

DAFTAR PUSTAKA

- Abdussamad, Z. (2021). *Metode Penelitian Kualitatif*. CV. Syakir Media Press.
- Adams, E., & Rollings, A. (2007). *Fundamentals of game design*. New Riders.
- Sugiyono. (2019). *Metode penelitian kuantitatif, kualitatif, dan R&D* (Edisi ke-2). Alfabeta.
- Herawati, L. (2026). *The Roblox metaverse as an interaction media for school-aged children*. CONVERSE: Journal Communication Science, 2(4). <https://doi.org/10.47134/converse.v2i4.5716>
- Azzahra, C. F., Murjainah, & Suriadi, A. (2025). Pengaruh Penggunaan Roblox Game sebagai Media Pembelajaran Interaktif terhadap Interaksi Sosial Siswa Kelas IV di SD Negeri 68 Palembang. *Pendas: Jurnal Ilmiah Pendidikan Dasar*, 10(02), 320–335.
- Azzahra, S., Putri, N. N., Mubarak, A. B., & Khomarudin, K. (2025). Virtual Socialization Through Online Game: Social Interaction in Roblox. *Edueksos Jurnal Pendidikan Sosial & Ekonomi*, 14(01). <https://doi.org/10.24235/edueksos.v14i01.18440>
- Darmayunita, N., Fadillah, M. R. I., & Farida. (2025). Roblox sebagai ruang sosial hibrid: Bagaimana roblox membangun pengalaman komunikasi anak-orang dewasa. *Jurnal Mahasiswa Komunikasi CANTRIK*, 5(2), 143–156. <https://doi.org/https://doi.org/10.20885/cantrik.vol5.iss2.art4>
- Erikson, E. H. (1968). Identity: youth and crisis. In *Simply Psychology*. Norton & Co. <https://www.simplypsychology.org/erik-erikson.html>
- fiveable. (2026). *intro to sociology unit 4 study guides: society and social interaction*.
- Griffiths, M. D. (2010). The Role of Context in Online Gaming Excess and Addiction: Some Case Study Evidence. *International Journal of Mental Health and Addiction*, 8(1), 119–125. <https://doi.org/10.1007/s11469-009-9229-x>
- Hirang, H., Tji, J., Nugrahanto, K., & Tiatri, S. (2024). Social Interaction Skills Among Adolescents in Ujoh Bilang , Mahakam Ulu : Is It Related To Online Game Addiction ? *International Journal of Application on Social Science and Humanities*, 2(1), 67–72.
- Idrus, N., Indah Lestari, S., Nuraini, Mukramin, S., & Kameliyani. (2023). Interaksi Sosial Pendidikan dalam Pembelajaran Online. *Journal on Education*, 05(02), 5403–5412.

- Kriyantono, R. (2022). *Teknik Praktis Riset Komunikasi Kuantitatif dan Kualitatif*. Prenada Media.
- Kusuma, A., Sulistiani, D., Amelia, I., Fitria Rahma, L., & Widinia, W. (2025). Representasi Gaya Bicara dan Perilaku Anak-anak SD dari *Game online* Roblox. *Karimah Tauhid*, 4(8), 5955–5967. <https://doi.org/10.30997/karimahtauhid.v4i8.20161>
- Maulana, M. A., & Nurcahyani, N. (2023). Tinjauan Hukum Hak Atas Kekayaan Intelektual Pada Platform Roblox. *Jurnal Analisis Hukum*, 6(1), 68–84. <https://doi.org/10.38043/jah.v6i1.4205>
- Mead, G. H. (1934). *Mind, Self, and Society from the Standpoint of a Social Behaviorist*. University of Chicago Press.
- Kurnia, I., Putra, F. K., Rahayu, P. P., Sugiarti, R., & Suhariadi, F. (2023). *Interaksi sosial pecandu game online: Studi kasus siswa SMA di Kabupaten Pematang*. *Jurnal Pendidikan Tambusai*, 7(3), 24547–24551. <https://doi.org/10.31004/jptam.v7i3.10491>
- Miles, M. B., Huberman, A. M., & Saldana, J. (2014). *Qualitative Data Analysis: A Methods Sourcebook*. SAGE Publications.
- Moleong, L. J. (2005). *Metodologi Penelitian Kualitatif*. Remaja.
- Nasution, N., Sagala, N. S., & Ritonga, S. H. (2021). Hubungan Intensitas Penggunaan *Game online* dengan Interaksi Sosial pada Remaja di Lingkungan 4 Kelurahan Hutahut Kecamatan Sipirok. *Jurnal Kesehatan Ilmiah Indonensia*, 6(2), 193–204.
- Pratama, A. A. D. B., Pratiwi, I. A., & Ermawati, D. (2023). Analisis *Game online* terhadap Interaksi Sosial Siswa di SDN Langse. *JiIP - Jurnal Ilmiah Ilmu Pendidikan*, 6(6), 4142–4148. <https://doi.org/10.54371/jiip.v6i6.1753>
- Rahmadani, N. A., & Rusyadi, R. (2025). Interaksi Sosial dalam Highrise: Studi Etnografi Digital pada Komunitas Virtual Social Interaction in Highrise: A Digital Ethnography of the Virtual Community. *Journal of Demography, Ethnography, and Social Transformation*, 5(2), 66–79.
- Rustina, R., Suparjan, E., & Saputra, A. (2025). The Impact of Online Gaming on Social Skills among Fourth-Grade Students in a Semi-Urban Indonesian School. *Sinthop: Media Kajian Pendidikan, Agama, Sosial Dan Budaya*, 4(1), 27–34. <https://doi.org/10.69548/sinthop.v4.i1.22.27-34>
- Samiksha. (2025). *Social Processes: The Meaning, Types, Characteristics of Social Processes*. Your Article Library.
- Walgitto, B. (2015). *Psikologi sosial (Suatu pengantar)*. Andi Offset. .

