

DAFTAR PUSTAKA

- Akbar, H. (2022). Integrating Divergent Epistemologies of the Two Influential Views on Organizational Knowledge Creation. *Int. J. Knowledge Management, 18*, 1–17. <https://doi.org/10.4018/ijkm.290327>
- Almeida, F., Duarte Santos, J., & Augusto Monteiro, J. (2020). The Challenges and Opportunities in the Digitalization of Companies in a Post-COVID-19 World. *IEEE Engineering Management Review, 48*(3), 97–103. <https://doi.org/10.1109/EMR.2020.3013206>
- Alqahtani, A., Hawryszkiewicz, I., & Erfani, E. (2023). *Relationship Between Knowledge Creation and Open Innovation Applied Through Public Open Innovation Platforms The Electronic Journal of Knowledge Management. 21*(1), 73–86. www.ejkm.com
- Andreas, R., & Arymami, D. (2021). *Hasrat Konsumsi Virtual dalam Permainan Daring Mobile legends: Perspektif Deleuze dan Guattari*.
- Arief, I., Hasan, A., Putri, N. T., & Rahman, H. (2023). *International Journal On Informatics Visualization Literature Reviews of RBV and KBV Theories Reimagined: A Technological Approach Using Text Analysis and Power BI Visualization*. www.joiv.org/index.php/joiv
- Chen, Y., Pan, X., Liu, P., & Vanhaverbeke, W. (2024). How does digital transformation empower knowledge creation? Evidence from Chinese manufacturing enterprises. *Journal of Innovation & Knowledge*. <https://doi.org/10.1016/j.jik.2024.100481>
- Chilamkurthy, S. (2020). *Teori Dinamis Penciptaan Pengetahuan Organisasi - Blog Sasank*. https://chsasank.com/classic_papers/dynamic-theory-of-organizational-knowledge-creation.html
- Cristache, N., Croitoru, G., & Florea, N. V. (2025). The influence of knowledge management on innovation and organizational performance. *Journal of Innovation and Knowledge, 10*(5). <https://doi.org/10.1016/j.jik.2025.100793>
- Dasari, D., Hendriyanto, A., Sahara, S., Putu, I., Ariawan, W., Muhaimin, L. H., & Pahmi, S. (2025). Crafting epistemic knowledge in statistics education via didactical engineering integrating the theory of didactical situations and the SECI model. *Discover Sustainability, 6*. <https://doi.org/10.1007/s43621-025-01838-x>
- De Moortel, K., & Crispeels, T. (2024). Blurring boundaries: knowledge dynamics in organizations, collaborations, and innovation ecosystems. *Journal of Technology Transfer*. <https://doi.org/10.1007/s10961-024-10168-5>

- Dekanawati, V., Sutiyantra, Y., Astriawati, N., SUBekti, J., & Kirana, F. A. (2023). Analisis Pengaruh Kualitas Pelayanan Diklat Kepabeanan Terhadap Kepuasan Peserta Pelatihan.
- Fahmi, M. R. A., & Yulianto, E. (2021). Knowledge management capability as an absorptive for driving innovation: The role of type of innovation. *Management Science Letters*, 2071–2080. <https://doi.org/10.5267/j.msl.2021.3.002>
- Ghozali, I. (2021). Aplikasi Analisis Multivariate Dengan Program IBM SPSS 26 IBM" SPSS" *Statistics* ».
- Gugat, T. D., & Amri, A. (2023). Analisis Sayembara Logo BNI Life 24 Tahun sebagai Dasar Putusan Pemenang dengan Metode Skoring. *Jurnal Desain*, 10(2), 400. <https://doi.org/10.30998/jd.v10i2.15987>
- Hanif, A., & Wailmi, K. (2025). Pengaruh Daya Tarik Iklan dan Kepercayaan Terhadap Keputusan Pembelian Item Virtual pada Game Mobile Legends (Studi pada Konsumen Game Mobile Legends di Kalianda, Lampung Selatan). In *Edu Society: Jurnal Pendidikan, Ilmu Sosial, dan Pengabdian Kepada Masyarakat* (Vol. 5). : <https://jurnal.permapendis-sumut.org/index.php/edusociety>
- Hasan, Z. (2025, May 6). *Esports Jadi Cita-cita Baru Anak Muda, Mobile Legends Paling Diminati - Akurat*. <https://www.akurat.co/sportainment/1305977160/esports-jadi-cita-cita-baru-anak-muda-mobile-legends-paling-diminati>
- Hendrayani, P. F. A., Putri, R. A., Nababan, Y. I. P., Mentari, N., & Haq, N. (2025). User Satisfaction Analysis of ICE Institute from a Knowledge Creation Perspective: Implementation of the SECI Model on a MOOC Platform. *Palimpsest: Jurnal Ilmu Informasi Dan Perpustakaan*, 16(2), 100–121. <https://doi.org/10.20473/pjil.v16i2.70307>
- Huang, X., Li, H., Huang, L., & Jiang, T. (2023). Research on the development and innovation of online education based on digital knowledge sharing community. *BMC Psychology*, 11(1). <https://doi.org/10.1186/s40359-023-01337-6>
- Husnah Mustika Sari, N., Luthfia Sari, F., Rizqoh, M., Fani, A., Nasocha Prasetyo, A., Matematika UIN Abdurrahman Wahid Pekalongan Jl Pahlawan KM, T. K., & Kab Pekalongan, R. (2022). Eksplorasi Konsep Geometri Pada Game Mobile LegendS. *Jurnal Inovasi Pendidikan Dan Pembelajaran Matematika*, 8(2).
- Indonesia jadi pasar game "mobile" terbesar ketiga di dunia - ANTARA News*. (n.d.). Retrieved January 17, 2026, from <https://www.antaraneews.com/berita/3494616/indonesia-jadi-pasar-game-mobile-terbesar-ketiga-di-dunia>

