

DAFTAR PUSTAKA

- Alejandro, L. M. (2021). *Diving Into The Waves Of Fan Fiction: K-Pop Girl Group Fandom And Queer Empowerment Through User-Generated Literature*. <https://Ssrn.Com/Abstract=3782276>
- Anderson, C. A., & Bushman, B. J. (2001). *Human Aggression* (Vol. 14).
- Angela, L. (2024). *From Screens To Souls: Parasocial Relationship, Belongingness, And Zest For Life Among Emerging Adulthood K-Pop Fans* (Prosiding Konferensi). The Asian Conference On Psychology & The Behavioral Sciences 2024, Kobe, Japan. International Academic Forum (Iafor).
- Andryawan, & Hartanti, O. P. (2022). *Sosialisasi Penggunaan Media Sosial Secara Bijak Di Sma Yadika 1 Jakarta Barat*. Seminar Nasional Ke-Iv Universitas Tarumanegara Tahun 2022 (Serina Iv Untar 2022) Pemberdayaan Dan Perlindungan Konsumen Di Era Ekonomi Digital. (Pp. 1147-1154)
- Ayu, R. D. (2024). *Berapa Jumlah Penduduk Dunia 2024? Ini Informasinya*. Tempo.Co. <https://Www.Tempo.Co/Politik/Berapa-Jumlah-Penduduk-Dunia-2024-Ini-Informasinya-1167087>
- Azwar, S. (2017). *Penyusunan Skala Psikologi*. Yogyakarta: Pusata Belajar.
- Baudinette, T. (2023). Idol Shipping Culture. In *The Cambridge Companion To K-Pop* (Pp. 249–264). Cambridge University Press. <https://Doi.Org/10.1017/9781108938075.020>
- Bennett, L. (2014). Tracing Texts In The Digital Age: The Role Of Online Communities. In M. Duffett (Ed.), *Fan Cultures* (Pp. 5–19). Bloomsbury Academic.
- Bilandzic, Helena; Rossler, Patrick. (2004). Life According To Television, Implications Of Genre-Specific Cultivation Effects: The Gratification/Cultivation Model. *Communications* 29 (3).
- Budhi, K. H., & Pratiwi, A. (2021). Pengaruh Terpaan Konten Akun Instagram @Rintiksedu Terhadap Minat Mendengarkan Podcast Rintik Sedu. *Jurnal The Source*, 3(1).
- Charda, U. S., Nurcahyani, S., Herawati, T., Diaz Adhyaksa, G., & Subang, U. (2024). Penyuluhan Berkomunikasi Bijak Melalui Media Sosial. *Jurnal Medika: Medika*, 3(2).
- Chin, B., & Morimoto, L. H. (2021). Shipping And Relational Fandom In The Digital Age. *Transformative Works And Cultures*, 36(1), 1–14.
- Choi, H. (2023). Love, Fantasy, And Profit: The Utilization Of Shipping And Boys Love As A Strategic Marketing Tool In The K-Pop Industry. *Researchgate*.
- Choi, H. (2024). Do K-Pop Consumers' Fandom Activities Affect Their Happiness, Listening Intention, And Loyalty? *Behav. Sci.* 2024, 14, 1136.
- Chueca Del Cerro, C. (2024). The Power Of Social Networks And Social Media's Filter Bubble In Shaping Polarisation: An Agent-Based Model. *Applied Network Science*, 9(1), 69. <https://Doi.Org/10.1007/S41109-024-00679-3>
- Cnn Indonesia. *Hiatus Sementara, Renjun Nct Dream Tak Tampil Di Indonesia 18 Mei*. (2024, 20 April). Cnn Indonesia. <https://Www.Cnnindonesia.Com/Hiburan/20240420105918-234->

- 1088382/Hiatus-Sementara-Renjun-Nct-Dream-Tak-Tampil-Di-Indonesia-18-Mei
- Cresswell, J. W. (2010). *Research Design: Pendekatan Kualitatif, Kuantitatif, Dan Mixed*. Sage Publications, California.
- Detikcom. (2020, April 14). Sm Entertainment Hapus Sistem Wisuda, Mark Akan Kembali Ke Nct Dream. Detik Hot. <https://Hot.Detik.Com/Kpop/D-4976746/Sm-Entertainment-Hapus-Sistem-Wisuda-Mark-Akan-Kembali-Ke-Nct-Dream>
- Duffett, M. (2013). *Understanding Fandom: An Introduction To The Study Of Media Fan Culture*. Bloomsbury Academic.
