

DAFTAR PUSTAKA

- Arikunto. (2006). Penelitian komparatif.
- Aurino, W. D. (2018). Metode Statistik Untuk Ilmu dan Teknologi Pangan. 154.
- Aurino, W. D. (2018). Scala ordinal. *Kuesioner*.
- B, C. G. (2018). eSport: Construct specifications and implications for sport. *Sport Management Review*, 1-6.
- B, S. T. (2013). Live-Streaming Changes the (Video Game). 131-138.
- Balci, G. (2021). Digitalization in container shipping Do perception and satisfaction. *Technological Forecasting & Social Change* .
- Cloudflare. (2019). What is streaming? | How video streaming works Cloudflare.
- E, J. S. (2017). Virtual(ly) Athletes: Where eSports Fit Within the Definition of "Sport". 1-18.
- Electronic Sports. (2017). *Olympic Council Of Asia*.
- Facebook. (2021). Live-stream an event on Facebook Facebook Business Help Centre. *Facebook*.
- Gustavo, N. (2014). Modeling and analyzing the video game Live-streaming community. *Proceedings - 9th Latin American Web Congress, LA-WEB 2014*, 1-9.
- Hulley. (2013). Pengambilan sampel.
- Indrawati. (2015). Konvergensi Teknologi Komunikasi dan Informasi. *Metode Penelitian Manajemen dan Bisnis*.
- Jesper, J. K. (2010). Electronic sport and its impact on future sport. *Sport in Society*, 287-299.
- Katrin, S. (2016). Information Behavior on Social Live Streaming Services. *Journal of Information Science Theory and Practice*, 6.
- Li, Y. (2020). A systematic review of literature on user behavior in video game live streaming. *International Journal of Environmental Research and Public*.
- Li, Y. (n.d.). Tell me before you steam me: Managing information disclosure in video game live streaming. *Proceedings of the ACM on Human-Computer*, 2018.
- Michael, W. (2007). Competing in Metagame Gamespace.
- Mishra, P. (2019). Annals of Cardiac Anaesthesia. *Descriptive statistics and normality tests for statistical data*, 67-72.

- Momoh. (2021). Population Definition. *Investopedia*, 1-2.
- Newzoo. (2021). Global eSport & Live Streaming Market Report 2021 Free Version. 43.
- NimoTv. (2018). About Us\_NimoTv.
- Robbie, A. (2015). Why 90% of Branded Have Apps Have Fewer Than 10.000 Downloads.
- Sugiyono. (2017). *Metode Penelitian Bisnis: Pendekatan Kuantitatif, Kualitatif, Kombinasi, dan R&D*. Bandung: CV. Alfabeta.
- Sugiyono. (2017). Objek penelitian.
- Wagner, K. M. (2012). Watch me playing, i am a profesional: A first study on video game live streaming. *WWW'12 - Proceedings of the 21st Annual Conference on World Wide Web Companion*, 1181-1188.
- Warr. (2014). eSports in numbers: five mind-blowing stats.
- Witkowski, E., & Manning, J. (2018). Player power: Networked. *The International Journal of Research into New Media Technologies*.
- Yong, J. D. (2010). eSport and Television Business in the Digital Economy.
- Yuri, S. (2013). Electronic sports: A new marketing landscape of the experience economy. *Journal of Marketing Management*, 1542-1560.