

DAFTAR PUSTAKA

- Adli, M., & Jonyanis, Drs. (2015). ONLINE gambling BEHAVIOR. *Jom Fisip*, 2(september 2016), 1–15.
- Affan, V., & Saefudin, Y. (2023). Tinjauan Kriminologis Terhadap Influencer yang Mengiklankan Judi Online. *Jurnal Ilmu Sosial Dan Humaniora*, 3(1), 13–20.
- Akbar, G. G., Kurniadi, D., & Nurliawati, N. (2021). Content Analysis of Social Media: Public and Government Response to COVID-19 Pandemic in Indonesia. *Jurnal Ilmu Sosial Dan Ilmu Politik*, 25(1), 16–31. <https://doi.org/10.22146/jsp.56488>
- Alwasilah, A. C. (2012). *Pokoknya Kualitatif Dasar-Dasar Merancang Melakukan Penelitian Kualitatif*. PT Dunia Pustaka Jaya.
- Anggraeni, R. (2024). *Ternyata Ini Penyebab Suami Mutilasi Istri di Ciamis karena Anaknya Punya Utang Judi Online Rp150 Juta*. Okezone.Com. <https://economy.okezone.com/read/2024/05/04/622/3004421/ternyata-ini-penyebab-suami-mutilasi-istri-di-ciamis-karena-anaknya-punya-utang-judi-online-rp150-juta>
- Bormann, E. G. (1982). The symbolic convergence theory of communication: Applications and implications for teachers and consultants. *Journal of Applied Communication Research*, 10(1), 50–61. <https://doi.org/https://doi.org/10.1080/00909888209365212>
- Budiman, R., Romadini, N. A., Herwandi Aziz, M. A., & Pratama, A. G. (2022). The Impact of Online Gambling Among Indonesian Teens and Technology. *IAIC Transactions on Sustainable Digital Innovation (ITSDI)*, 3(2), 162–167. <https://doi.org/10.34306/itsdi.v3i2.559>
- Byun, U., Jang, M., & Baek, H. (2022). The effect of YouTube comment interaction on video engagement: focusing on interactivity centralization and creators'

- interactivity. *Online Information Review*, 47(6), 1083–1097.
<https://doi.org/10.1108/OIR-04-2022-0217>
- Carter, M. J., & Fuller, C. (2015). Symbolic interactionism. *Sociopedia*.
<https://doi.org/10.1177/205684601561>
- Christin, M. (2018). *Metode Analisis Tema Fantasi*. Bitread Publishing.
- Creswell. (2014). *Desain Penelitian: Pendekatan Metode Kualitatif, Kuantitatif dan Campuran* (4th ed.). Sage.
- Eriyanto. (2021). *Analisis Jaringan Media Sosial: Dasar-dasar dan Aplikasi Metode Jaringan Sosial untuk Membedah Percakapan di Media Sosial*. Prenada Media.
- Faiqah, F., Nadjib, Muh., & Amir, A. S. (2016). YOUTUBE SEBAGAI SARANA KOMUNIKASI BAGI KOMUNITAS MAKASSARVIDGRAM. *Jurnal Komunikasi KAREBA*, 5(2), 259–272.
<https://doi.org/https://doi.org/10.31947/kjik.v5i2.1905>
- Figueiredo, C., & Bolaño, C. (2017). Social Media and Algorithms: Configurations of the Lifeworld Colonization by New Media. *The International Review of Information Ethics*, 26, 26–38. <https://doi.org/10.29173/irrie277>
- Freeman, L. C. (1978). Centrality in social networks conceptual clarification. *Social Networks*, 1(3), 215–239. [https://doi.org/https://doi.org/10.1016/0378-8733\(78\)90021-7](https://doi.org/https://doi.org/10.1016/0378-8733(78)90021-7)
- Gainsbury, S. M. (2015). Online Gambling Addiction: the Relationship Between Internet Gambling and Disordered Gambling. *Current Addiction Reports*, 2(2), 185–193. <https://doi.org/10.1007/s40429-015-0057-8>
- Hadiwinata, L. N., Murtiningsih, B. S. E., & Berto, A. R. (2023). Analisis Teks Dan Jaringan Promosi Media Sosial Youtube Mobil Listrik Ioniq 5 Menggunakan Metode Sna. *Perspektif Komunikasi: Jurnal Ilmu Komunikasi Politik Dan Komunikasi Bisnis*, 7(1), 1. <https://doi.org/10.24853/pk.7.1.1-18>