- Fathallah, J. M. (2017). *Fanfiction And The Author How Fanfic Changes Popular Cultural Texts*. Amsterdam University Press.
- Febriany, S. F., Santi, D. E., Ananta, A., & Psikologi, F. (2022a). Agresi Verbal Di Media Sosial Pada Remaja Penggemar K-Pop: Bagaimana Peranan Fanatisme? *Inner: Journal Of Psychological Research*, 1(4), 194–200.
- Febriany, S. F., Santi, D. E., Ananta, A., & Psikologi, F. (2022b). *Inner: Journal Of Psychological Research Agresi Verbal Di Media Sosial Pada Remaja Penggemar K-Pop: Bagaimana Peranan Fanatisme?* 1(4).
- Grant, C., & Random Love, K. (Eds.). (2019). *Fandom As Methodology: A Sourcebook For Artists And Writers*. Goldsmiths Press.
- Griffin, E. M., Ledbetter, A., & Sparks, G. (2019). *A First Look At Communication Theory Tenth Edition* (10th Ed.). Mcgraw-Hill Education.
- Gutierrez-Jauregi, A., Aramendia-Muneta, M. E., & Gómez Cámara, I. (2025). Harmony In Diversity: Unraveling The Global Impact Of K-Pop Through Social Media And Fandom Dynamics. *Media Asia*. <https://doi.org/10.1080/01296612.2025.2480451>
- Harefa, S. V. N. (2024). *Psikologi Agresi Mengungkap Motivasi Dan Konsekuensinya*.
- Hinduja, S., & Patchin, J. W. (2009). *Bullying Beyond The Schoolyard: Preventing And Responding To Cyberbullying*. Thousand Oaks, Ca: Corwin Press.
- Indonesian Fanfiction Awards. (2021). *Perbedaan Au, Canon, Dan Fanon*. Wattpad. <https://www.wattpad.com/1127903526-Indonesian-Fanfiction-Awards-2021-Perbedaan-Au>
- Ismail, M., & Khan, S. (2023). Digital Fandoms And Participatory Culture: The Case Of K-Pop. *Journal Of Communication And Media Studies*, 8(2), 45–60.
- Javier, F. (2021, August 5). *Ada 7,5 Miliar Twit K-Pop Pada Juli 2020-Juni 2021, Terbanyak Dari Indonesia*. Tempo. <https://data.tempo.co/data/1174/Ada-75-Miliar-Twit-K-Poppada-Juli-2020-Juni-2021-Terbanyak-Dari-Indonesia>
- Jenkins, H. (1992). *Textual Poachers: Television Fans And Participatory Culture*. Routledge.
- Jenol, N. A. M., & Pazil, N. H. A. (2020). Escapism And Motivation: Understanding K-Pop Fans' Well-Being And Identity. *Geografia*, 16(4).
- Jung, S., & Kim, Y. (2022). K-Pop Fans As Agents Of Social Change: Transnational Activism And Digital Culture. *Media, Culture & Society*, 44(7), 1409–1426. <https://doi.org/10.1177/01634437221088536>
- Katsafanas, P. (2023). *An Introduction To The Philosophy Of Fanaticism*. In

- Fanaticism And The History Of Philosophy* (Pp. 1–18). Taylor And Francis. <https://doi.org/10.4324/9781032128207-1>
- Komariyah, E., Rnm, M., Tibia, D., & Rachmani, N. (2022). Pengaruh Fiksi Penggemar: Alternative Universe (Au) Dalam Meningkatkan Minat Baca Remaja Indonesia (Studi Kasus Pembaca Alternative Universe Pada Fandom Treasure Makers). *Dialektika: Jurnal Bahasa, Sastra, Dan Pendidikan Bahasa Dan Sastra Indonesia*, 9(1), 37–55.
- Koreaboo. (2018, August 27). Nct Dream’s Mark Graduates From The Group In Tears. <https://www.koreaboo.com/news/nct-dream-mark-graduation-tears/>
- Lee, H.-K. (2019). Cultural Policy In South Korea. In *Cultural Policy In South Korea*. Routledge.
- Lee, J. (2021). Fan Conflicts And Digital Communities: Negotiating Identity And Power In K-Pop Fandom. *New Media & Society*, 23(11), 3251–3268. <https://doi.org/10.1177/1461444820912546>
- Littlejohn, S. W., Foss, K. A., & Oetzel, J. G. (2017). *Theories Of Human Communication* (11th Ed.). Waveland Press, Inc.
