

SEJARAH PERKEMBANGAN ESPORT INDONESIA KABUPATEN KUNINGAN

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DOI: <https://doi.org/10.33222/xxxxxv4i1.780>

Info Artikel

Article History:

Received (month) (year)

Approved (month) (year)

Published (month) (year)

Keywords:

Keywords: *history, development, esports, pbesi kuningan.*

Abstract

This research aims to determine the history of the development of Indonesian Esports in Kuningan district. The type of research used is descriptive qualitative. The samples in this research were the Chairman of PBESI Kuningan, the PBESI Kuningan Management and 10 Esports teams in Kuningan Regency. The method used is a qualitative descriptive method by collecting data through observation, interviews and documentation, while the data analysis technique uses 3 methods of analysis, namely data reduction, data presentation, verification and conclusions. The results of the research from 10 teams, there were 7 teams who knew the history of PBESI Kuningan, 10 teams followed the development of Esports and knew that there were quite a lot of fans of Esports in Kuningan Regency, of the 10 teams there were 8 teams who had won tournaments in Kuningan Regency, all respondents knew one of these games. 10 teams are actively competing in Kuningan Regency, knowing that the role of ESI is very important for Esports in Kuningan Regency. The history of the formation of PBESI Kuningan in 2019 coincided with the Asian Games exhibition which was then inaugurated simultaneously in Bandung. The development of Esports is considered very good because there are lots of enthusiasts in Kuningan Regency, there are 2 games that are actively competing in Kuningan Regency at the moment, namely Free Fire and Mobile legends.

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INTRODUCTION

Esports is a new sport in the world which was inaugurated in 2017. This sport is a

modern sport that utilizes technology so that this technology does not become a waste. Esports is a term for the video game competency of multiple players, generally among professional esports players, which is also a sport. contemporary because many young people play it. Esports is also a sports phenomenon. Recently, the Esports phenomenon could be said to be on the rise. Various game developers don't seem to want to be outdone, using Esports as a means of selling more of their products. Starting from Dota games, Pubg mobile, to mobilelegends. Haekal, F. (2021). Esports Phenomenology in the Mobile Legends Orbs Team (Doctoral dissertation, Riau Islamic University). ESport is a sport that is open to anyone. Because esports can be played by anyone, esports can even be played by people with disabilities (Wahyunanda: 2017). Dex Glenniza (2018) stated that the debate about esports being categorized as a sport or not has started to heat up recently. Using the term 'sport' always creates arguments because many people have their own interpretation of what is meant by sport. "But the ability and dedication that professionals provide deserves our respect," according to Roberts in Dex Glenniza (2018) from The Market for Computer & Video games (MCV).

Muhammad Akbar (2017) explains the history of the development of E-sports in the world as follows; The first time E-sports culture developed was from a gaming competition. Interestingly, this game competition has even been around for a long time, to be precise in 1972, at a time when computers were probably still very rare, there was no internet, and there weren't many video game titles. At that time the game competition was held on October 19 1972, held at Stanford University, at that time students were invited to a competition called the Intergalactic Spacewar Olympic, a competition for a game called Spacewar. Don't ask about prizes, the competition which is known as the first E-sports competition only has a one year subscription to Rolling Stone magazine. After that, one by one other game competitions emerged. In 1980, Atari held a Space Invader competition with 10,000 participants, the largest of its time. Even at that time, gaming competitions were considered a phenomenon,

and were picked up by the well-known American magazine, Life and Time. Entering the 90s, internet technology began to spread in the United States at that time. As a result, gaming competitions have developed into online competitions, along with organizations that have the vision to turn gaming competitions into an e-Sports industry. Several major competitions in the 90s, one of which was the Nintendo World Championship, which was held in the United States at that time. Then Nintendo continued the competition in 1994 with an event known as Nintendo PowerFest and many other competitions. M. Faisal (2017) explains the history of the development of Esports in Indonesia as follows. Indonesia is still in the early stages of technological discovery, especially computers and supporting devices. When the first computer specifically for playing games was discovered in 1951, Indonesia was still exploring the world at large.

