

DAFTAR PUSTAKA

- Jolin, J. W. (2012). *The South Korean Music Industry: The Rise and Success of 'K-Pop'* [Stockholm University]. <http://www.diva-portal.org/smash/get/diva2:1154999/FULLTEXT01.pdf>
- Afifah, E. O., & Kusuma, T. (2019). Analisis Komunikasi Antar Penggemar “Seventeen” sebagai “Cyberfandom” di Twitter.” *Mediator: Jurnal Komunikasi*, 12(1), 71–80.
- Alvin, S. (2022). *Komunikasi Politik di Era Digital: Dari Big Data, Influencer Relations & Kekuatan Selebriti, hingga Politik Tawa*. Deepublish.
- Alyusi, S. D. (2016). *Media Sosial: Interaksi, Identitas dan Modal Sosial*. KENCANA.
[https://books.google.co.id/books?hl=id&lr=&id=z_nJDwAAQBAJ&oi=fnd&pg=PP1&dq=media+sosial&ots=QeBveJeK9D&sig=6hWmbJI6ks3qHNladIS7IaY_6p8&redir_esc=y#v=onepage&q=media sosial&f=false](https://books.google.co.id/books?hl=id&lr=&id=z_nJDwAAQBAJ&oi=fnd&pg=PP1&dq=media+sosial&ots=QeBveJeK9D&sig=6hWmbJI6ks3qHNladIS7IaY_6p8&redir_esc=y#v=onepage&q=media+sosial&f=false)
- Andini, A. N., & Akhni, G. N. (2021). *Exploring Youth Political Participation: K-Pop Fan Activism in Indonesia and Thailand*. *Global Focus*, 1(1), 38-55
- 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>
- Asmar, A. (2020). Ekspresi Keberagaman Online: Media Baru dan Dakwah. *Jurnal*

- Ilmu Dakwah*, 40(1), 54–64. <https://doi.org/10.21580/jid.v40.1.5298>
- Booth, P. (2017). Digital Fandom 2.0: New Media Studies. In *Peter Lang - Digital Formations* (2nd ed., Vol. 114).
- Dewi, S. I., Lasari, Y., & Primasti, D. (2022). Praktik Siniar dan Gerakan Literasi Perempuan Podcast and Women ' s Literacy Movement. *Biokultur*, 11(2), 139–149.
- Eriyanto. (2021). *Metode Netnografi*. PT REMAJA ROSDAKARYA.
- Farisi, B. Al. (2020). *Bagaimana BTS dan ARMY Mengubah Industri Musik Dunia?* Kompas.
<https://www.kompas.com/hype/read/2020/10/01/132624766/bagaimana-bts-dan-army-mengubah-industri-musik-dunia?page=all>
- George, O. (2020). “ARMY, I’m Home!”: Digital Community and Mediated Intimacy in K-Pop Fandom. *Honors Theses*, 53.
https://egrove.olemiss.edu/hon_thesis/1487
- Harahap, N. (2020). *Penelitian Kualitatif*. Wal ashri Publishing.
- Hasnawati. (2021). Aktivitas Digital : Dampak Penerapan Pembelajaran Daring. *Jurnal Literasi Digital*, 1(3), 148–154.
- Ida, R. (2014). *Metode Penelitian: Studi Media dan Kajian Budaya*. Prenada Media.
- Ika, N. (2019). *BTS Luncurkan Saluran Aplikasi Weverse untuk Terhubung dengan ARMY*. Tirto.Id. <https://tirto.id/bts-luncurkan-saluran-aplikasi-Weverse-untuk-terhubung-dengan-army-edtf>
- Jin, D. A. L. Y. (2016). *New Korean Wave: Transnational Cultural Power in The Age*