- Malik, M. A., & Haidar, S. (2023). Online Community Building And Social Capital: A Study Of K-Pop Fandom. *Journal Of Digital Media & Policy*, 14(2), 215–231. https://doi.org/10.1386/jdmp_00092_1
- Malulana, I., & Setiawan, T.S. (2019). *Sm Entertainment Buka Kantor Perwakilan Di Indonesia, Apa Saja Isinya?* Kompas.Com. Retrieved From: <https://entertainment.kompas.com/read/2019/02/08/181035310/Sm-Entertainment-Buka-Kantor-Perwakilan-Di-Indonesia-Apa-Saja-Isinya?Page=All>
- Merawati, F. (2016). Analisis Wacana Fiksi Penggemar Dan Dampaknya Terhadap Pengakuan Status Dalam Sastra Indonesia. *The 4th University Research Colloquium*, 125–133. www.fansfiction.net
- Mufrida, I. E. (2024, April 1). *Warga Ri Terlama Main Gadget Di Dunia*. Goodstats. <https://goodstats.id/article/kecanduan-main-hp-warga-ri-jadi-orang-paling-lama-main-gadget-di-dunia-cqvzv>
- Nct Wiki. (N.D.). Nctzen. In Smtown Nctzens Wiki. Retrieved August 17, 2025, From <https://smtown-nctzens.fandom.com/wiki/Nctzen>
- Parry, O. G. (2019). “Shipping” (As) Fandom And Art Practice. In C. Grant & K. R. Love (Eds.), *Fandom As Methodology* (Pp. 127–146). Goldsmiths Press.
- Pohan, S., Gustiana, Z.N. (2023). Fenomena Fanwar Dan Fanatisme Antar Fandom K-Pop Di Media Sosial Twitter. Semarang: *Jurnal Sosial Dan Pengabdian Masyarakat*. Universitas Sumatera Utara.
- Prasastisiwi, A. H. (2024). *Fenomena Musik Korea: Indonesia Tempati Posisi Ke-3 Pasar K-Pop Dunia*. Goodstats.Id. <https://goodstats.id/article/fenomena-musik-korea-indonesia-tempati-posisi-ke-3-dalam-pasar-k-pop-dunia-gcipb>
- Pujiastuti, I., Damaianti, V. S., & Syihabuddin, S. (2022). Membangun Pemahaman Bacaan Mahasiswa Melalui Aktivitas Pascabaca. *Diglossia: Jurnal Kajian Bahasa, Sastra, Dan Pengajarannya*, 5(1), 119-134.
- Putra, N. A. K., Heikal, J., Irawan, A., & Syahda, Z. N. (2024). Analysis Of Factors That Caused Fanwar Between K-Pop Fandom On Tiktok Using Grounded

- Theory Analysis. *Dinasti International Journal Of Digital Business Management*, 5*(2). <https://doi.org/10.31933/dijdbm.v5i2.2379>
- Putri, A. W. (2019). Indonesia: Pasar Menggiurkan Bagi Bisnis Budaya Pop Korea. *Tirto.Id*. <https://tirto.id/Indonesia-Pasar-Menggiurkan-Bagi-Bisnis-Budaya-Pop-Korea-Dgq9>
- Rahmawati, C. T. (2020). "The Massive Korean Wave In Indonesia And Its Effects In The Term Of Culture." <https://www.researchgate.net/publication/345487743>
- Rahmawati, D., Anindhita, W., Lusya, A., & Rangga Wisesa, N. (2020). *An Ethnography Of Shipping As A Communication Practice Within The Fujoshi Community In Indonesia*.
- Rahmi, S., Oruh, S., & Agustang, A. (2024). Governance: Jurnal Ilmiah Kajian Politik Lokal Dan Pembangunan Cyberbullying Di Kalangan Remaja Pada Perkembangan Teknologi Abad 21. *Governance: Jurnal Ilmiah Kajian Politik Lokal Dan Pembangunan*, 10(1), 101–106.
