://doi.org/10.1089/cyber.2016.0201>
- Yuswohadi. (2016). *Consumer 3000: Revolusi Konsumen Kelas Menengah di Indonesia*. Jakarta: Gramedia Pustaka Utama.
- Zajc, M. (2015). Social media, prosumption, and dispositives: New mechanisms of the construction of subjectivity. *Journal of Consumer Culture*, 15(1), 28–47.  
<https://doi.org/10.1177/1469540513493201>
- Zappavigna, M. (2016). Social media photography: construing subjectivity in Instagram images. *Visual Communication*, 15(3), 271–292.  
<https://doi.org/10.1177/1470357216643220>