

DAFTAR PUSTAKA

- Abdussamad, Z. (2021). *Metode Penelitian Kualitatif*. Syakir Media Press.
- Baer, R. (2005). *Videogames: In The Beginning*. Rolenta Press.
- BNL / History: The First Video Game?* (t.t.). Diambil 9 April 2025, dari <https://www.bnl.gov/about/history/firstvideo.php>
- Character Development and Moral Complexity in GTA V: A Deep Analysis*. (t.t.). Diambil 11 Agustus 2025, dari <https://gameverse360.com/blog/character-development-and-moral-complexity-in-gta-v-a-deep-analysis/>
- Creswell, J. W. (2018). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches*.
- Creswell, J. W., & Poth, C. N. (2018). *Qualitative Inquiry and Research Design: Choosing Among Five Approaches*.
- Effendy, O. Uchjana. (2009). *Ilmu komunikasi : teori dan praktek*. Rosda Karya.
- Fiske, J. (2009). *Television Culture*. Routledge.
- Frasca, G. (1999). *Ludology Meets Narratology: Similitude and Differences Between (Video)Games and Narrative*. <https://ludology.typepad.com/weblog/articles/ludology.htm>
- Frasca, G. (2003). *Simulation versus Narrative: Introduction to Ludology*.
- Grand Theft Auto V / GTA Wiki / Fandom*. (t.t.). Diambil 9 April 2025, dari https://gta.fandom.com/wiki/Grand_Theft_Auto_V
- Grand Theft Auto V - Rockstar Games*. (t.t.). Diambil 10 April 2025, dari <https://www.rockstargames.com/gta-v>
- Hariyanto, D. (2021). *Buku Ajar Pengantar Ilmu Komunikasi*.
- Heinich, R., Molenda, M., Russel, J., & Smaldino, S. (2002). *Instructional Media and Technologies For Learning*.
- Hekkert, Paul, & Schifferstein, H. N. J. (2008). *Product Experience*.

- Juul, J. (2005). *Half Real*.
- Kent, S. (2001). *The Ultimate History of Video Games*. Three Rivers Press.
- Kumara, A. (2018). *Metodologi Penelitian Kualitatif*.
- Kusworo. (2019). *Manajemen konflik* (A. Wildan, Ed.). Alqaprint Jatinangor.
- Logan, R. K. (2010). *Understanding New Media: Extending Marshall McLuhan*.
- Mayer, R. E. (2009). *Multimedia Learning*.
- McQuail, D. (1997). *AUDIENCE ANALYSIS*. Sage Publication.
- Mengenal Konsep Media Interaktif dan Penerapannya dalam Perusahaan Anda*. (t.t.). Diambil 11 Agustus 2025, dari
<https://elearning4id.com/mengenal-konsep-media-interaktif-dan-penerapannya-dalam-perusahaan-anda/>
- Moustakas, C. (1994). *Phenomenological Research Methods*.
- Murray, J. (1997). *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*.
- Nasrullah, R. (2019). *TEORI DAN RISET KHALAYAK MEDIA*.
- Rolling, A., & Adams, E. (2003). *Andrew Rollings and Ernest Adams on Game Design*. New Rider Publishing.
<https://books.google.co.id/books?id=Qc19ChiOUI4C&printsec=frontcover&hl=id#v=onepage&q&f=false>
- Singer, Peter. (1993). *How are we to live? : ethics in an age of self-interest*. Random House.
- Sudarmanto, E., Tjahjana, D., Sri, S., Purba, B., Purba, S., Irdawati, Tjiptadi, D., Kato, S., Rosdiana, Manalu, N., & SN, A. (2021). *Manajemen Konflik*. Yayasan kita Menulis. <https://www.researchgate.net/publication/350955317>
- Syarif, S., & Yunus, F. (2013). *Metode Penelitian Sosial* (M. Abdullah, Ed.). Ushuluddin Publishing.
- Sylvia IV, J. J. (2024). *INTRODUCTION TO COMMUNICATION AND MEDIA STUDIES*.

Waiting For GTA VI: The Cultural Relevance Of A Game-Changing Franchise - Worldcrunch. (t.t.). Diambil 9 April 2025, dari <https://worldcrunch.com/culture-society/gta-vi-grand-theft-auto-culture/>