

**DAFTAR PUSTAKA**

**Ebook :**

- Beynon, J. (2002). *Masculinities and Culture*. Open University.  
 M. Ali Sodik, M.A, D. (2015). *DASAR METODOLOGI PENELITIAN*.  
 Karanganyar: Literasi Media Publishing.  
 Solomon, M. R. (2018). *Consumer Behavior Buying, Having, and Being*.  
 England: Pearson Education Limited.

**Jurnal :**

- Suryani, N. E. (2022). PERSEPSI PENGGEMAR ADORABLE REPRESENTATIVE M.C FOR YOUTH (ARMY) SURAKARTA PADA MASKULINITAS BEYOND THE SCENE/BANGTAN SONYEONDAN (BTS). *VOL. 6 NO. 2 (2022): SOLIDARITAS*.
- Syahfitri, R. N. (2020). PERSEPSI PEREMPUAN URBAN KONSUMEN JAMU PELANGSING PADA WACANA GAMBARAN TUBUH IDEAL (Studi pada Konsumen Jamu Pelangsing Slimsweetchix dan Slimbeautyproduct).
- Tasya Devi Rossafine, M. F. (2022). Studi Tokoh Utama Film Mulan: Analisis Resepsi terhadap Hegemoni Maskulinitas. *CALATHU: Jurnal Ilmu Komunikasi*.
- Tri Afirianto, E. E. (2022). Evaluasi User Experience Gim *Valorant* menggunakan Metode Enhanced. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*.
- Ade Heryana, SST, MKM. (n.d.). MENYUSUN TINJAUAN PUSTAKA. 2.
- Alwin M. Sambul, L. A. (n.d.). Rancang Bangun *Gim* Adventure of Unsrat Menggunakan *Gim* Engine Unity. *E-Journal Teknik Informatika*.
- Carolina. (2013). PERSEPSI KHALAYAK TERHADAP IKLAN AXE BIDADARI INDONESIA SERTA FAKTOR YANG MEMPENGARUHINYA.
- Desi Yoanita, G. J. (2022). Representasi Feminisme dalam Film Serial Representasi Feminisme dalam Film Serial. *JURNAL E-KOMUNIKASI*.
- Faidillah Kurniawan. (2019). E-Sport dalam Fenomena Olahraga Kekinian. *JORPRES (Jurnal Olahraga Prestasi)*.
- Kurniawan, A. F. (2017). COWO-COWO U MILD: HEGEMONI MASKULINITAS DALAM ROKOK.
- Meirina Lani Anggapuspa, W. (2023). ANALISIS VISUAL PADA KARAKTER AGENT SAGE DALAM *GIM VALORANT*. *Jurnal Barik, Vol. 4 No. 3*.
- NOVIANDY, I. (2022). ANALISIS RESEPSI KHALAYAK PADA IKLAN BUKALAPAK: JAGOAN GAMING BUKALAPAK X ITEMKU.
- Nugraha, W. H. (2021). MINAT MASYARAKAT TERHADAP E-SPORTS SEBAGAI OLAHRAGA PRESTASI DI JAWA TIMUR.

PUTRI, S. M. (2022). RESEPSI MASKULINITAS TERHADAP PRIA DALAM KONTEN YOUTUBE OUTFIT IDEAS JOVI ADHIGUNA DAN ANDREAS LUKITA.

Ririn Puspita Tutiasri, S. M. (2016). KOMUNIKASI DALAM KOMUNIKASI KELOMPOK. 84.

**Website:**

DIMAS RAMDHAN, S. (n.d.). *BINUS NUSANTARA*. From soCS.binus.ac.id: <https://soCS.binus.ac.id/2021/11/16/Valorant-pendatang-baru-gim-FPS-penuh-taktis/>

faizalkamil. (2022, 09 20). *esports.id*. From esports.id: <https://esports.id/Valorant/news/2022/09/42e499e591496cb71d9a11ae109dc962/final-Valorant-champions-2022-cetak-rekor-penonton-terbanyak>

*liquipedia Valorant*. (n.d.). From liquipedia.net: <https://liquipedia.net/Valorant/F0rsakeN>

Pandu, A. (2022, July 18). *whatifgaming*. From whatifgaming-com: [https://whatifgaming-com.translate.goog/Valorant-player-count/?\\_x\\_tr\\_sl=en&\\_x\\_tr\\_tl=id&\\_x\\_tr\\_hl=id&\\_x\\_tr\\_pto=tc](https://whatifgaming-com.translate.goog/Valorant-player-count/?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc)