According to Eddy Lim (2017) as Chair of the Indonesia Esports Association (IESPA) who is also the founder of Indonesia Gamers, which is currently known as the Game League. According to him, he added, "Like social networking platforms such as Facebook or Twitter, the Game League was formed because it has a goal, namely to gather gamers in Indonesia, because the media that can support it does not yet support it, so in practice, the Game League adheres to the principle of picking up the ball.

Electronic sports or esports are now growing rapidly in Indonesia. This is proven by several Indonesian eSport teams that have excelled in international eSport competitions. For example, the Recca Esport, NXL, or EVOS, REQ REGUM QEON, BIGETRON ESPORT teams which often win championships in prestigious Esports tournaments, both national and international. Indonesian Esports Athletes are gathered in IESPA (Indonesia Esport Association) which is currently still under the FORMI organization (Indonesian Community Sports Federation). IESPA is determined to make Indonesia an accomplished and respected country in the field of esports in international eyes. To make this happen, an Esports league concept and qualifications from regional to national club level will be

designed which will later be sent to Manila for the Asian Esports training camp. It doesn't stop there, Indonesia, which has been lagging behind several times in accepting technological developments, including online games, actually has the opportunity to become the birthplace of a new history for world esports. Because, Esports has officially become an exhibition sport at the 2018 Asian Games which will be held in Jakarta and Palembang. The development of Esports in Kuningan district was marked by the formation of an organization called ESI Kuningan (Esport Indonesia Kuningan). ESI Kuningan has been in Kuningan district since 2019 but at that time Esports in Kuningan district had not been officially acquired in Kuningan district by KONI (Indonesian National Sports Committee). And in 2019, branch administrators in each region were appointed simultaneously. Including PBESI Kuningan which was just officially inaugurated by PBESI West Java at its Bandung Secretariat on Friday (4/6/2020).

In 2020, 1 year after the inauguration of PBESI Kuningan at the PBESI Bandung secretariat, ESI Kuningan held its first tournament in 2020. This was said directly by the chairman of ESI Kuningan, Ilva Fahrurozi, via WhatsApp telephone. The activity entitled Kuningan MLBB Championship 2020 will be held offline at the Kuningan Golkar Building. The total slots open are 32. This tournament is the first step to warm up events in 2020 as well as an introduction and promotion event for potential sponsors, our target is that Esports will not become a hobby but as a sports industry in Kuningan Regency, we plan to hold a competition for all Esports games, starting from PUBG, PES, Free Fire, Mobile Legends in the middle of the year "Aban Nursya"ban Ali Al-Fajar"

Everyone can play the games competed in Esports without needing to be a professional player. Games such as Dota 2, PUBG, and Mobile Legends are at the top of the games most frequently downloaded and played by the public. The most basic difference between gamers and esports is that e-sports athletes are professional players. Esports athletes of course compete in tournaments at both national and international levels. Tournaments

such as The International Dota 2 Championships, PUBG Global International, and the President's Cup are examples of tournaments that provide billions of rupiah in prizes. The International Dota 2 Tournament in 2018, the prizes provided reached more than 20 million US dollars or the equivalent of 270 billion rupiah. Since 2011, the tournament prize has increased every year.

Based on the description above, the problem formulation in this research is: What is the history of the establishment of Indonesian Esports in Kuningan Regency? How is the development of Indonesian Esports in Kuningan Regency? What games are actively competing in Kuningan Regency?

The aims of this research are: To find out the history of the founding of Indonesian Esports in Kuningan Regency, To find out the development of Esports in Kuningan Regency, To find out what games are actively competing in Kuningan Regency.

RESEARCH METHOD

Judging from the objects and results to be obtained, this research is included in the descriptive research type using qualitative methods. Descriptive research is research conducted to determine the value of one or more variables without making comparisons and connecting them with other variables. According to Indriantoro and Supono (2012:26), descriptive research is research on problems in the form of current facts from a popularization. According to Sanjaya, Wina (2013:59) the type of research used in this research is descriptive research. Descriptive qualitative research is research conducted to describe or explain systematically, factually and accurately the facts and characteristics of a certain population. The approach used in this research according to Straus and Corbin (2007:4) is a qualitative approach, namely research procedures used to examine the condition of natural objects, research whose findings are obtained not through statistical procedures or calculation forms that produce descriptive data in the form of words. -written or spoken words of people and behavior observed by the researcher.

