

Daftar Pustaka

Buku & Jurnal:

Adams, Katherine dan Gloria J. Galanes. 2014. *Communicating in Groups: Application and Skills Ninth Edition*. New York. McGraw – Hill.

Baran, Stanley J. 2003. *Mass Communication Theory; Foundations, Ferment, and Future*, 3rd edition. Belmon, CA : Thomson.

Burgoon, Michael dan Michael Ruffner. 1993. *Human Communication: A Revision of Approaching Speech or Communcation*, 3rd edition. Holt Rinehart and Winston.

Brilhart John K, Gloria J. Balanes and Katherine Adams. 2001. *Effective Group Discussion: Theory and Practice 10th*. Singapore : McBraw-Hill.

De Vito, Joseph A. 1978. *Communicology: An Introduction to The Study of Communication*. Harper & Row. New York.

De Vito, Joseph A. 2011. *Komunikasi Antar Manusia: Edisi kelima*. Jakarta. Karisma Publishing.

England, Elaine dan Andy Finney, ATSF White Paper—Interactive Media UK, 2002 – 2011

England, Elaine dan Finney Andy. 2011. *Interactive Media – What’s that? Who’s Involved?*. Inggris. ATSF White Paper

Fajar, Marhaeni. 2009. *Ilmu Komunikasi: Teori dan Cetakan Pertama*. Yogyakarta. Graha Ilmu.

Goldberg, Alvin A. dan Carl G. Larson. 2011. *Komunikasi Kelompok: Proses – Proses dan Penerapannya*. Jakarta. VI Press.

Guest, Greg. 2013. *Collecting Quallitative Data: A Field Manual for Aplied Research*. London: SAGE Publications.

Kuswarno, Engkus. 2008. *Etnografi Komunikasi: Suatu Pengantar dan Contoh Penelitiannya*. Bandung : Widya Padjajaran.

La Pastina, Antonio C, Joseph D, Straubhaar. 2005. “*Multiple Television Genres and Audiences, The Schism between Telebovelas’ Global Distribution and Local Consumption*”. Gazette. 67. (3). 271 – 288.

Lindlof, Thomas R, dan Bryan C. Taylor. 2002. Qualitative Communication Research Methods. California. Sage Publication.

Livingstone, Sonia. Young people and *New media*. London: Sage Pub. 2002

Luthans, Fred. 1985. Organizational Behaviour: Fourth Edition. Singapura: McGrawhill Book Co.

Mark J.P Wolf dan Bernard Perron. 2003. An Introduction to *Video game Theory*. Jurnal *The Video game Theory Reader*

Miles, MB dan Huberman A.M. 1984. *Qualitative Data Analysis*. Beverly Hills: Sage Publication.

Mulyana, Deddy. 2010. Ilmu Komunikasi: Suatu Pengantar. Bandung. PT Remaja Rosdakarya Offset.

Rahmat, Tallaludin. 2005. Psikologi Komunikasi. Bandung. Kosdakarya.

Ruben, Bwent D. dan Lea Steward. 2005. Communication and Human Behaviour. USA. Alyn and Bacor.

Silalahi, U. 2006. *Metode Penelitian Sosial*. Bandung: Unpar Press.

Soyomukti, Nurani. 2012. Pengantar Ilmu Komunikasi. Yogyakarta. Ar-Ruzz Media.

Stogdill, Ralph M. 1959. Individual Behavior and Group Achievement: A Theory: The Experimental Evidence.

Thornham, Helen. 2011. Ethnographies of The *Video game*: Gender, Narrative, and Praxis. Fahmam. Ashgae Publishing Limited.

Virtual Ethnography. SAGE Publications Ltd, Apr 4, 2000

Website:

Seputar *DotA 2* diunduh dari http://DotA2.gamepedia.com/DotA_2_Wiki. diunduh pada 16 Februari 2015

Etnografi Video Game. diunduh dari <http://www.qualitative-research.net/index.php/fqs/article/view/280/615>. diunduh pada 3 September 2015

Mengenai *MOBA* diunduh dari <http://mmos.com/editorials/the-first-moba-aeon-of-strife> diunduh pada 20 Maret 2016

Mengenai *MOBA* diunduh dari <http://www.giantbomb.com/multiplayer-online-battle-arena/3015-6598/> diunduh pada 20 Maret 2016

Mengenai *MOBA* diunduh dari <http://www.pcgamesn.com/league-of-legends/which-is-the-most-expensive-moba> diunduh pada 20 Maret 2016

Mengenai *E-Sport* diunduh <http://www.iespa.or.id/about.html> diunduh pada 19 September 2016

Benne dan Sheats: Group Roles diunduh dari https://www.mindtools.com/pages/article/newTMM_85.htm diunduh pada 20 Mei 2015