- Sari, W. P., Jaya, J., Halim, C., Zagitania, T., & Hadinata, T. P. (2025). Uses and Gratifications of Roblox Gamification as a Learning Medium for Gen Z. *Jurnal Komunikasi Global*, 14(2), 181–197. <https://doi.org/10.24815/jkg.v14i2.168>
- Sartika, E., Zulfuraini, Z., Asriani, A., Gagaramusu, Y. B. M., & Guci, A. A. J. (2026). Roblox and Peer Social Interaction in Elementary School. *Journal of Innovation and Research in Primary Education*, 5(2), 3128–3137. <https://doi.org/10.56916/jirpe.v5i2.3729>
- Soekanto, S. (2012). *Sosiologi Suatu Pengantar*. PT Raja Grafindo Persada.
- Sudirman, N. I. (2025). Relasi Sosial Gen Z di Dunia Virtual : Studi tentang Interaksi melalui Avatar di Roblox. *Maximal Journal: Jurnal Ilmiah Bidang Sosial, Ekonomi, Budaya Dan Pendidikan*, 3(1), 37–44.
- Valkenburg, P. M., & Peter, J. (2011). Online Communication Among Adolescents: An Integrated Model of Its Attraction, Opportunities, and Risks. *Journal of Adolescent Health*, 48(2), 121–127. <https://doi.org/10.1016/j.jadohealth.2010.08.020>
- Guest, G., Bunce, A., & Johnson, L. (2006). How Many Interviews Are Enough? An Experiment with Data Saturation and Variability. *Field Methods*, 18(1), 59–82.
- Irwanto, I. (2023). *Pola Komunikasi Antar Gamers pada Fitur Chat (In-Game): Studi Fenomenologi Pemain Game Online Mobile Legends di Bandung*. *Jurnal Pendidikan Tambusai*, 7(2), 3702–3710. <https://doi.org/10.31004/jptam.v7i2.6292>
- Alfian, F., & Sari, W. P. (2022). *Pola komunikasi kelompok virtual dalam game PUBG Mobile (Studi kasus tim Redlineze E-Sport)*. *Koneksi*, 6(1), 29–35. <https://doi.org/10.24912/kn.v6i1.10665>
- Yusuf, A., Krisnana, I., & Ibrahim, A. (2019). Hubungan Kecanduan Game Online Dengan Komunikasi Interpersonal Dan Interaksi Sosial Remaja. *Psychiatry Nursing Journal (Jurnal Keperawatan Jiwa)*, 1(2), 71. <https://doi.org/10.20473/pnj.v1i2.13591>
- Istikhomah, N., Panjaitan, B. S., & Putri, R. I. A. (2025). *Analisis bentuk komunikasi dan pembentukan identitas Generasi Z di Jakarta dalam bermain game online Roblox*. *Jurnal Ilmu Komunikasi*.