

DAFTAR PUSTAKA

- Arnett, L., Netzorg, R., Chaintreau, A., & Wu, E. (2019). Cross-platform interactions and popularity in the live-streaming community. *Conference on Human Factors in Computing Systems - Proceedings*.
<https://doi.org/10.1145/3290607.3312900>
- Besombes, N. P. (2018). *The world of Esports, what you need to know* (p. 1).
<https://imgur.com/r/esports/KWv0AXI>
- Churchill, B. C. B., & Xu, W. (2016). The modern nation: A first study on Twitch.TV social structure and player/game relationships. *Proceedings - 2016 IEEE International Conferences on Big Data and Cloud Computing, BDCloud 2016, Social Computing and Networking, SocialCom 2016 and Sustainable Computing and Communications, SustainCom 2016*.
<https://doi.org/10.1109/BDCloud-SocialCom-SustainCom.2016.43>
- Ciputra, U. (2016, May 16). *Pengertian Korelasi Dan Macam-Macam Korelasi* — *Universitas Ciputra Entrepreneurship Online*.
<http://ciputraceo.net/blog/2016/5/16/pengertian-korelasi-dan-macam-macam-korelasi>
- Dhanar Intan Surya Saputra, Sitaresmi Wahyu Handani, F. R. (2017). Membangun Channel Live Streaming YouTube Sebagai Alternatif Media Promosi Perguruan Tinggi. *STMIK Amikom Purwokerto*.
- Faherty, F. R. (2018). Strategi IESPA (Indonesia E-sports Association) Dalam Mengkampanyekan E-sports Di Indonesia. *Skripsi*.
- Hamilton, W., Kerne, A., & Robbins, T. (2012). High-performance pen + touch modality interactions: A real-time strategy game eSports context. *UIST'12 - Proceedings of the 25th Annual ACM Symposium on User Interface Software and Technology*, 309–318.
- Haryanto, T., & Nugroho, S. (2015). Perancangan Video Company Profile Sebagai Media Promosi Perusahaan Pada PT. Propan Raya ICC Semarang Tri. *Jurnal Ilmiah*.
- Hedynata, M. L., & Radianto, W. E. D. (2016). Strategi Promosi Dalam Meningkatkan Penjualan Luscious Chocolate Potato Snack. *Strategi*

Promosi.

- Hidayat, A. (2013). *Uji Normalitas dan Metode Perhitungan*.
<https://www.statistikian.com/2013/01/uji-normalitas.html>
- Hox, J. J., & Boeijs, H. R. (2004). Data Collection, Primary vs. Secondary. *Encyclopedia of Social Measurement, 1*, 593–599.
<https://doi.org/10.1016/B0-12-369398-5/00041-4>
- Indonesia, C. (2020, May 8). *7 Game Online Seru Buat Mabar Selama Tetap Tinggal di Rumah*. Redaksi.
<https://www.cnbcindonesia.com/tech/20200508120005-37-157069/7-game-online-seru-buat-mabar-selama-tetap-tinggal-di-rumah>
- INDOZONE. (2019, November 13). *Babak Final LoL Worlds 2019 Pecahkan Rekor Viewer Terbanyak di Twitch | Indozone.id*.
<https://www.indozone.id/game/Q8sxEP/babak-final-lol-worlds-2019-pecahkan-rekor-viewer-terbanyak-di-twitch/read-all>
- Jalan, A. (2020, May 26). *Metrics to Select and Measure Twitch Creators for Game Marketing - Part 1*. <https://blog.gamesight.io/metrics-to-select-twitch-creators-pt1/>
- Johnson, M. R., & Woodcock, J. (2019). The impacts of live streaming and Twitch.tv on the video game industry. *Media, Culture and Society, 41*(5), 670–688. <https://doi.org/10.1177/0163443718818363>
- Kaytoue, M., Silva, A., Cerf, L., Meira, W., & Raïssi, C. (2012). Watch me playing, i am a professional: A first study on video game live streaming. *WWW'12 - Proceedings of the 21st Annual Conference on World Wide Web Companion*, 1181–1188. <https://doi.org/10.1145/2187980.2188259>
- Lemeshow, S., Hosmer Jr, D. W., Klar, J., & Lwanga, S. K. (1990). Adequacy of Sample Size Determination in Health Studies. In *Adequacy of Sample Size in Health Studies*. <https://doi.org/10.1186/1472-6963-14-335>
- Lestari, F. A., Sarwan, S., Syas, M., & Hamzah, P. K. (2019). Motives and Satisfaction of Radio Listeners in The New Media Era (Cases Study on Dhara FM Radio Listenes in Pariaman). *AL MUNIR : Jurnal Komunikasi Dan Penyiaran Islam, 2*(1), 41–48. <https://doi.org/10.15548/amj-kpi.v2i1.487>

