

DAFTAR PUSTAKA

Buku

- Adams, E. & Rollings, A. 2007. *Fundamentals of Game Design*. Prentice Hall.
http://www.designersnotebook.com/Books/Fundamentals_of_Game_Design/fundamentals_ch21.pdf
- Aw, Suranto. 2011. *Komunikasi Interpersonal*. Yogyakarta: Graha Ilmu
- Bungin, Burhan. (2008). *Sosiologi Komunikasi. Komunikasi (Teori, Paradigma, dan Discourse Teknologi Komunikasi di Masyarakat)*. Jakarta: Kencana Prenada Media Group
- Bungin, Burhan (2001) *Metodologi Penelitian Kualitatif Dan Kuantitatif*. Yogyakarta:Gajah Mada Press.
- Boellstorff, Tom. 2008. *Coming of Age in Second Life : An Anthropologist Explores the Virtual Human*. New Jersey. Princenton University Press.
- Camrihamatos, Luis M. Iraklis, Hamideh. 2009. *Leveraging Knowledge For Innovation In Collaborative Networks*. Portugal: Faculty of Sciences and Technology Campus de Caparica
- Cragan, John F., Kasch, Chris R., Wriht, David W. 2009. *Communication in small groups: Theory, process, skills*. Canada: Wadsworth
- Desgupta, Subhasish. 2006. *Encyclopedia of Virtual Communities and Technologies*. USA. Idea Group Reference
- Freddy Rangkuti. 2009. *Strategi Promosi yang Kreatif dan Analisis Kasus IMC*. Jakarta: PT Gramedia Pustaka Utama
- Firat, Mehmet. 2011. *Virtual Ethnography Research on Second Life Virtual Communities*. Eskisehir Turkey: Anadolu University Departement of Distance Education.
- Gauntlett, D., D. Silver, & C. Cheung. 2000a. *Web. Studies. Rewiring Media Studies For the Digital Age*. New York: Arnold
- Goldhaber, Gerald M. 1993. *Organizational communication*. Sixth edition. New York: McGraw Hill.
- Helmut K. Anhier dan Stefan Toepler. 2010. *International Encyclopedia of Civil Society*. USA: George Mason Universty.
- Hine, C. 2000. *Virtual Ethnography*. London: SAGE Publications, Ltd
- Juju, Dominikus. 2008. *Teknik Mempercepat Koneksi Internet*. Jakarta: Media Komputindo

- Kozinets, Robert V., 2002. "The Field Behind the Screen: Using Netnography for Marketing Research in Online Communities," *Journal of Marketing Research*, 39 (February), 61-72.
- Korppoo, Karoliina. 2015. *Desining Game Analytics For A City Builder Game*. Finlandia: University of Tampere School of Indormation Sciences (SIS)
- Jones, Pip., Bradbury, Liza., Boutillier, Shaun Le. 2016. "*Pengantar Teori – Teori Sosial*". Jakarta: Yayasan Pustaka Obor Indonesia
- Lindlof, T. & Taylor, B. 2002. *Qualitative Communication Research Methods (2nd ed.)*. Thousand Oaks: Sage.
- Moleong, Lexy. J. 2011. *Metodologi Penelitian Kualitatif*. PT Remaja Rosdakarya, Bandung.
- Morissan. 2013. *Teori Komunikasi Individu Hingga Massa*. Jakarta: Kencana
- Remko, Helms dan Cranefield. 2017. *Social Knowledge Management in Action*. Netherlands: Open University Heerlen
- Sapienza S, Zachary., Iyer, Narayanan., Veenstra, S Aaron. 2015. *Reading Lasswell's Model of Communication Backward: Three Scholarly Misconceptions*.
ISSN: 1520-5436 print=1532-7825 online.
- Suprpto. 2009. *Pengantar Teori & Manajemen Komunikasi*. Medpress, Yogyakarta
- Sugiyono. 2012. *Metode Penelitian Pendidikan (Pendekatan Kuantitatif, Kualitatif, dan R & D)*. Bandung: CV Alfabeta.
- Siitonen, Marko. 2007. *Social Interaction in Online Multiplayer Communities*. Finlandia: University Library of Jyvaskyla
- Wenxiu, Peng. *Analysis of New Media Communication Based on Lasswell's "5W" Model*. The Journal Of Educational And Social Research MSCER Publising, Rome – Italy. Vol. 5 No. 3
- Wiryanto. 2004. *Pengantar Ilmu Komunikasi*. Jakarta: Gramedia Widiasarana Indonesia
- Wu Song, Felicia. 2009. *Virtual communities: Bowling alone, online together*. New york: Peter Lang Publishing

