

DAFTAR PUSTAKA

- Achmanto. (2005). *Mengerti Cinta dari Dasar hingga Relung-relung*. Pustaka Pelajar.
- Achsa, H. P., & Affandi, M. A. (2015). Representasi Diri Dan Identitas Virtual Pelaku Roleplay Dalam Dunia Maya ("Permainan Peran" Hallyu Star Idol K-Pop dengan Media Twitter). *Pradigma Sosiologi Universitas Negeri Surabaya*, 3(3), 1–12.
<https://jurnalmahasiswa.unesa.ac.id/index.php/paradigma/article/view/12966>
- Ardianto, Y. (2019, March 6). *Memahami Metode Penelitian Kualitatif*. Anton Wibisono.
<https://www.djkn.kemenkeu.go.id/artikel/baca/12773/Memahami-Metode-Penelitian-Kualitatif.html>
- Arnus, S. H. (2015). Computer Mediated Communication (CMC), Pola Baru Berkomunikasi. *Al-Munzir*, 8(2), 275–289. <https://ejournal.iainkendari.ac.id/index.php/al-munzir/article/view/744/680>
- ascarya. (2022, March 19). *Subjek Penelitian, Pengertian dan Contohnya - Ascarya Solution*.
<https://ascarya.or.id/subjek-penelitian/>
- Aziza, A. N. (2020, December 4). *Akun Menfess: Pisau Bermata Dua Kebebasan Berekspresi di Medsos*. <https://www.vice.com/id/article/3anavb/sejarah-akun-twitter-menfess-auto-base-di-indonesia-dan-cyberbullying>
- Ben-Ze'ev, A. (2004). Love Online: Emotions on the Internet. *Love Online: Emotions on the Internet*, 1–289. <https://doi.org/10.1017/CBO9780511489785>
- Cebollero-Salinas, A., Cano-Escoriaza, J., & Orejudo, S. (2022). Social Networks, Emotions, and Education: Design and Validation of e-COM, a Scale of Socio-Emotional Interaction Competencies among Adolescents. *Sustainability (Switzerland)*, 14(5).
<https://doi.org/10.3390/su14052566>
- Coppa, F. (2012). "Digital fandom: New media studies," by Paul Booth. *Transformative Works and Cultures*, 11. <https://doi.org/10.3983/TWC.2012.0450>
- Fatmawati, S., & Salmiyah, D. (2017). Social Interaction Motive Of Role-player In Telkom University Student On Social Networking Twitter. *E-Proceeding of Management*, 4(3), 3345–3352.
- Feroza, C. S., & Misnawati, D. (2020). Penggunaan media sosial instagram pada pkun

- @yhoophii_official sebagai media komunikasi dengan pelanggan. *Jurnal Inovasi*, 14(1), 32–41.
- Firth, R., Polanyi, K., & Dalton, G. (1968). Primitive, Archaic and Modern Economies: Essays... In *Man* (Vol. 3, Issue 4, p. 671). <https://doi.org/10.2307/2798610>
- Ghassani, D. N., & Rinawati, R. (2017). Konsep Diri Korean Role Play (Studi Fenomenologi pada Korean Role Player dalam Dunia Virtual Role Play World di Media Sosial Twitter). *Manajemen Komunikasi*, 3(2), 392–402.
- Guerrero, L. K. (2008). *On becoming “more than friends”: The transition from friendship to romantic relationship*. - *PsycNET*. <https://psycnet.apa.org/record/2008-09972-009>
- Hakim, W. (2014). Proses Komunikasi Terintermediasi Dalam PT. X Tour. *Jurnal E-Komunikasi*, 2(2), 1–10.
- Hannani, N. (2019). *Pengertian Twitter Beserta Sejarah dan Manfaat Twitter (Lengkap)*. Muchammad Zakaria. <https://www.nesabamedia.com/pengertian-twitter/>
- Herring, S. C. (2004). Computer-mediated discourse analysis: An approach to researching online behavior. In *Designing for Virtual Communities in the Service of Learning* (Issue March). <https://doi.org/10.1017/CBO9780511805080.016>
- Herring, S. C. (2012). Grammar and Electronic Communication. *The Encyclopedia of Applied Linguistics*. <https://doi.org/10.1002/9781405198431.wbeal0466>
- Jacob, P. (2004). Anonymity on the Internet. *Jacob, Palme*, 4–12. <https://doi.org/10.31859/20040218.0345>
- Kang, R., Brown, S., & Kiesler, S. (2013). Why do people seek anonymity on the Internet? Informing policy and design. *Conference on Human Factors in Computing Systems - Proceedings, April 2013*, 2657–2666. <https://doi.org/10.1145/2470654.2481368>
- Keipi, T., & Oksanen, A. (2014). Self-exploration, anonymity and risks in the online setting: analysis of narratives by 14–18-year olds. [Http://Dx.Doi.Org/10.1080/13676261.2014.881988](http://Dx.Doi.Org/10.1080/13676261.2014.881988), 17(8), 1097–1113. <https://doi.org/10.1080/13676261.2014.881988>
- Lestari, M. P. (2019). HUBUNGAN ROMANTIS DI MEDIA SOSIAL (Resepsi Pengguna terhadap Keterbukaan Hubungan Romantis yang Diunggah Selebgram di Instagram).

