



## DAFTAR PUSTAKA

- Albuquerque, C. (2019). The Contribution of Technologies to Promote Healthy Aging and Prevent Frailty in Elderly People. In C. Albuquerque (Eds.), *Emerging Trends and Innovations in Privacy and Health Information Management* (pp. 142-168). IGI Global. <http://doi:10.4018/978-1-5225-8470-4.ch006>
- Anyidoho, N. (2008). Identity and Knowledge Production in the Fourth Generation. *Africa Development / Afrique Et Développement*, 33(1), 25-39. Retrieved October 11, 2020, from <http://www.jstor.org/stable/24484663>
- Avni, E., & Rotem, A. (2016). Digital Competence: A Net of Literacies. In Y. Rosen, S. Ferrara, & M. Mosharraf (Eds.), *Handbook of Research on Technology Tools for Real-World Skill Development* (pp. 13-41). Hershey, PA: IGI Global. doi:10.4018/978-1-4666-9441-5.ch002
- Baporikar, N. (2020). Understanding Entrepreneurial University: A Framework for Emerging Economies. In Daniel, A. D., Teixeira, A. A., & Preto, M. T. (Eds.), *Examining the Role of Entrepreneurial Universities in Regional Development* (pp. 93-112). IGI Global. <http://doi:10.4018/978-1-7998-0174-0.ch005>
- Beschchorner, B., & Woodward, L. (2020). Engaging Teachers in a Digital Learner-Centered Approach to Support Understanding Foundational Literacy. In R. Karchmer-Klein, & K. Pytash (Ed.), *Effective Practices in Online Teacher Preparation for Literacy Educators* (pp. 284-306). IGI Global. <http://doi:10.4018/978-1-7998-0206-8.ch014>
- Berg, B. L. & Lune, H. (2017). *Qualitative research methods for the social sciences*
- Bauckhage, C. (2011). *Insights into Internet Memes*.
- Beheshti-Kashi, S., & Makki, B. (2015). Social Media Development, Usage, Challenges, and Opportunities. In M. Khosrow-Pour, D.B.A. (Ed.), *Encyclopedia of Information Science and Technology, Third Edition* (pp. 6773-6780). Hershey, PA: IGI Global. doi:10.4018/978-1-4666-5888-2.ch666
- Cesaero, Giovanni. (2011). From the “Work of Consumption” to the “Work of Prosummers”, dalam Wasko, Janet, Murdock, Graham, and Sousa, Helena



- xi xi (ed.). The Handbook of Political Economy of Communications. West Sussex: Wiley-Blackwell, page 403-435
- Elabor-Idemudia, P. (2011). CHAPTER NINE: Identity, Representation, and Knowledge Production. *Counterpoints*, 379, 142–156. JSTOR.
- Goldhaber, M. (1997) ‘The Attention Economy and the Net’, *First Monday* (2) 4 (<http://firstmonday.org/article/view/519/440>). Diakses pada 11 September 2021.
- Hendricks, V. F., & Vestergaard, M. (2019). The Attention Economy. In V. F. Hendricks & M. Vestergaard (Eds.), *Reality Lost: Markets of Attention, Misinformation and Manipulation* (pp. 1–17). Springer International Publishing. [https://doi.org/10.1007/978-3-030-00813-0\\_1](https://doi.org/10.1007/978-3-030-00813-0_1)
- Hill, V. J. (2016). Information Literacy in Virtual Environments: Changing Needs of P-12 Learners. In Russell, D., & Laffey, J. M. (Eds.), *Handbook of Research on Gaming Trends in P-12 Education* (pp. 165-177). IGI Global. <http://doi:10.4018/978-1-4666-9629-7.ch008>
- Julien, H. (2015). Digital Literacy. In M. Khosrow-Pour, D.B.A. (Eds.), *Encyclopedia of Information Science and Technology, Third Edition* (pp. 2141-2148). IGI Global. <http://doi:10.4018/978-1-4666-5888-2.ch207>
- Knobel, M., & Lankshear, C. (2006). *Memes and affinities: Cultural replication and literacy education*.
- Lankshear, C., & Knobel, M. (2006). *New Literacies: Everyday Practices and Classroom Learning 2e*.
- Lim, M. (2006). Cyber-Urban Activism and Political Change in Indonesia. *Eastbound Journal*, 1.
- Merriam-Webster. (n.d.). Meme. In *Merriam-Webster.com dictionary*. Diakses pada 3 Juli 2021, dari <https://www.merriam-webster.com/dictionary/meme>
- Neto, B. M. (2016). From Information Society to Community Service: The Birth of E-Citizenship. In B. Passarelli, J. Straubhaar, & A. Cuevas-Cerveró (Eds.), *Handbook of Research on Comparative Approaches to the Digital Age Revolution in Europe and the Americas* (pp. 101-123). IGI Global. <http://doi:10.4018/978-1-4666-8740-0.ch007>