- Hasan, M. I. (2002). *Pokok-Pokok Materi Metodologi Penelitian dan Aplikasinya*. Ghalia Indonesia.
- Jiménez-Murcia, S., Stinchfield, R., Fernández-Aranda, F., Santamaría, J. J., Penelo, E., Granero, R., Gómez-Peña, M., Aymamí, N., Moragas, L., Soto, A., & Menchón, J. M. (2011). Are online pathological gamblers different from non-online pathological gamblers on demographics, gambling problem severity, psychopathology and personality characteristics? *International Gambling Studies*, *11*(3), 325–337. <https://doi.org/10.1080/14459795.2011.628333>
- Jones, T., & Cuthrell, K. (2011). YouTube: Educational potentials and pitfalls. *Computers in the Schools*, *28*(1), 75–85. <https://doi.org/10.1080/07380569.2011.553149>
- Kominfo. (2024). *Putus Akses Lebih dari 800 Ribu Konten, Gerak Cepat Menteri Budi Arie Berantas Judi Online*. Kominfo.Go.Id. https://www.kominfo.go.id/content/detail/53893/siaran-pers-no-01hmkominfo012024-tentang-putus-akses-lebih-dari-800-ribu-konten-gerak-cepat-menteri-budi-arie-berantas-judi-online/0/siaran_pers
- Lee, M., & Yoon, H. J. (2020). When Brand Activism Advertising Campaign Goes Viral: An Analysis of Always #LikeAGirl Video Networks on YouTube. *International Journal of Advanced Culture Technology*, *8*(2), 146–158.
- Maknolia, Y., & Hidayat, D. (2020). RESPON MASYARAKAT TERHADAP BANTUAN PEMERINTAH SELAMA COVID-19 DI KOTA BANDUNG. *MUTAKALLIMIN; Jurnal Ilmu Komunikasi*, *3*(2).
- Masaeli, N., & Farhadi, H. (2021). Prevalence of Internet-based addictive behaviors during COVID-19 pandemic: a systematic review. *Journal of Addictive Diseases*, *39*(4), 468–488. <https://doi.org/10.1080/10550887.2021.1895962>
- McQuail, D. (2010). *Mass Communication Theory* (6th ed.). SAGE Publications Ltd.

- Muhamad, N. (2023). *Tren Judi Online di Indonesia Terus Meningkat, Nilainya Tembus Rp100 T pada 2022*. Databoks. <https://databoks.katadata.co.id/datapublish/2023/09/27/tren-judi-online-di-indonesia-terus-meningkat-nilainya-tembus-rp100-t-pada-2022>
- Nugroho, C. (2020). *Teknologi, Media Baru, dan Disrupsi Informasi* (1st ed.). Kencana A.
- Patria, L. (2019). FANTASI KELOMPOK PENDUKUNG PRABOWO DI MEDIA SOSIAL PADA DEBAT PEMILIHAN PRESIDEN INDONESIA 2019. *Business Economic, Communication, and Social Sciences*, 1(1), 47–58.
- Pranoto, Y. (2023). Digitalisasi dalam Dua Sisi Keping Koin: Kemudahan Akses dan Maraknya Judi Online. *INews.Id*.
- Purbohastuti, A. W. (2017). EFEKTIVITAS MEDIA SOSIAL SEBAGAI MEDIA PROMOSI Arum. *Ekonomika*, 12(2), 212–231.
- Puspita, V. (2017). FANTASY THEMES OF MARINE RETIREE GROUP. *HUMANIORA*, 8(2), 113–120.
- Ramadhani, R. R. (2023). *Peran Media Baru Live Streaming Youtube TVRI Stasiun Riau dalam Transmisi Informasi*. Universitas Islam Negeri Sultan Syarif Kasim Riau.
- Rohimi, P. (2021). SNA DENGAN NETLYTIC PADA KOLOM KOMENTAR VIDEO YOUTUBE GUS MIFTAH CERAMAH DI GEREJA. *Proceeding of The 1st Conference on Strengthening Islamic Studies in the Digital Era (FICOSIS)*, 1, 360–377.
- Rotman, D., Golbeck, J., & Preece, J. (2009). The Community is Where the Rapport Is-On Sense and Structure in the YouTube Community. *International Conference on Communities and Technologies*, 41–49.