*PlayValorant*. (n.d.). From playValorant.com: <https://playValorant.com/id-id/agents/>

RevivalTV. (2018, June 13). *REVIVAL TV*. From revivaltv.id: <https://revivaltv.id/news/Counter-Strike/sejarah-counter-strike>

Rifki, B. (2022, January 06). *esports.id*. From esports.id: <https://esports.id/other/news/2022/01/d2ab2b971ff0dc34b54c0eaa664873f0/fantastisjumlah-pemain-esports-di-indonesia-capai-52-juta-orang>

Rohan. (2022, 09 18). *esportsgg*. From esports-gg: [https://esports-gg.translate.goog/news/Valorant/Valorant-vct-champs-viewership-records/?\\_x\\_tr\\_sl=en&\\_x\\_tr\\_tl=id&\\_x\\_tr\\_hl=id&\\_x\\_tr\\_pto=tc&\\_x\\_tr\\_hist=true](https://esports-gg.translate.goog/news/Valorant/Valorant-vct-champs-viewership-records/?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc&_x_tr_hist=true)

*activeplayer*. (2023). From activeplayer-io: [https://activeplayer-io.translate.goog/Valorant/?\\_x\\_tr\\_sl=en&\\_x\\_tr\\_tl=id&\\_x\\_tr\\_hl=id&\\_x\\_tr\\_pto=tc](https://activeplayer-io.translate.goog/Valorant/?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc)

SAUT, V. (2021, 12 13). *LIGA GIM*. From www.ligagim.tv: <https://www.ligagim.tv/Valorant/final-Valorant-champions-2021-ukir-rekor-viewers-tertinggi>

SURBAKTI, C. W. (19, 07 2023). *ONE ESPORTS*. From www.oneesports.id: <https://www.oneesports.id/Valorant/jumlah-pemain-Valorant-di-seluruh-dunia/>

Amalia, E. I. (2020, July 23). *HYBRID.CO.ID*. From hybrid.co.id: <https://hybrid.co.id/post/q2-2020-Valorant-duduki-peringkat-3-dalam-daftar-gim-esports-paling-berdampak>

- Ariesta, A. (2021, 12 03). *IDXCHANNEL.COM*. From idxchannel.com:  
<https://www.idxchannel.com/economiCS/industri-gim-di-indonesia-kian-potensial-sejak-pandemi-covid-19>
- Asfar, Y. ". (2020, Juni 5). *REVIVAL TV*. From revivaltv.id:  
<https://revivaltv.id/news/others/jumlah-pemain-CSgo-alami-penurunan-sejak-perilisan-Valorant>
- Murko, D. (2022, September 21). *escharts*. From escharts-com: [https://escharts-com.translate.goog/news/Valorant-champions-2022-statistiCS?\\_x\\_tr\\_sl=en&\\_x\\_tr\\_tl=id&\\_x\\_tr\\_hl=id&\\_x\\_tr\\_pto=tc](https://escharts-com.translate.goog/news/Valorant-champions-2022-statistiCS?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc)
- Nizam, S. (2023, Maret). *GIMDAIM*. From gimdaim.com:  
<https://gimdaim.com/berita/jumlah-pemain-Valorant/>
- liquipedia Valorant*. (n.d.). From liquipedia.net:  
<https://liquipedia.net/valorant/F0rsakeN>
- Maya, M. (2021, February 05). *KINCIR*. From kincir.com:  
<https://kincir.com/gim/pc-gim/valorant-adrnking-beberkan-alasan-hijrah-dari-csgo-xF0ldVAy0Eff/>
- Esguerra, T. (2020, April 30). *DOT ESPORTS*. From dotesports-com:  
[https://dotesports-com.translate.goog/valorant/news/tenz-explains-why-he-quit-csgo-to-pursue-becoming-a-valorant-pro?\\_x\\_tr\\_sl=en&\\_x\\_tr\\_tl=id&\\_x\\_tr\\_hl=id&\\_x\\_tr\\_pto=tc](https://dotesports-com.translate.goog/valorant/news/tenz-explains-why-he-quit-csgo-to-pursue-becoming-a-valorant-pro?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc)