

## DAFTAR PUSTAKA

- Alcántara, J. C., Tasic, I., & Cano, M.-D. (2024). Enhancing Digital Identity: Evaluating Avatar Creation Tools and Privacy Challenges for the Metaverse. *Information*, 15(10), 624.
- Amirin, T. M. (1989). *Pokok-Pokok Teori Sistem*. Jakarta: Rajawali.
- Arikunto, S. (2010). *Prosedur Penelitian: Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Azzahra, C. F., Murjainah, & Suriadi, A. (2025). PENGARUH PENGGUNAAN ROBLOX GAMESEBAGAI MEDIA PEMBELAJARAN INTERAKTIF TERHADAP INTERAKSI SOSIAL SISWA KELAS IV DI SD NEGERI 68 PALEMBANG. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 320-335.
- Azzahra, S., Putri, N. N., Mubarok, A. B., & Khomarudin. (2025). Virtual Socialization Through Online Game: Social Interaction in Roblox. *Edueksos: Jurnal Pendidikan Sosial dan Ekonomi*, 33-47.
- Brentano, F. (1874). *Psychology from an Empirical Standpoint*. London: Routledge.
- Creswell, J. W. (2013). *Qualitative Inquiry and Research Design: Choosing Among Five Approaches*. Thousand Oaks: Sage Publications.
- Delwiche, A., & Henderson, J. J. (2012). *Introduction: What is participatory culture?. In The participatory cultures handbook*. New York: Routledge.
- Effendy, P. D. (2000). *ILMU KOMUNIKASI Teori dan Praktik*. Bandung: PT. Remaja Rosdakarya.
- Engkus. (2009). *Fenomenologi: Konsep, Sejarah, dan Aplikasinya*. Bandung: Remaja Rosdakarya.

- Hosen, A. F. (2023). *FENOMENA GAME PUBG MOBILE DI KALANGAN ESI KOTA BANDUNG*. Bandung: Repository FISIP Unpas.
- Husserl, E. (2001). *Logical Investigations*. London: Routledge.
- Jenkins, H. (2012, November 7). *Participatory Culture, Politics, and Learning*. Diambil kembali dari civic.mit.edu: <https://civic.mit.edu/index.html%3Fp=1838.html>
- Jenkins, H., Ito, M., & boyd, D. (2016). *Participatory Culture in a Networked Era*. Cambridge: Polity Press.
- KPU. (2025, November 21). *Roblox: Platform Game Terpopuler 2025, Fitur Terbaru, Update Developer, dan Tren Pengguna Indonesia*. Diambil kembali dari kab-pegununganbintang.kpu.go.id: [https://kab-pegununganbintang.kpu.go.id/blog/read/8958\\_roblox-platform-game-terpopuler-2025-fitur-terbaru-update-developer-dan-tren-pengguna-indonesia](https://kab-pegununganbintang.kpu.go.id/blog/read/8958_roblox-platform-game-terpopuler-2025-fitur-terbaru-update-developer-dan-tren-pengguna-indonesia)
- Kuloweic, G. (2018, Juni 15). *I've been thinking...It is time to revisit Jenkins' Participatory Culture*. Diambil kembali dari Medium.com: <https://medium.com/@gkulowiec/ive-been-thinking-it-is-time-to-revisit-jenkins-participatory-culture-d375ebd34e94>
- Lincoln, Y. S. (1985). *Naturalistic Inquiry*. Beverly Hills: Sage Publications.
- Miles, M. B., & Huberman, A. M. (2014). *Qualitative Data Analysis: A Methods Sourcebook*. Thousand Oaks: Sage Publication.
- Moleong, L. J. (2018). *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosdakarya.
- Muhadjir, N. (1993). *Metodologi Penelitian Kualitatif*. Yogyakarta: Rake Sarasin.
- Nilwan, A. (1998). *Pemrograman Animasi dan Game Profesional 4*. Jakarta: Elex Media Komputindo.

- Paleczna, M. (2024). Adolescent identity styles and avatar perception: Examining the link between identity formation and virtual representation. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 18(1).
- Patton, M. Q. (2015). *Qualitative Research & Evaluation Methods*. Sage Publications.
- Ramadhan, R. (2022). *FENOMENA GAME GTA 5 ROLEPLAY DI KALANGAN REMAJA DI BANDUNG*. Kota Bandung: repo.fisip.unpas.ac.id.
- Schutz, A. (1967). *The Phenomenology of the Social World*. Northwestern University Press.
- Severin, W. J., & James W. Tankard, J. (2009). *Teori Komunikasi: Sejarah, Metode, & Terapan Di Dalam Media Massa, : Edisi Kelima*. Jakarta: Kencana.
- Short, J., Williams, E., & Christie, B. (1976). *The Social Psychology of Telecommunications*. London: Wiley.
- Sopiandi, I., & Susanti, D. (2022). Menganalisis Informasi Metaverse Pada Game Online Roblox Secara Garis Besar. *Jurnal PETISI*, 1-4.
- Sugiyono. (2019). *Metode Penelitian Kualitatif*. Bandung: Alfabeta.
- Sugiyono. (2019). *Metode penelitian kuantitatif, kuantitatif R & D*. Bandung: CV. Alfabeta.
- Surbakti, K. (2017). PENGARUH GAME ONLINE TERHADAP REMAJA. *Jurnal Curere*, 28-38.
- Tempo. (2025, Agustus 7). *5 Fakta Gim Roblox yang Perlu Diketahui*. Diambil kembali dari tempo.co: <https://www.tempo.co/digital/5-fakta-gim-roblox-yang-perlu-diketahui-2055999>
- Thurlow, C., Lengel, L., & Tomic, A. (2004). *Computer Mediated Communication: Social Interaction and the Internet*. London: Sage Publications.

- Tornow, N. (2025, September 4). *Laporan Dampak Ekonomi Tahunan Roblox: Cara Roblox dan Kreator Mendorong Peluang Ekonomi*. Diambil kembali dari corp.roblox.com: <https://corp.roblox.com/id/ruang-berita/2025/09/roblox-annual-economic-impact-report>
- Villani, D., Gatti, E., Triberti, S., & Confalonieri, E. (2016). Exploration of virtual body-representation in adolescence: The role of age and sex in avatar customization. . *SpringerPlus*, 1-13.
- Walther, J. B. (2011). *Theories of Computer-Mediated Communication and Interpersonal Relations Dalam The Handbook of Interpersonal Communication*. California: Sage.
- We Are Social. (2025, 02). *Special Report Digital 2025*. Diambil kembali dari wearesocial.com: <https://wearesocial.com/id/blog/2025/02/digital-2025/>
- Wulandari, A. A., Fahrudin, A., & Rahman, A. (2025). Peran Roblox dalam Pembentukan Identitas Generasi Muda: Sebuah Tinjauan Literatur. *journal.pubmedia.id*, 1-12.