- Sachio, B., & Saptanti, N. (2024). *Tanggung Jawab Hukum Promotor Judi Online Terhadap Masyarakat Yang Rugi Akibat Pengaruh Dari Influencer*. 1(3). <https://doi.org/https://doi.org/10.62383/aliansi.v1i3.188>
- Satori, D., & Komariah, A. (2010). *Metodologi penelitian kualitatif*. Alfabeta.
- Setiawan, A. D., & Hartik, A. (2023). *5 Karyawan Pergudangan di Surabaya Curi Barang Senilai Rp 30 Juta*. Kompas.Com. <https://surabaya.kompas.com/read/2023/08/04/095416578/5-karyawan-pergudangan-di-surabaya-curi-barang-senilai-rp-30-juta>
- Soemedhy, C. A. A., Trivetisia, N., Winanti, N. A., Martiyaningsih, D. P., Utami, T. W., & Sudianto, S. (2022). Analisis Komparasi Algoritma Machine Learning untuk Sentiment Analysis (Studi Kasus: Komentar YouTube “Kekerasan Seksual”). *Jurnal Informatika: Jurnal Pengembangan IT*, 7(2), 80–84. <https://doi.org/10.30591/jpit.v7i2.3547>
- Suryadi, I. (2010). TEORI KONVERGENSI SIMBOLIK. *JURNAL ACADEMICA Fisip Untad, VOL. 2(2)*, 426–437.
- Thelwall, M., Sud, P., & Vis, F. (2012). Commenting on YouTube videos: From guatemalan rock to El Big Bang. In *Journal of the American Society for Information Science and Technology* (Vol. 63, Issue 3, pp. 616–629). <https://doi.org/10.1002/asi.21679>
- Tim 20Detik. (2023). Menkominfo sebut Banyak PNS yang Main Judi Online. *Detik.Com*.
- TvOneNews. (2023). *Indonesia Darurat Judi Online* [Broadcast]. tvOneNews.
- Utama, F. (2023). PPATK Sebut Laporan Transaksi Judi Online Naik Signifikan saat Pandemi. *Sindonews.Com*.
- Wahyono, D. (2024). Terlilit Utang Judi Online, Pria di Pangkalpinang Tewas Gantung Diri Baca. *Detik.Com*.

- Widiyarti, Y. (2023). Sebab Orang Kecanduan Judi Online, Bukan Pengaruh Kelas Ekonomi. *Tempo.Co*.
- Widyanuratikah, I. (2024). *Seorang Guru Honorar Tega Lakukan Ini pada Ibu dan Adiknya Gara-gara Kecanduan Judi Online*. TvOnenews.Com.
<https://www.tvonenews.com/berita/nasional/202385-seorang-guru-honorar-tega-lakukan-ini-pada-ibu-dan-adiknya-gara-gara-kecanduan-judi-online>
- Zhaoxun, S., Kong, H., & Seng, H. (2015). RHETORICAL VISION OF A CHINESE CORPORATE HERO: A FANTASY THEME ANALYSIS. *International Journal of Arts & Sciences*, 08(04), 205–214.
<http://ssrn.com/abstract=2713342>
- Zulfia, N. (2023). Dinamika Judi Di Indonesia. *Journal of Multidisciplinary Studies*, 7 No. 2(2), 336–348.