- of Social Media*. University of Illinois Press.
- Jolin, J. W. (2012). *The South Korean Music Industry: The Rise and Success of 'K-Pop'* [Stockholm University]. <http://www.diva-portal.org/smash/get/diva2:1154999/FULLTEXT01.pdf>
- Kim, B. (2015). Past , Present and Future of Hallyu (Korean Wave). *American International Journal of Contemporary Research*, 5(5), 154–160.
- Kim, Y. (2021). The soft power of the Korean wave: Parasite, BTS and drama. In *The Soft Power of the Korean Wave: Parasite, BTS and Drama*. Routledge.
<https://doi.org/10.4324/9781003102489>
- Kozinets, R. V. (2010). Netnography: Doing ethnographic research online. In *International Journal of Advertising* (Vol. 29, Issue 2). SAGE Publications.
<https://doi.org/10.2501/S026504871020118X>
- Maryani, E., & Astari, S. (2019). Selebriti dalam Digital Activism Tentang Kekerasan Terhadap Perempuan di YouTube. *Jurnal Manajemen Komunikasi*, 3(1), 1. <https://doi.org/10.24198/jmk.v3i1.20656>
- McCaughey, M., & Ayers, M. D. (2003). *CYBERACTIVISM: Online Activism in Theory and Practice*. Routledge.
- McMillan, C. T. F. (2021). Posthumanism in Digital Culture: Cyborgs, God and Fandom. In *Posthumanism in Digital Culture*. Emerald Publishing Limited.
<https://doi.org/10.1108/9781800431072>
- Mulyati, S. (2020). *Raja Chart Baru, 14 Lagu BTS Ini Berhasil Tembus Billboard Hot 100*. IDN Times. <https://www.idntimes.com/hype/entertainment/sri-mulyati->

2/raja-chart-baru-14-lagu-bts-ini-berhasil-tembus-billboard-hot-100-c1c2

Nugroho, C. (2020). *Cyber Society: Teknologi, Media Baru, dan Disrupsi Informasi*.

KENCANA.

[https://www.google.co.id/books/edition/Cyber_Society/OR0REAAAQBAJ?hl=i](https://www.google.co.id/books/edition/Cyber_Society/OR0REAAAQBAJ?hl=id&gbpv=1&dq=media+baru&printsec=frontcover)

[d&gbpv=1&dq=media+baru&printsec=frontcover](https://www.google.co.id/books/edition/Cyber_Society/OR0REAAAQBAJ?hl=id&gbpv=1&dq=media+baru&printsec=frontcover)

Nurdin, I., & Hartati, S. (2019). *Metodologi Penelitian Sosial* (Lutfiah (ed.)). Media

Sahabat Cendikia.

[https://www.google.co.id/books/edition/METODOLOGI_PENELITIAN_SOSIA](https://www.google.co.id/books/edition/METODOLOGI_PENELITIAN_SOSIAL/tretDwAAQBAJ?hl=id&gbpv=1&dq=kerangka+berpikir&pg=PA125&printsec=frontcover)

[L/tretDwAAQBAJ?hl=id&gbpv=1&dq=kerangka+berpikir&pg=PA125&printse](https://www.google.co.id/books/edition/METODOLOGI_PENELITIAN_SOSIAL/tretDwAAQBAJ?hl=id&gbpv=1&dq=kerangka+berpikir&pg=PA125&printsec=frontcover)

[c=frontcover](https://www.google.co.id/books/edition/METODOLOGI_PENELITIAN_SOSIAL/tretDwAAQBAJ?hl=id&gbpv=1&dq=kerangka+berpikir&pg=PA125&printsec=frontcover)

Pureklolon, T. T. (2020). *Perilaku Politik*. Yayasan Pustaka Obor Indonesia

Puspitarini, D. S., & Nuraeni, R. (2019). Pemanfaatan Media Sosial Sebagai Media

Promosi (Studi Deskriptif pada Happy Go Lucky House). *Jurnal Common*, 3(1),

71–80. <https://doi.org/10.34010/COMMON.V3I1.1950>

Ratnaningsih, A. H. (2020). *Ini 5 Fandom Musik Terbesar di Dunia Menurut*

Pengamat Musik. GENSINDO.

[https://gensindo.sindonews.com/read/60363/700/ini-5-fandom-musik-terbesar-](https://gensindo.sindonews.com/read/60363/700/ini-5-fandom-musik-terbesar-di-dunia-menurut-pengamat-musik-1591383997)

[di-dunia-menurut-pengamat-musik-1591383997](https://gensindo.sindonews.com/read/60363/700/ini-5-fandom-musik-terbesar-di-dunia-menurut-pengamat-musik-1591383997)

Rubawati, E. (2018). Media Baru: Tantangan dan Peluang Dakwah. *Jurnal Studi*

Komunikasi (Indonesian Journal of Communications Studies), 2(1), 126–142.

