DAFTAR PUSTAKA

Castells, M. (1999a). *The one-dimensional network society of*. *1*(1), 127–138.

Castells, M. (1999b). *The one-dimensional network society of*. *1*(1), 127–138.

Eisenegger, M., & Schäfer, M. S. (2023a). Editorial: Reconceptualizing public sphere(s) in the digital age? On the role and future of public sphere theory. *Communication Theory*, *33*(2–3), 61–69. https://doi.org/10.1093/ct/qtad011

Eisenegger, M., & Schäfer, M. S. (2023b). Editorial: Reconceptualizing public sphere(s) in the digital age? On the role and future of public sphere theory. *Communication Theory*, *33*(2–3), 61–69. https://doi.org/10.1093/ct/qtad011

Eren, İ., AKTUĞLU AKTAN, E. Ö., & ALTANLAR, A. (2024a). Redefining Public Space: The Evolution of Meaning in the Digital Era. *Proceedings of The International Conference on Research in Social Sciences*, *1*(1), 1–13. https://doi.org/10.33422/rssconf.v1i1.204

Eren, İ., AKTUĞLU AKTAN, E. Ö., & ALTANLAR, A. (2024b). Redefining Public Space: The Evolution of Meaning in the Digital Era. *Proceedings of The International Conference on Research in Social Sciences*, *1*(1), 1–13. https://doi.org/10.33422/rssconf.v1i1.204

Fadhly, M., & Firmansyah. (t.t.). *Pembentukan Public Sphere dalam Game Online*. 63–70.

Faizuddin Harliansyah. (2017). TRIANGULASI DALAM PENELITIAN KUALITATIF. *Repository UIN Malang*, (5), 63–65.

Febriana, E. (2025). The Landscape of Emotions in Virtual Communication: A Multimodal Analysis of Metaverse Interactions. *Kamara Journal*, *2*(2), 47–54. https://doi.org/10.62872/2tz5d616

Fraser, N., Bua, A., & Vlahos, N. (2024). Democracy, Participation, and Capitalist Crisis An Interview with Nancy Fraser. *Democratic Theory*, *11*(1), 116–128. https://doi.org/10.3167/dt.2024.110106

Fuchs, C. (2014a). Social Media : A Critical Introduction (2013). Dalam *Sage Publication, Inc*.

Fuchs, C. (2014b). Social media and the public sphere. *TripleC*, *12*(1), 57–101. https://doi.org/10.31269/vol12iss1pp57-101

Hasanah, H. (2017). TEKNIK-TEKNIK OBSERVASI (Sebuah Alternatif Metode Pengumpulan Data Kualitatif Ilmu-ilmu Sosial). *At-Taqaddum*, *8*(1), 21. https://doi.org/10.21580/at.v8i1.1163

Ilham, Y., Suherman, A., & Putri, S. H. (2024). Konstruksi Makna Keterbukaan Diri Individu Introvert Dalam Komunitas Virtual Telegram. *Komunikologi: Jurnal Pengembangan Ilmu Komunikasi dan Sosial*, *8*(1), 42. https://doi.org/10.30829/komunikologi.v8i1.19719

Ingram, D. (2019). Contesting the public sphere: Within and against critical theory. *The Cambridge History of Modern European Thought*, *2*, 517–544. https://doi.org/10.1017/9781316160879.021

ION Network. (2025). Berapa Banyak Pemain Roblox di Indonesia 2025? Dalam *ION Network*.

Kadarsih, R. (2008). 78426-ID-demokrasi-dalam-ruang-publik-sebuah-pemi.pdf. Dalam *Jurnal Dakwah: IX* (Nomor 1).

Marikan, B. (2018). Interaksi Dalam Komunikasi Organisasi. *An-Nahdhah: Jurnal Pendidikan, Komunikasi dan Keagamaan*, *1*(1), 1–9.

Nagara, M. A. (2025). Deepfake Dan Distorsi Ruang Publik Digital: Analisis Teori Public Sphere Jurgen Habermas. *Jurnal Komunikasi & Media Digital*, *3*(1), 44–52. https://doi.org/10.70611/jkmd.v3i1.52

Papacharissi, Z. (2002a). The virtual sphere: The internet as a public sphere. *New Media and Society*, *4*(1), 9–27. https://doi.org/10.1177/14614440222226244

Papacharissi, Z. (2002b). The virtual sphere: The internet as a public sphere. *New Media and Society*, *4*(1), 9–27. https://doi.org/10.1177/14614440222226244

Prasetyo, A. A. (2022). Disrupsi Perpustakaan Sebagai Ruang Publik: Membedah Pemikiran Jurgen Habermasdan Ruang Publik Digital. *Jurnal Filsafat Indonesia*, *5*(3), 213–218.

Rahardja. (2017). STUDI KASUS DALAM PENELITIAN KUALITATIF: KONSEP DAN PROSEDURNYA. *Repository UIN Mataram*.

Saleh, S. S. (2020). Teknik Analisis Data Analisis Data. *Teknik Analisis Data Analisis Data*, 1–15.

Schlesinger, P. (2020a). After the post-public sphere. *Media, Culture and Society*, *42*(7–8), 1545–1563. https://doi.org/10.1177/0163443720948003

Schlesinger, P. (2020b). After the post-public sphere. *Media, Culture and Society*, *42*(7–8), 1545–1563. https://doi.org/10.1177/0163443720948003

Shandhilya, Dr. B., & Kumar, G. (2024). *Public Sphere in Digital Age : An Analysis of Transformation of Societies through Digital Activism*. *2*(7), 537–553.

Sopiandi, I. (2021). *Menganalisis Informasi Metaverse Pada Game Online Roblox Secara Garis Besar*. *32*(3), 167–186.

Suharno. (2025). Roblox Didominasi Pemain Dewasa, 55% Pengguna Berusia di Atas 13 Tahun. Dalam *Seluler.id*.

Supriandi, A. (2021). Pendekatan Penelitian Kualitatif. Yogyakarta. *Publish*, *1*(April), 100.

Ukarana, C. I., Suharbillah, M., Istiqomah, A. F., & Nisa, P. K. (2024). *Respons terhadap Komunitas AnieSpace sebagai Bentuk Ruang Publik Baru*. *3*(2), 165–178. https://doi.org/10.54259/mukasi.v3i2.2620

Umanailo, M. C. B. (2019). Paradigma Konstruktivis. *Metodologi Penelitian*, (October), 1–5.

Utami, A., & Kunci, K. (2024). *TEKNIK PENGUMPULAN DATA DALAM*.

Widyaningrum, A. Y. (2021). Kajian Tentang Komunitas Virtual: Kesempatan dan Tantangan Kajian di Bidang Ilmu Komunikasi. *Jurnal Komunikatif*, *10*(2), 141–152. https://doi.org/10.33508/jk.v10i2.3457

Zellatifanny, C. M., & Mudjiyanto, B. (2018). Tipe Penelitian Deskriptif Obat Generik. *Jurnal Diakom*, *1*(2), 83–90.