- Rodhiyah, I. A., & Rikarno, R. (2022). Hubungan Publikasi Fanfiction Bergenre Yaoi Terhadap Diterimanya Konsep Gay Oleh Fans Kpop Indonesia Pada Situs Asianfanfics.Com. *Kinema: Jurnal Komunikasi Dan Penyiaran*, 1(2), 87. <https://doi.org/10.31958/kinema.v1i2.7292>
- Saptiawan, I. H. (2018). Dari Anonim Kembali Ke Anonim. *Sebasa: Jurnal Pendidikan Bahasa Dan Sastra Indonesia*, 1(2), 88. <https://www.merriam-webster.com/dictionary/anonymous>
- Satwika, A. A., Sari, A. N., & Ningsih, F. (2024). Fandom K-Pop Sebagai Bentuk Komunitas Virtual Di Era Digital [Conference Paper]. Prosiding Seminar Nasional Psikologi, Universitas Muhammadiyah Sidoarjo. <https://pssh.umsida.ac.id/index.php/pssh/article/download/557/435>
- Sayidah, N. (2018). Metodologi Penelitian Disertai Dengan Contoh Dalam Penelitian. In *Zifata* (Issue September). <https://books.google.com/books?hl=en&lr=&id=Gco9dwaaqbaj&oi=fnd&pg=pa1&dq=pengalaman+kerja+kompensasi+finansial+kualitas+pekerja&ots=Sxazrdn0db&sig=Zetgagsqanw6tuv4cb4irh414oi>
- Sedlmeir, S. (2024). *Love, Fantasy, And Profit: The Utilization Of Shipping And Boys Love As A Strategic Marketing Tool In The K-Pop Industry Institute For Cultural Management And Media Master's Program In Cultural And Music Management Love, Fantasy, And Profit: The Utilizati*. <https://doi.org/10.13140/Rg.2.2.28967.15521>
- Shabira, A. M., & Lestari, A. F. (2024). *Peran Mediasi Online Disinhibition Effect Dalam Pengaruh Fanatisme Terhadap Agresif Verbal (Studi Pada Komunitas Army Bogor Project)*. 1, 66–81.
- Singarimbun, M. (2006). *Metode Penelitian Survei*. Jakarta Barat: Pustaka Lp3es Indonesia.
- Smtownengsub. (2020, July 15). Nct Dream Fandom Logo Announcement [Tweet]. X (Twitter). <https://x.com/smtownengsub/status/1283572501096751104>

- Soompi. (2017, June 12). Nct Announces Official Fan Club Name + Nickname For Fans Chosen By Members. <https://www.soompi.com/article/997249wpp/nct-announces-official-fan-club-name-well-nickname-fans-chosen-members>
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, Dan R&D*. Penerbit Alfabeta.
- Suler, J. (2004). The Online Disinhibition Effect. In *Cyberpsychology & Behavior* (Vol. 7, Issue 3).
- Taufik, M., & Firmanto, A. (2024). Pengaruh Fanatisme Terhadap Agresivitas Simpatisan Partai Politik Di Kabupaten Bima Yang Dimoderasi Oleh Altruisme □ *Cognicia*. 12(2), 111–117.
- Tempo.Co. (2024, August 25). Mula Nct Dream Terbentuk, Bagaimana Inisiatif Awal Sm Entertainment. https://www.tempo.co/teroka/mula-nct-dream-terbentuk-bagaimana-inisiatif-awal-sm-entertainment--212115#Goog_Rewarded
- The Fifth Parlour. (2016, October 12). Nct Dream Talks About Their New Ep And Track Chewing Gum. <https://thefifthparlour.com/2016/10/12/nct-dream-talks-about-their-new-ep-and-track-chewing-gum/>
- Undang-Undang Nomor 1 Tahun 2024 Tentang Perubahan Kedua Atas Undang-Undang Nomor 11 Tahun 2008 Tentang Informasi Dan Transaksi Elektronik.
- Utari, F. C. (2024). Anominitas Dan Kebebasan Berpendapat Di Media Sosial. *Journal Of Dialogos: Jurnal Ilmu Komunikasi*, 1(2), 3046–6040. <https://doi.org/10.62872/vtr1dd27>
- Wijonarko, D., Ramdhani, M., & Arindawati, W. (2024). Pengaruh Konten Tiktok @Pandawaragroup Terhadap Perilaku Menjaga Kebersihan Lingkungan. *Jkomdis : Jurnal Ilmu Komunikasi Dan Media Sosial*, 4(1), 129–134. <https://doi.org/10.47233/jkomdis.v4i1.1476>
- Wowkeren. (N.D.). Biodata Dan Profil Nct Dream. Retrieved August 13, 2025, From https://www.wowkeren.com/seleb/nct_dream/bio.html
- Yuan, K. (2024). *The Pervasive Influence Of Shipping Culture In K-Pop And Its Impact On Gender Dynamics*. *Transactions On Social Science, Education And Humanities Research*, 4, 75–90.
- Yusron, A. A. (2024). *Fix! Renjun Nct Dream Aktif Lagi Usai Hiatus*. Detik.Com. <https://www.detik.com/pop/korean-wave/d-7576333/fix-renjun-nct-dream-aktif-lagi-usai-hiatus>