FINDINGS AND DISCUSSION

This research was carried out by visiting respondents or resource persons. This research was conducted for 3 months starting from March – June 2024. Participants included the Chairman of PBESI Kuningan Regency, the Secretary of PBESI Kuningan Regency, and 10 Esports Teams in Kuningan Regency.

According to Sugiyono (2018:224) data collection can be done in various settings, various sources, and various ways. If we look at the setting, data can be collected in a natural setting, in a laboratory using experimental methods, at home with various respondents, at a seminar, discussion, on the road and so on. When viewed from the data source, data collection can use primary and secondary sources.

According to Sugiyono (2012), in general there are four types of data collection techniques, namely observation, interviews, documentation and triangulation. Furthermore, when viewed in terms of data collection methods or techniques, data collection techniques can use primary and secondary sources. Furthermore, when viewed in terms of data collection methods or techniques, data collection techniques can be carried out by observation, interviews, questionnaires, documentation or a combination of the four. In this research, to obtain valid and accountable data, the researcher used several techniques, namely observation, interviews and documentation.

Findings

The researcher describes the data and research results regarding the problem that has been formulated, namely regarding the history of the development of esports in Kuningan district. By using a descriptive qualitative approach to research, the researcher must describe, describe and explain the data or information obtained from the observation and interview process.

Description of Observation Results

This research was carried out by visiting respondents who were actively competing in Kuningan district, especially in communities in Kuningan district. There were 10 teams that were the research subjects, each team was represented by 1 person to fill out an observation sheet.

Based on the results of research conducted for approximately two months regarding the history of

the development of Indonesian esports in Kuningan district, there are 10 teams. The researcher made observations for each team, represented by the chairman or representative, to fill in 1 observation sheet given by the researcher regarding the history of Indonesian esports, Kuningan district. This researcher carried out observations by visiting respondents, whether at their secretariat location (gathering place) or at the respondent's house. This researcher carried out observations according to the respondent's free time, not in between each respondent's busy schedule. However, obstacles are often found when observing respondents, whether due to time, busyness or other things that cannot be ruled out, therefore researchers carry out observations when the respondent is free (not busy).

The process of carrying out these observations is the same as the results of observations carried out by researchers. This observation was carried out for approximately 15 minutes. Researchers provided observation sheets to respondents regarding the history of Indonesian esports in Kuningan Regency. Then the researcher explains how to fill in the observation sheet, then the respondent first reads what is on the observation sheet and how to fill it in. The researcher explained what the respondent did not understand when the respondent filled out the observation sheet. After filling in the observation sheet, the respondent gave the completed observation sheet to the researcher.

The results of observations made by researchers by visiting respondents regarding the history of the development of Indonesian esports in Kuningan district, namely in the form of respondents including esports fans in Kuningan district. Of the 10 respondents who know the history of the founding of Indonesian esports in Kuningan district, there are 7 people who know the history of the founding of Indonesian esports in Kuningan district. Then, from the large number of respondents following the development of esports in Kuningan district, all respondents followed the development of esports in Kuningan district and knew that there were many people interested in esports in Kuningan district and developing well because esports is a sport that is currently a phenomenon. Of all the respondents there were some who had won tournaments held in Kuningan district, there were 8 respondents who had won tournaments in Kuningan district. From one of the games on the observation sheet, the respondents knew that there was one game that was actively competing in Kuningan district and one of the games was often played by the respondents. Respondents knew that the role of PBESI in

Kuningan district was very good in covering esports in Kuningan district.

The vision of PBESI Kuningan Regency to develop or build Indonesian esports in Kuningan Regency aims to "become a major force in the esports industry by advancing the quality of players, improving infrastructure and building a solid community"

Description of Interview Results

Description of the interview with the chairman of PBESI, Kuningan district

Kang Achmad Irsyad Imanuddin is the chairman of PBESI Kuningan district, he is currently 25 years old. This interview was conducted on Sunday 30 June 2024 at the respondent's residence with the aim of finding out the history of the development of Indonesian esports in Kuningan Regency. He explained that the beginning of the establishment of Indonesian esports in Kuningan district was in 2019, when the regional PBESI instructed or requested that the Kuningan district PBESI take care of esports in Kuningan district, then it was formed structurally and at that time he was not yet the chairman, he was still the division chairman. During the Covid season, PBESI Kuningan Regency went to Bandung to take part in the inauguration simultaneously. Not only Kuningan Regency was inaugurated, Indramayu Regency was also one of those inaugurated at that time in 2019 at the same time as the Asian Games exhibition for esports as the first electronic sports branch, that's why there was an instruction from the regional PBESI to create the Kuningan district PBESI to cover esports in the Kuningan district (2019).

