

DAFTAR PUSTAKA

- Barton, M. 2008. *Dungeons & Desktops: The History of Computer Role-Playing Games*. Wellesley: A.K. Peters
- Benjamin, W. (1969). "The Storyteller: Reflections on the Works of Nikolai Leskov," dalam Arendt, H. (ed.) *Illuminations: Essays and Reflections*. New York: Schocken Books
- Bowman, Sarah L. 2010. *The Functions of Role-Playing Games: How Participants Create Community, Solve Problems, and Explore Identities*. Jefferson: McFarland & Company, Inc.
- Black, Laura W. (2008). Deliberation, Storytelling, and Dialogic Moments. *Communication Theory*. 18, 93-116.
- Byers, A. dan Crocco, F. 2016. *The Role-Playing Society: Essays on the Cultural Influence of RPGs*. Jefferson: McFarland & Company, Inc.
- Cogburn, J. dan Silcox, Mark. 2012. *Dungeons & Dragons and Philosophy: Raiding the Temple of Wisdom*. Chicago: Open Court.
- Cover, Jennifer G. (2005). *Tabletop Role-Playing Games: Perspectives from Narratives, Game, and Rhetorical Theory* (Graduate Thesis).
- Cover, Jennifer G. 2010. *The Creation of Narrative in Tabletop Role-Playing Games*. Jefferson: McFarland & Company, Inc..
- Ewalt, David M. 2014. *Of Dice and Men: The Story of Dungeons & Dragons and The People Who Play It*. New York: Scribner
- Fine, Gary A. 1983. *Shared Fantasy: Role-Playing Games as Social Worlds*. Chicago: The University of Chicago Press.
- Frasca, G. (2003) "Simulation Versus Narrative: Introduction to Ludology," dalam Wolf, Mark J. P. dan Perron, B. (ed.) *The Video Game Theory Reader*, New York: Routledge
- Green, M. C. dan Jenkins, K. M. (2014). Interactive Narratives: Processes and Outcomes in User-Directed Stories. *Journal of Communication*, 64(3), 479–500

- Hamidi. 2004. *Metode Penelitian Kualitatif Aplikasi Praktis Pembuatan Proposal dan Laporan Penelitian*. Malang: UMM Press.
- Hammer, J. (2007). "Agency and Authority in Role-Playing Texts," dalam M. Knobel and C. Lankshear (ed.) *A New Literacies Sampler*. New York: Peter Lang
- Howard, Jeff. 2008 *Quests: Design, Theory, and History in Games and Narratives*. Wellesley: A.K. Peters
- Jagoda, P. (2018) "Digital Games and Narrative," dalam Garrett, M. (ed.) *The Cambridge Companion to Narrative Theory*, Cambridge; New York: Cambridge University Press
- Kountur, Ronny. 2007. *Metode Penelitian*. Jakarta: Penerbit PPM.
- Labov, W. (1972). *Language in the Inner City: Studies in Black English Vernacular*. Philadelphia: University of Pennsylvania Press.
- Little, Robert M. dan Froggett, L. (2009). Making meaning in muddy waters: representing complexity through community based storytelling. *Community Development Journal*, 45(4), 457-473
- Lucas, K. dan Sherry, John L. (2004). Sex differences in video game play: a communication-based explanation. *Communication Research*, 31(5), 499-523
- Mackay, D. 2001. *The Fantasy Role-Playing Game: A New Performing Art*. Jefferson: McFarland & Company, Inc..
- Mayra, F. 2008. *An Introduction to Game Studies*. London: SAGE Publication Ltd.
- Moleong, Lexy. 2010. *Metodologi Penelitian Kualitatif*. Bandung: Rosda Karya.
- Morics, Peter. 2020. "2019 Was Dungeons & Dragons' Best Year In 46 Year History." Diakses dari <https://screenrant.com/dungeons-dragons-best-year-sales-ever-wizards-coast> pada 30 April 2020

- Nawawi, H. dan Martini, H. 1992. *Instrumen Penelitian Bidang Sosial*. Yogyakarta: Gadjah Mada University Press.
- Padol, Lisa. 1996. "Playing Stories, Telling Games: Collaborative Storytelling in Role-Playing Games." Diakses dari [http://www.labcats.org/drcpunk/wiki/index.php/Playing_Stories, Telling Games](http://www.labcats.org/drcpunk/wiki/index.php/Playing_Stories,_Telling_Games) pada 17 Februari 2019
- Rettberg, S. (2005). All Together Now: Collective Knowledge, Collective Narratives, and Architectures of Participation. *Proceesing of the 2005 Digital Arts and Culture Conference, Copenhagen, DK*.
- Ryan, Maurie-Lauren. 2003. *Narrative as Virtual Reality: Immersions and Interactivity in Literature and Electronics Media*. Baltimore: The John Hopkins University Press
- Ryan, Maurie-Lauren. 2004. *Narrative across Media*. Lincoln: University of Nebraska Press
- Schick, Lawrence. 1991. *Heroic Worlds: A History and Guide to Role-Playing Games* Buffalo, NY: Prometheus Books.
- Stromberg, P. G. (1999). The "I" of Enthralment. *Ethos*, 27(4): 490–504.
- Sugiyono, Dr. Prof. 2007. *Memahami Penelitian Kualitatif*. Bandung: Alfabeta.
- Sugiyono, Dr. Prof. 2013. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Tresca, M. 2010. *The Evolution of Fantasy Role-Playing Games*. Jefferson: McFarland & Co.
- Yin, Robert K. 1996. *Studi Kasus: Desain dan Metode*. Jakarta: Raja Grafindo Persada.

Zipes, J. (2006). "The Possibility of Storytelling and Theatre in Impossible Times," dalam Wilson, M. (ed.) *Storytelling and Theatre: Contemporary Storytellers and their Art*. Basingstoke: Palgrave Macmillan