

DAFTAR PUSTAKA

Buku:

- Duwi Priyanto. 2013. *Mandiri Belajar Analisis Data Dengan SPSS*. Yogyakarta: Mediakom.
- Fiske, John. 2007. *Cultural and Communication Studies : Sebuah Pengantar Paling Komprehensif*. Yogyakarta: Jalasutra
- Dwyer, J. (2009). *Communication for Business and the Professions: Strategies and Skills*. Pearson Education Australia.
- Fiske, John. 2007. *Cultural and Communication Studies : Sebuah Pengantar Paling Komprehensif*. Yogyakarta: Jalasutra
- Ghozali, Imam. 2018. *Aplikasi Analisis Multivariate dengan Program IBM SPSS 25*. Badan Penerbit Universitas Diponegoro: Semarang
- McQuail, D. (1992). *Media performance: Mass communication and the public interest* (Vol. 144). London: Sage.
- Nasrullah, R. (2014). *Teori dan riset media siber (cybermedia)*. Jakarta: Kencana Prenadamedia Group.
- Nasrullah, R. (2015). *Media sosial Perspektif Komunikasi ,Budaya, dan Sosioteknologi*. Simbiosis Rekatama Media.
- Pertama, E. (2016). *Buku uji validitas dan uji reliabilitas*.
- Rakhmat, J. (2014). *Metode Penelitian Komunikasi Dilengkapi Contoh Analisis Statistik*. Rosda.
- Setiawan, W. Dan Munir.(2006). *Pengantar Teknologi Informasi: Sistem Informasi, Bandung: Universitas Pendidikan Indonesia*.
- Solis, C. H. (2010). *Engage: The Complete Guide for Brands and Businesses to Build, Cultivate, and Measure Success in the New Web*. New Jersey, Canada.
- Sugiyono. (2009). *Statistika untuk Penelitian*. Alfabeta
- Sugiyono. (2011). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif dan R&D*. Alfabeta
- Sugiyono. (2012). *Metode Penelitian Kuantitatif dan R&D*. Alfabeta
- Sugiyono. (2013). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Alfabeta
- Sugiyono. (2016). *Metode Penelitian kuantitatif Kualitatif dan R&D*. IKAPI
- Sugiyono. (2019). *Statistika untuk Penelitian*. Alfabeta
- Yusuf Zaenal Abidin. (2015). *Metode Penelitian Komunikasi*. Pustaka Setia.

Jurnal :

- Dewi, D. A. N. N. (2018). Modul Uji Validitas dan Reliabilitas. *Researchgate, October*, 1–15. www.researchgate.net/
- Driedger, S. Michelle, Cynthia G. Jardine, Amanda D. Boyd, and Bhavnita Mistry. "Do the first 10 days equal a year? Comparing two Canadian public health risk events using the national media." *Health, Risk & Society* 11, no. 1 (2009): 39-53.
- Flew, T. (2002). Beyond ad hocery: defining creative industries. In *Cultural Sites, Cultural Theory, Cultural Policy, The Second International Conference on Cultural Policy Research*.
- Flew, T. (2005). *New media: An Introduction* (Second Can). Oxford University Press.
- Goyal, E., & Tambe, S. (2015). Effectiveness of Moodle-Enabled Blended Learning in Private Indian Business School Teaching Niche. *The Online Journal of New Horizons in Education*, 5(2), 14–22.
- Flew, T. (2008). *New media: An introduction*. Oxford University Press.
- <http://socialmarketing.org/archives/generations-xy-z-and-the-others/>
- Gunawan, A. (2017). Pemanfaatan Media Sosial di Perpustakaan. *Jurnal Pari*, 3(1), 49-52.
- Kadir, M. R. A., Johari, N. I. S., & Hussin, N. (2018). Information needs and information seeking behaviour: A case study on students in private university library. *DEVELOPMENT*, 7(3).
- Lienanta, S. (2020). Pengaruh Konten Media Sosial@ haus. indonesia terhadap Brand Image. Universitas Multimedia Nusantara.
- Manovich, L. (2001). What is new media. *The language of new media*, 6, 1-15.
- Schroer, W. J. (2008). Generations X, Y, Z and the others [internet]. [5 Maret 2018]. Tersedia pada:
- Puspitadewi, I., Erwina, W., & Kurniasih, N. (2016). Pemanfaatan “Twitter Tmcoldametro” dalam Memenuhi Kebutuhan Informasi Para Pengguna Jalan Raya. *Jurnal Kajian Informasi & Perpustakaan*, 4(1), 21-28.
- Tarigan, P. B. (2013). Metode Penelitian. *Journal of Chemical Information and Modeling*, 53(9), 1689–1699. <https://doi.org/10.1017/CBO9781107415324.004>
- Van Dijck, J., & Poell, T. (2013). Understanding Social Media Logic. *Media and Communication*, 1(1), 2 – 14. <https://doi.org/10.12924>
- Wijoyo, H., Indrawan, L, Cahyono, Y., Handoko, A. L., & Santamoko, R. (2020). Generasi Z & Revolusi Industri 4.0 (Issue July). CV Perna Persada.

<https://www.researchgate.net/publication/343416519> GENERASI Z REVO
LUSI INDUSTRI 40

Web link :

Faisal Javier. (2021). *Survei Jakpat: Youtube Jadi Medsos Terpopuler di Indonesia pada Semester 1 2021 Meski Penggunaannya Menurun*.
<https://data.tempo.co/data/1202/survei-jakpat-youtube-jadi-medsos-terpopuler-di-indonesia-pada-semester-1-2021-meski-penggunaannya-menurun>

Gadgetin, (n.d.). No Title. YouTube.Com. <https://www.youtube.com/c/Gadgetin>

Martin Bryant. (2011). *YouTube hits 3 Billion views per day, 2 DAYS worth of video uploaded every minute*. <https://thenextweb.com/news/youtube-hits-3-billion-views-per-day-2-days-worth-of-video-uploaded-every-minute>

Noxinfluencer. (2021). Data Channel Youtube Gadgetin. Diakses dari <https://id.noxinfluencer.com/youtube/channel/UC1dI4tO13ApuSX0QeX8pHng?tab=subs>

We Are Social. (2021). No Title. <https://andi.link/hootsuite-we-are-social-indonesian-digital-report-2021/>