- Li, Y., Wang, C., & Liu, J. (2020). A systematic review of literature on user behavior in video game live streaming. In *International Journal of Environmental Research and Public Health*.
<https://doi.org/10.3390/ijerph17093328>
- Liu, Y., Dupre, K., & Jin, X. (2020). A systematic review of literature on contested heritage. *Current Issues in Tourism*, 21.
<https://doi.org/10.1080/13683500.2020.1774516>
- Maloney, T. (2020). *how-do-esports-teams-make-money* (p. 1). ROUNDHILL BLOG. <https://www.roundhillinvestments.com/research/esports/how-do-esports-teams-make-money>
- Mughni, U. (2018). *3-jenis-traffic-yang-wajib-kamu-ketahui-2* (p. 1).
<https://digitalcube.id/blog/3-jenis-traffic-yang-wajib-kamu-ketahui-2>
- Nascimento, G., Ribeiro, M., Cerf, L., Cesario, N., Kaytoue, M., Raissi, C., Vasconcelos, T., & Meira, W. (2014). Modeling and analyzing the video game live-streaming community. *Proceedings - 9th Latin American Web Congress, LA-WEB 2014*. <https://doi.org/10.1109/LAWeb.2014.9>
- Pertiwi, W. K. (2018). peluang-dan-tantangan-industri-e-sport-di-indonesia. In *Peluang dan Tantangan Industri E-Sport di Indonesia* (p. 2).
<https://tekno.kompas.com/read>
- Ram, J., & Xu, D. (2019). Live Streaming Video E-commerce: Examining the operational strategies. *Journal Europeen Des Systemes Automatises*.
<https://doi.org/10.18280/jesa.520101>
- Robinson Rebecca S. (2014). Purposive Sampling. In *Cmaj* (Vol. 141, Issue 10). Encyclopedia of Quality of Live and Well. <https://doi.org/10.1007/978-94-007-0753-5>
- Smith, T. P. B., Obrist, M., & Wright, P. (2013). Live-streaming changes the (video) game. *Proceedings of the 11th European Conference on Interactive TV and Video, EuroITV 2013*. <https://doi.org/10.1145/2465958.2465971>
- Soekirman. (2014). Kuesioner Penelitian. In *balita BGM*.
<https://doi.org/10.1007/s13398-014-0173-7.2>
- Sugiyono. (2008). Metode Penelitian Kuantitatif, Kualitatif dan R&D. In *Alfabeta*.
<https://doi.org/2008>

- Svart, A. (2018). *The use of live streaming in marketing*.
- Takahashi, D. (n.d.). *Twitch takes a look back at great moments in livestreaming in 2018 / VentureBeat*. Retrieved February 23, 2021, from <https://venturebeat.com/2018/12/14/twitch-takes-a-look-back-at-great-moments-in-livestreaming-in-2018/>
- Tassi, P. (2013). *Talking livestreams, esports and the future of entertainment with twitch*. Forbes.Com.
- Wagner, 2006. (1950). On the Scientific Relevance of “Imputation.” *Ethics*, 61(1), 69–73. <https://doi.org/10.1086/290752>
- Wahyudi, D., & Djamaris, A. R. A. (2018). *Metode Statistik Untuk Ilmu dan Teknologi Pangan*. [http://repository.bakrie.ac.id/1255/1/Ilmu Statistik ITP.pdf](http://repository.bakrie.ac.id/1255/1/Ilmu%20Statistik%20ITP.pdf)
- Wohn, D. Y., & Freeman, G. (2020). Live Streaming, Playing, and Money Spending Behaviors in eSports. *Games and Culture*, 15(1), 73–88. <https://doi.org/10.1177/1555412019859184>
- Zhu, Z., Yang, Z., & Dai, Y. (2017). Understanding the gift-sending interaction on live-streaming video websites. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*. https://doi.org/10.1007/978-3-319-58559-8_23