- Komuniti : Jurnal Komunikasi Dan Teknologi Informasi*, 11(1), 28–44.
<https://doi.org/10.23917/komuniti.v10i3.5944>
- Lister Martin, Jon Dovey, Set Giddings, I. G. & K. K. (2009). *New Media A Critical Introduction Second Edition* (Routledge).
- Maulida, I. H., Satvikadewi, A. A. I. P., & Hakim, L. (2021). Kepercayaan Dan Sikap Pengguna Twitter Dalam Merespon Konten Anonim Akun Twitter @Askmenfess. *Jurnal Aspikom*, 2(02), 81–93.
- McKenna, K. Y. A., Green, A. S., & Gleason, M. E. J. (2002). Relationship Formation on the Internet: What's the Big Attraction? *Journal of Social Issues*, 58(1), 9–31.
<https://doi.org/10.1111/1540-4560.00246>
- Nasrullah, R. (2015). *Media Sosial Perspektif Komunikasi, Budaya, dan Sosioteknologi* (N. S. Nurbaya (ed.); Cetakan 1).
- Nasrullah, R. (2016). *Media sosial : perspektif komunikasi, budaya, dan sosioteknologi* (Cet. 2). Simbiosis Rekatama Media.
- Nugraha, J. (2021, September 29). *Data Sekunder adalah Jenis Data Tambahan, Ketahui Ciri-ciri dan Contohnya | merdeka.com*. <https://www.merdeka.com/jateng/data-sekunder-adalah-jenis-data-tambahan-ketahui-ciri-ciri-dan-contohnya-kln.html>
- Pane, N. M. S. (2020). Keterbukaan Diri Pengguna Akun K-Pop Roleplayer Twitter Di Kota Medan. *Jurnal Pembangunan Wilayah & Kota*, 1(3), 82–91.
- Pramisti, N. Q. (2016, May 11). *Perjalanan Logo Twitter*. Pramisti, Nurul Qomariyah.
<https://tirto.id/perjalanan-logo-twitter-8LA>
- Rahayu, D. T. (2017). *Articulation of virtual role-player identity with k-pop idol via twitter characters artikulasi identitas virtual role-player dengan karakter k-pop idol via twitter*. 8–13.
- Richard, W. (2018). Introducing Communication Theory: Analysis and Application. In *Journal of Applied Communications* (Vol. 102, Issue 3). <https://doi.org/10.4148/1051-0834.1223>
- Rijali, A. (2018). *Analisis Data Kualitatif Ahmad Rijali UIN Antasari Banjarmasin*. 17(33), 81–95.

- Santrock, J. W. (2003). *Adolescence perkembangan remaja / John W. Santrock* (6th ed.).
- Santrock, J. W. (2007). *Remaja* (ke 11). Erlangga.
- Silalahi, U. (2009). Metode Penelitian Sosial. In *Bandung: PT. Refika Aditama* (Issue September).
- Sosiawan, E. A. (2011). Penggunaan Situs Jejaring Sosial sebagai Media Interaksi dan Komunikasi di Kalangan Mahasiswa. *Jurnal Ilmu Komunikasi*, 9, 60–75.
- Subotnik, R. B. (2005). *Surviving Infidelity: Making Decisions, Recovering from the Pain* (A. Media (ed.)).
- Sugiyono, P. D. (2013). *Metode Penelitian Kuantitatif Kualitatif dan R&D* (19th ed.). ALFABETA,CV.
- Tannen, D. (2013). *DISCOURSE 2.0 Language and New Media* (A. M. Trester (ed.)). 2013.
- Twitter, I. (2017, November 3). *Peraturan Twitter tentang pengembangan otomatisasi | Bantuan Twitter*. <https://help.twitter.com/id/rules-and-policies/twitter-automation>
- Ye, H., & Feng, Y. (2016). Why do you return the favor in online knowledge communities? A study of the motivations of reciprocity. *Computers in Human Behavior*, 63, 342–349. <https://doi.org/10.1016/J.CHB.2016.05.007>
- Zhu, M., Herring, S. C., & Bonk, C. J. (2019). Exploring presence in online learning through three forms of computer-mediated discourse analysis. *Distance Education*, 40(2), 205–225. <https://doi.org/10.1080/01587919.2019.1600365>