

DAFTAR PUSTAKA

- Anindita, Marsha, and Menul Teguh Riyanti. 2016. "Tren Flat Design Dalam Desain Komunikasi Visual." *Jurnal Dimensi DKV: Seni Rupa dan Desain* 1(1): 1–14.
- Andini, M. (2022). *The Effect of Interactive Websites on Youth Sports Participation*. Yogyakarta: Journal of Sports Development.
- Barnes, Stuart, and Richard Vidgen. 2000. "WebQual: An Exploration of *Website* Quality." *ECIS 2000 proceedings*: 74.
- Bolen, M. (2019). *The Evolution of Sambo: History and Techniques*. Moscow: Russian Martial Arts Press.
- Brügger, Niels. 2009. "Website History and the *Website* as an Object of Study." *New Media & Society* 11(1–2): 115–32.
- Daniel Kahneman. (2011). *Thinking, Fast and Slow*. New York: Farrar, Straus and Giroux.
- Fadhallah, R A. 2021. *Wawancara*. Unj Press.
- Federation Internationale de Sambo. (2022). *Official Sambo Rules and Regulations*. Retrieved from www.sambo-fias.org
- Federation Internationale de Sambo. (2023). *Beach Sambo Guidelines*. Retrieved from www.sambo-fias.org
- Flavian, Carlos, Raquel Gurrea, and Carlos Orus. 2009. "Web Design: A Key Factor for the *Website* Success." *Journal of Systems and Information Technology* 11(2): 168–84.
- Hernández, Blanca, Julio Jiménez, and M José Martín. 2009. "Key *Website* Factors in E-Business Strategy." *International Journal of information management* 29(5): 362–71.

- Ino Sulistiani. (2018). *Fungsi dan Peran Website dalam Penyebaran Informasi*. Jakarta: Pustaka Digital.
- Kirilov, A. (2021). *Combat Sambo: A Military Perspective*. St. Petersburg: Tactical Defense Publications.
- KONI Asahan. (2023). *Sejarah dan Perkembangan Olahraga Sambo di Indonesia*. Jakarta: KONI Press.
- Komite Olimpiade Indonesia. (2022). *Sejarah dan Perkembangan Sambo*. Jakarta: KOI.
- Lestari, P. (2021). *Website Utilization in Promoting Sports Participation*. Jakarta: Jurnal Olahraga Indonesia.
- Loiacono, Eleanor T, Richard T Watson, and Dale L Goodhue. 2002. "WebQual: A Measure of *Website* Quality." *Marketing theory and applications* 13(3): 432–38.
- Nugroho, A., & Setiawan, T. (2020). *Online Registration System for Sports Competitions*. Bandung: Jurnal Manajemen Olahraga.
- Novikov, P. (2018). *Self-Defense Techniques in Sambo*. Moscow: Defense Strategies Publishing.
- Rafaeli, S. (1988). *Interactivity: From New Media to Communication*. Sage Publications.
- Pratama, R., & Wijayanto, S. (2019). *The Role of Sports Websites in Enhancing Sports Visibility*. Surabaya: Journal of Digital Media.
- Ramdhan, Muhammad. 2021. *Metode Penelitian*. Cipta Media Nusantara.
- Romanov, D. (2017). *Special Forces and Sambo: A Tactical Approach*. Moscow: Military Training Press.
- Rahman, T., & Santoso, D. (2020). *Community-Based Sports Websites and Their Impact on Engagement*. Bandung: Jurnal Teknologi Informasi.

- Salim, M Afif, and Agus B Siswanto. 2019. *Analisis SWOT Dengan Metode Kuesioner*. CV. Pilar Nusantara.
- Sandrini, Peter. 2005. "Website Localization and Translation." In *EU-High-Level Scientific Conference Series MuTra*, , 131–38.
- Siti Retno Wulandari. (2022). *Seni Bela Diri dan Perkembangannya*. Yogyakarta: Graha Ilmu.
- Soegijono, M S. 1993. "Wawancara Sebagai Salah Satu Metode Pengumpulan Data." *Media Penelitian Dan Pengembangan Kesehatan* 3(1): 157152.
- Shannon, C. E., & Weaver, W. (1949). *The Mathematical Theory of Communication*. Urbana, IL: University of Illinois Press.
- Subasman, Iman, and Rusi Rusmiati Aliyyah. 2024. *DESAIN KUESIONER PENELITIAN*. Penerbit Widina.
- Susanto, H. (2021). *E-Commerce in Sports Equipment Sales: Challenges and Opportunities*. Jakarta: Jurnal Digital Ekonomi.
- Szymkowiak, Andrzej et al. 2021. "Information Technology and Gen Z: The Role of Teachers, the Internet, and Technology in the Education of Young People." *Technology in Society* 65: 101565.
- Tinarbuko, Sumbo. 2015. *DEKAVE (Desain Komunikasi Visual)*. Media Pressindo.
- United World Wrestling. (2022). *Sambo as an International Wrestling Style*. Lausanne: UWW.
- Wahyuningsih, S, and S Sos. 2015. "Komunikasi Visual."
- Yusa, I Made Marthana et al. 2023. *Buku Ajar Desain Komunikasi Visual (DKV)*. PT. Sonpedia Publishing Indonesia.