- Japhet, I., Olaoluwa, A., & Olapeju, I. (2021). A review of knowledge management and its application in the contemporary business environment. *African Journal of Business Management*, 15(10), 274–282. <https://doi.org/10.5897/ajbm2021.9223>
- Lewaherilla, N. C., Kurniullah, A. Z., Arsawan, I. W. E., Salim, N. A., Hikmah, N., Abdurohim, Harto, P., Wisnujati, N. S., & Marditama, T. (2023). *Knowledge Management* (D. U. Sutiksno, Ratnadewi, & I. Aziz, Eds.). Zahir Publishing. <https://books.google.co.id/books?id=icATEAAAQBAJ>
- Megasari, C., & Latif, S. B. (2022). Pengaruh Design Interior Dan Kualitas Pelayanan Terhadap Minat Pengunjung Hotel Sotis Kemang.
- Muhammad, A., Firdaus, R., & Aestetika, M. (2023). *Communication Between Gamers in Mobile Legends Online Game Group: Bang Bang (Qualitative Description Study of WWE Squad Mobile Legends Online Game Community) Komunikasi Antar Gamers Pada Kelompok Game Online Mobile Legends: Bang Bang (Studi Deskripsi Kualitatif Pada Komunitas Game Online Mobile Legends WWE Squad)*.
- Naufal, I. (2024, June 27). *MLBB Goes to School Jaring Bakat Esports dari 1.280 Siswa SD di Surabaya dan Malang*. <https://www.inilah.com/mlbb-goes-to-school-jaring-bakat-esports-dari-1280-siswa-sd-di-surabaya-dan-malang>
- Nonaka, I., & Takeuchi, H. (1995). *The Knowledge Creating Company Ikujiro Nonaka Hirotaka Takeuchi*.
- Nugraha, M. R. D., Firdaus, M., Razzaq, A., & Nugraha, M. Y. (2025). Mobile Legends Sebagai Media Komunikasi Digital: Dampaknya Terhadap Interaksi Sosial Mahasiswa Fisip Uin Raden Fatah Palembang. *Jurnal Buana Kata: Pendidikan, Bahasa, Dan Ilmu Komunikasi*, 2(2), 68–75. <https://doi.org/10.23960/buanakata.v2i2.613>
- Nurul Karisma, Yovita Eka Wulandari, & Shelvi Amalia Putri. (2024). Pandangan Gen Z Terhadap Pemanfaatan Gaming Mobile Legends sebagai Peluang Sumber Penghasilan. *ARDHI : Jurnal Pengabdian Dalam Negeri*, 2(6), 251–258. <https://doi.org/10.61132/ardhi.v2i6.956>
- Paul, J., Akbari, M., Mondal, S., & Das, S. (2024). Knowledge sharing leads to engagement during Covid-19 for online gamers. *Information and Management*, 61(4). <https://doi.org/10.1016/j.im.2024.103948>
- Putra, A. Y. (2020). The Influence of Knowledge Transfer Through Information Technology Implementation on Headmasters' Performance in Indonesian Senior High School. *International Journal of Education and Practice*, 8(4), 652–663. <https://doi.org/10.18488/journal.61.2020.84.652.663>
- R. W., C., & Furseth P. I. (2022). *Digital services and competitive advantage*.

- Rais, R. L. (2021). *Pengetahuan, Kemampuan Dan Pengalaman Kerja Pengaruhnya Terhadap Kinerja (Studi Pada Karyawan Cv. Bumami Food Cimahi)*.
- Sekar, R. Y., & Kamarubiani, N. (2020). Komunitas Belajar Sebagai Sarana Belajar Dan Pengembangan Diri. *Indonesian Journal Of Adult and Community Education*, 2.
- Serna, C. A. A. (2023). *Mitigating The Risk Of Knowledge Leakage In Knowledge Intensive Organizations: A Mobile Device Perspective*.
- Sugiyono. (2023). *Metode Penelitian Kuantitatif, Kualitatif, Dan R&D* (M. Dr. Ir Sutopo. S.Pd, Ed.; Cetakan ke 5). www.cvalfabeta.com
- Vasantan, P. (2022). *Knowledge Management: Cara Mengelola Pengetahuan Sumber Daya Manusia Sebagai Aset Penting Organisasi*. Deepublish.
- Vishwanath, M. (2023). *Organizational Knowledge Transformation and Selforganizing Knowledge Representation Model*. <https://doi.org/10.31219/osf.io/kg6fv>