<https://doi.org/10.25139/jsk.v2i1.510>

Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta.

- Sumardiono, N. (2022). KOMODIFIKASI FANDOM: STUDI PADA PENGGUNAAN MEDIA DIGITAL FANDOM BOYBAND BTS DI INDONESIA. *Komuniti : Jurnal Komunikasi Dan Teknologi Informasi*, 14(1), 44–68. <https://doi.org/10.23917/komuniti.v14i1.16602>
- Tanudjaja, B. B. (2009). Pengaruh Media Komunikasi Massa Terhadap Popular Culture Dalam Kajian Budaya/Cultural Studies. *Nirmana*, 9(2), 96–105.
- Tashandra, N. (2021). *Makin Populer di Kalangan Fans Kpop, Apa Itu Aplikasi Weverse*. Kompas. <https://lifestyle.kompas.com/read/2021/08/04/051600720/makin-populer-di-kalangan-fans-kpop-apa-itu-aplikasi-Weverse-?page=all>
- Thurlow, C., Lengel, L., & Tomic, A. (2004). COMPUTER MEDIATED COMMUNICATION: Social Interaction and The Internet. In *Sage Publications*.
- Tosepu, Y. A. (2017). *Media Baru dalam Komunikasi Politik: Komunikasi Politik di Dunia Virtual*. Jakad Media Publishing.
- Walan Yudhiani. (2014). Kajian Studi Kultural Dan Pedagogik Dalam Pendidikan Indonesia. *Jurnal Tarbiyah*, 21(2), 422–439.
- Yusuf, M. (2014). *METODE PENELITIAN: KUANTITATIF, KUALITATIF, DAN PENELITIAN GABUNGAN* (1st ed., Vol. 4, Issue 1). KENCANA.
- Zulaika, L. (2015). Interaksi Digital, Motivasi Belajar Dan Aplikatif Connectivisme Pada Peserta Didik. *Universitas Negeri Malang*, 20.

Internet

(2020). *2020 RESULTS*. BTS ARMY CENSUS.

<https://www.btsarmycensus.com/2020-results>

(2021). *BTS Just Revealed They Almost Named Their Fans Something Other Than*

ARMY. Stylecaster. <https://stylecaster.com/entertainment/music/1218189/bts-army-meaning/>

(2022). *Apa Arti ARMY, Penggemar BTS? Ketahui Sejarah Fandom Terbesar K-Pop*.

KapanLagi. <https://www.kapanlagi.com/korea/apa-arti-army-penggemar-bts-ketahui-sejarah-fandom-terbesar-k-pop-2ac3cd.html>

Farisi, B. Al. (2020). *Bagaimana BTS dan ARMY Mengubah Industri Musik Dunia?*

Kompas.

<https://www.kompas.com/hype/read/2020/10/01/132624766/bagaimana-bts-dan-army-mengubah-industri-musik-dunia?page=all>

Ika, N. (2019). *BTS Luncurkan Saluran Aplikasi Weverse untuk Terhubung dengan*

ARMY. Tirto.Id. <https://tirto.id/bts-luncurkan-saluran-aplikasi-Weverse-untuk-terhubung-dengan-army-edtf>

Mulyati, S. (2020). *Raja Chart Baru, 14 Lagu BTS Ini Berhasil Tembus Billboard Hot*

100. IDN Times. <https://www.idntimes.com/hype/entertainment/sri-mulyati-2/raja-chart-baru-14-lagu-bts-ini-berhasil-tembus-billboard-hot-100-c1c2>

Ratnaningsih, A. H. (2020). *Ini 5 Fandom Musik Terbesar di Dunia Menurut*

Pengamat Musik. GENSINDO.

<https://gensindo.sindonews.com/read/60363/700/ini-5-fandom-musik-terbesar-di-dunia-menurut-pengamat-musik-1591383997>

Tashandra, N. (2021). *Makin Populer di Kalangan Fans Kpop, Apa Itu Aplikasi*

Weverse. Kompas.

<https://lifestyle.kompas.com/read/2021/08/04/051600720/makin-populer-di-kalangan-fans-kpop-apa-itu-aplikasi-weverse-?page=all>