- Pääkkönen, J., Laaksonen, S.-M., & Jauho, M. (2020). Credibility by automation: Expectations of future knowledge production in social media analytics. *Convergence*, 26(4), 790–807. <https://doi.org/10.1177/1354856520901839>
- Pavan, E., & Felicetti, A. (2019). Digital Media and Knowledge Production Within Social Movements: Insights From the Transition Movement in Italy. *Social Media + Society*, 5(4), 2056305119889671. <https://doi.org/10.1177/2056305119889671>
- Pelletier-Gagnon, J., & Pérez Trujillo Diniz, A. (2018). Colonizing Pepe: Internet Memes as Cyberplaces. Space and Culture. <https://doi.org/10.1177/1206331218776188>
- Rahmi Surya Dewi, Aceng Abdullah, Eni Maryani, & Dadang Suganda. (2017). Internet Memes: Representation of Indonesian Political Culture in Jakarta Gubernatorial Election 2017. *International Conference on Administrative Science (ICAS 2017)*, 190–194. <https://doi.org/10.2991/icas-17.2017.45>
- Resnick, E. (2001). Defining Engagement. *Journal of International Affairs*, 54(2), 551–566. JSTOR.
- Romano, Aja. (2020). *Why we can't stop fighting about cancel culture*. Diakses pada 13 April 2021 dari <https://www.vox.com/culture/2019/12/30/20879720/what-is-cancel-culture-explained-history-debate>
- Schneider, B., Schalliol, D., Makela, S., & McDonald, S.-K. (2006). Knowledge Production and the Public Interest. *The American Sociologist*, 37(2), 96–112. JSTOR.
- Scott, D. T. (2014). The Empathetic Meme: Situating Chris Crocker Within the Media History of LGBT Equality Struggles. *Journal of Communication Inquiry*, 38(4), 308–324. <https://doi.org/10.1177/0196859914550690>
- Shifman, L. (2013). Memes in a Digital World: Reconciling with a Conceptual Troublemaker. *Journal of Computer-Mediated Communication*, 18, n/a–n/a. <https://doi.org/10.1111/jcc4.12013>
- Shifman, L. (2012). An anatomy of a YouTube meme. *New Media & Society*, 14(2), 187–203. <https://doi.org/10.1177/1461444811412160>



- Silvestri, L. (2016a). Mortars and memes: Participating in pop culture from a war zone. *Media, War & Conflict*, 9(1), 27–42.
- Soha, M., & McDowell, Z. J. (2016). Monetizing a Meme: YouTube, Content ID, and the Harlem Shake. *Social Media + Society*, 2(1), 2056305115623801. <https://doi.org/10.1177/2056305115623801>
- Sugiyono, 2013. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Veerasamy, N., & Labuschagne, W. (2014). Increasing and Visualising Meme Effectiveness. *Journal of Information Warfare*, 13(4), 97–112. JSTOR.
- Withers, C. W. J. (2009). Place and the “Spatial Turn” in Geography and in History. *Journal of the History of Ideas*, 70(4), 637–658. JSTOR.
- Zacher, L. W. (2015). Modeling Knowledge Society. In Khosrow-Pour, D.B.A., M. (Eds.), *Encyclopedia of Information Science and Technology, Third Edition* (pp. 7192– 7201). IGI Global. <http://doi:10.4018/978-1-4666-5888-2.ch708>