

DAFTAR PUSTAKA

- A. Wawan, D. M. (2016). *Teori dan Pengukuran Pengetahuan, Sikap, dan Perilaku Manusia*.
- Abidin, Y. (2015). *Pembelajaran Multiliterasi: Sebuah Jawaban atas*. Bandung: PT Refika Aditama.
- Anam, K. (2023, Februari 14). *Paling Rendah di ASEAN, Tingkat Literasi Digital RI Cuma 62%*. Retrieved from CNBC Indonesia: <https://www.cnbcindonesia.com/tech/20230214171553-37-413790/paling-rendah-di-asean-tingkat-literasi-digital-ri-cuma-62>
- Annur, C. M. (2022). *51% Lulusan SMA ke Bawah Memiliki Literasi Digital Rendah*. Retrieved from Katadata Media Network: <https://databoks.katadata.co.id/datapublish/2022/07/14/51-lulusan-sma-ke-bawah-memiliki-literasi-digital-rendah>
- Arsad Bahri, A. B. (2020). *Students' and Teachers' Digital Literacy Skill. A Comparative Study Between School, Clases, and gender in Urban and Rural Area*.
- Asep Saepul Hamdi, E. B. (2014). *Metode Penelitian Kuantitatif Aplikasi Dalam Pendidikan*. D.I Yogyakarta: Deepublish.
- Badan Pusat Statisti Provinsi DKI Jakarta. (2021). *Hasil Sensus Penduduk 2020 Provinsi DKI Jakarta*. 2021: BPS DKI Jakarta.
- Badan Pusat Statistik Jakarta Selatan. (2023). *KECAMATAN TEBET DALAM ANGKA*. Jakarta: BPS Jakarta Selatan.
- Bae, S.-M. (2020). *The Mediating Effect of Digital Literacy on the Relationship between Smartphone Use Motives and Life Satisfaction for Senior Citizens in Korea*.
- Branka. (2023). *Average Screen Time Statistics*. Retrieved from Truelist: <https://truelist.co/blog/average-screen-time-statistics/#:~:text=Generation%20Z%2C%20on%20average%2C%20spends,of%20screen%20time%20per%20day>.
- CSIS Indonesia. (2022). *G20 Toolkit for Measuring Digital Skills and digital Literacy: Framework and Approach* . CSIS Indonesia.
- Emma L. Pelling, K. M. (2009). *The theory of planned behavior applied to young people's use of social networking Web sites*.

- Fajri, D. L. (2022). *4 Contoh Hipotesis Penelitian dalam Skripsi*. Retrieved from Katadata: <https://katadata.co.id/agung/berita/62a0394be3e28/4-contoh-hipotesis-penelitian-dalam-skripsi>
- Field, A. (2017). *Discovering Statistics Using IBM SPSS Statistics*. SAGE.
- Francis, T., & Hoefel, F. (2018). *'True Gen': Generation Z and its implications for companies*. Mckinsey.
- Ghozali, I. (2021). *APLIKASI ANALISIS MULTIVARIATE: Dengan Program IBM SPSS 26 Edisi 10*. Semarang: Universitas Diponegoro.
- Hidayat, A. (2012). *Uji ANOVA – One Way Anova dalam SPSS*. Retrieved from Statistikian: <https://www.statistikian.com/2012/11/one-way-anova-dalam-spss.html>
- IDN Media. (2022). Understanding and Uncovering The Behavior, Challenges and opportunities. *Indonesia Gen Z Report 2022*.
- John W. Creswell, J. D. (2018). *Research Design Qualitative, Quantitative, and Mixed Methods*. Los Angeles: SAGE.
- Kementerian Komunikasi dan Informatika. (2021). *Roadmap Literasi Digital 2020-2024*. Siberkreasi.
- Kementerian Komunikasi dan Informatika. (2022). *Status Literasi Digital Indonesia 2022*. Jakarta: Katadata Insight Centre.
- Kerlinger, F. N. (2000). *Foundation Of Behavioral Research (fourth)*. Australia: Wadsworth.
- Loewus, L. (2016, November 08). *What Is Digital Literacy?* Retrieved from EducationWeek: <https://www.edweek.org/teaching-learning/what-is-digital-literacy/2016/11>
- Mubyarto, S. (1981). *Metodologi penelitian ekonomi*. Agro Ekonomika.
- Muda, K. (2017). *98% of Gen Z Own a Smartphone*. Retrieved from Global Web Index: https://blog-gwi-com.translate.google/chart-of-the-day/98-percent-of-gen-z-own-a-smartphone/?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=tc
- Notoadmojo, S. (2003). *Pendidikan dan Perilaku Kesehatan*. Jakarta: Rineka Cipta.
- Pangesti Widarti, d. (2016). *Desain Induk Gerakan Literasi Sekolah*. Jakarta: Dirjen Dikdasmen Kementrian Pendidikan dan Kebudayaan.
- Pohan, A. E. (2020). *Gerakan Literasi Nasional (Literacy Goes to School)*. Pasuruan: Qiara Media.

- Rakhmadiyah Dewi Noorrizki, d. (2022). Factors Affecting Digital Literacy in Young Adults.
- Sikumbang, I. R. (2023). *Generasi Z: Multitasking, Kutu Loncat, dan Tanpa Basa-basi*. Retrieved from Kompasiana:
https://www.kompasiana.com/irwanrinaldi/63f7dec44addee082b31fa72/generasi-multitasking-dan-kutu-loncat?page=2&page_images=1
- Sinaga, D. (2014). *Statistik Dasar*. UKI PRESS.
- Srivastav, A. K. (n.d.). *Sample Size Formula*. Retrieved from Wallstreetmojo :
<https://www.wallstreetmojo.com/sample-size-formula/>
- Sugiyono. (2018). *Memahami Penelitian Kualitatif: Dilengkapi Contoh Proposal dan Laporan Penelitian*. Alfabeta.
- Twenge, J. M. (2017). *iGen: Why Today's Super-Connected Kids Are Growing Up Less Rebellious, More Tolerant, Less Happy and Completely Unprepared for Adulthood and What That Means for the Rest of Us*. Atria books.
- Uma Sekaran, R. B. (2016). *RESEARCH METHODS FOR BUSINESS; A SKILL-BUILDING APPROACH 7th Edition*. West Sussex: John Wiley & Sons Ltd.
- Warren, K. (2024, January 19). *Generation Z (Gen Z): Definition, Birth Years, and Demographics*. Retrieved from Investopedia:
<https://www.investopedia.com/generation-z-gen-z-definition-5218554#:~:text=Key%20Takeways,families%3B%20the%20youngest%20are%2012>.
- Warschauer, M. (2003). Technology and Social Inclusion. In *Rethinking the Digital Divide* (p. 134). London: The MIT Press.