Jurnal dan Skripsi

- Wartono, wawan.2015. *Konstruksi Identitas Gamer MMO Web Game Wartune*. Journal Ilmu Komunikasi. FIKOM – UNPAD
- Warner, Dorothy E. Dan Mike Raiter. 2005. Social Context in Massively-Multiplayer Online Games (MMOGs): Ethical Question in Shared Space. *International Review of Information Ethics* Volume 4.
- Ismail, Kukuh Azhari. “Fenomena Permainan *Game Online Defense Of The Ancients* (Dota 2) Pada Prestasi Akademik Mahasiswa Perguruan Tinggi Malang,” Skripsi Sarjana, Fakultas Ilmu Tarbiyah Dan Keguruan Universitas Islam Negeri Maulana Malik Ibrahim, Malang, 2016.
- Kadir, Abdul. *Prinsip – prinsip Dasar Rasionalisasi Birokrasi Max Weber Pada Organisasi Perangkat Daerah Kota Kendari Provinsi Sulawesi Tenggara*. Staf Pengajar Universitas Haluoleo Kendari. 2015
- Marbun, SF. *Pemerintahan Berdasarkan Kekuasaan dan Otoritas*. Jurnal vol 3, No 6 Fakultas Hukum Universitas Islam Indonesia, 1996
- Markus, U. (2002). *Characterizing the virtual community* (5th edition). SAP Design Guild. Akses 10 November 2017 <http://www.sapdesignguild.org/editions/edition5/communities.asp>.
- Ratnasari, Indah. 2015. *Dinamika Komunikasi Kelompok Dalam Proses Pengambilan Keputusan*. Skripsi Sarjana, Fakultas Ilmu Sosial dan Ilmu Politik Universitas Atmajaya Yogyakarta, 2015
- Sari, Permata. 2012. *Fandom Konsumsi Media (Studi Etnografi Perilaku Konsumsi Media Kelompok Penggemar Boyband Korea Super Junior (ELF) di Kota Yogyakarta pada Bulan Februari-April 2012)*. Program Pascasarjana Fakultas Ilmu Sosial dan Ilmu Politik Universitas Gadjah Mada Yogyakarta, 2012
- Ramadhani, Ardi. “Hubungan Motif Bermain *Game Online* Dengan Perilaku Agresivitas Remaja Awal (Studi Kasus Di Warnet Zerowings, Kandela, Dan Mutant Di Samarinda),” *Jurnal Ilmu Komunikasi*, No. 1 (2013).
- Sugiarto, Wahyu. 2017. *Pola Komunikasi Pengguna Game Online DotA 2 Dalam Komunitas DotA 2 “Studi Etnografi Virtual terhadap Pengguna Game Online DotA 2 dalam*

Komunitas DotA 2 Universitas Muhammadiyah Yogyakarta". Fakultas Ilmu Sosial dan Politik. Universitas Muhammadiyah Yogyakarta. Yogyakarta

Williams, Dana. *Max Weber: Traditional, Legal – Rational, and Charismatic Authority*. Sociological Theory 3850:560. The University of Akron, Ohio. 2003

Internet

Super Data "Worldwide digital games market: February 2017". 15 April 2017.

<https://www.superdataresearch.com/us-digital-games-market/>

Khairy, Hilmy. "Tim Indonesia Dapatkan Undangan Regional Qualifier Dota 2 Asia Championship 2017!". 15 April 2017. <http://www.duniaku.net/2017/01/17/indonesia-dota-2-asia-championship-2017/>

Deliusno."Juara Kompetisi Dota2 Bawa Pulang Hadiah Rp 119 Miliar" 20 April 2017.

<http://tekno.kompas.com/read/2016/08/15/14080067/juara.kompetisi.dota.2.bawa.pulang.hadiah.rp.1>

Steam. 2013. Dota 2. <http://store.steampowered.com/video/570/81026>. Diakses 8 April 2017

Grubb, Jeff. "Dota 2 makes \$18M per month for Valve – but League of Legends makes that much every 5 days". 15 April 2017. <https://venturebeat.com/2015/03/24/dota-2-makes-18m-per-month-for-valve-but-league-of-legends-makes-that-much-every-5-days/>

Bassit. 2013. *12 Tahun Perkembangan Game Online di Indonesia*. KotakGame.

http://www.kotakgame.com/feature/detail_feature/244/12-Tahun-Perkembangan-Game-Online-di-Indonesia/1/0/1/ . Diakses pada: 15 April 2017

Dota 2 Wiki "Role". 07 November 2017. <https://dota2.gamepedia.com/Role>

Dota 2 Wiki "Lane". 07 November 2017. <https://dota2.gamepedia.com/Lane>

Dg. Dunia Games "Sejarah Dota 2, Mulai dari Starcraft, Warcraft, Hingga Perkawinan Icefrog dengan valve". 07 November 2017. <https://duniagames.co.id/news/100-sejarah-dota-2-mulai-dari-starcraft-warcraft-hingga-perkawinan-icefrog-dengan-valve%20diakses%2010%20September%20201>

Mobygames.com. *StarCraft: Brood War*.

<http://www.mobygames.com/game/windows/starcraft-brood-war/screenshots/gameShotId,27573/>. 15 April 2017

<http://cdn.osxdaily.com/wp-content/uploads/2016/09/warcraft-3-mac-gameplay.jpg>. 15 April 2017

<https://d1vnh8mbrp67em.cloudfront.net/screenshot/image/1/e5/255481/00304768.jpg>. 15
April 2015

<https://cdn.steamstatic.com/apps/dota2/images/reborn/day1/GuidedBotMatches.jpg>. 15 April
2017