When it was originally formed, PBESI in Kuningan Regency was intended as a forum to accommodate esports that currently exist in Kuningan Regency, whether they are pursuing professional or community careers. At that time, developments were not very significant because PBESI itself had challenges for ordinary people who did not yet know that esports was a sport. Meanwhile, nationally, Indonesia has proven to have achievements, whether at the Southeast Asian or world level. for the development of esports in Kuningan district from 2019 for the games Mobile Legends, Free Fire, PUBG MOBILE, it is very high so that a lot of competition in Kuningan district in 2021 for the PUBG MOBILE game has decreased because perhaps the data available on these games is getting higher so it is necessary having cellphone specifications that are relatively good, perhaps that is one of the reasons for the decrease in interest in the PUBG MOBILE game in Kuningan district, while the Mobile Legends and Free Fire games themselves are still

developing, there is still frequent competition in Kuningan district. For PES in Kuningan district, PBESI itself has never held a competition because perhaps there are quite a few esports fans in Kuningan district because the PES game itself can be categorized as a moba or console game so that esports fans in Kuningan district tend to prefer games with shorter gameplay, maybe it's still a habit in our society so we haven't moved to the PC or Console division. PBESI itself has aspirations or desires for the future so that esports in Kuningan district does not decrease in interest, it can be said to be able to maintain its existence. PBESI itself has the desire to hold an esports student league in Kuningan district. This student league could cover several levels, namely middle school, high school and even university level. Apart from the student league, PBESI wants to hold a pre-season tournament which is held once a year, it could be said to be a regent's cup or regent's cup which can be held by various communities in Kuningan district so that the existence and development of Indonesian esports is maintained and can be sustainable.

The chairman of PBESI Kuningan district also hopes that esports fans in Kuningan will no longer develop skills individually. The chairman of PBESI Kuning hopes that esports fans will have the courage to build a team so that our hobby does not go to waste and is channeled well.

Discussion

Based on the results of data presentation and data analysis using data collection techniques through observation, interviews and documentation. This researcher will draw up a research discussion on the history of the development of Indonesian esports in Kuningan Regency on several esports teams in Kuningan Regency and PBESI, Kuningan Regency.

According to Sidi Gazalba (Gazalba, 1981) history is a picture of the past about humans and their surroundings as social creatures that is compiled scientifically and completely, including a sequence of facts from that time with explanatory interpretations, which provide an understanding of what has passed. It cannot be denied that history cannot be separated from the lives we have lived through. History is a memory of a sequence of past life experiences that can be explained in various ways. History makes content studies that can be very deep and coherent from an event that has occurred.

The beginning of the establishment of Indonesian esports in Kuningan district was in 2019, when the regional PBESI intruded or requested that PBESI Kuningan district take care of esports in Kuningan district, then it was formed structurally. During the

Covid season, PBESI Kuningan Regency went to Bandung to take part in the inauguration simultaneously. Not only Kuningan Regency was inaugurated, Indramayu Regency was also one of those inaugurated at that time in 2019 at the same time as the Asian Games exhibition for esports as the first electronic sports branch, that's why there was an instruction from the regional PBESI to create the Kuningan district PBESI to cover esports in the Kuningan district (2019).

When PBESI was originally formed, Kuningan district aimed to cover esports that were currently in Kuningan district, whether they were pursuing professional or community careers. At that time, developments were not very significant because PBESI itself had challenges for ordinary people who did not yet know that esports was a sport. Meanwhile, nationally, Indonesia has proven to have achievements, whether at the Southeast Asian or world level. For the development of esports in Kuningan district from 2019 for the games Mobile Legends, Free Fire, PUBG MOBILE, it is very high so that a lot of competition in Kuningan district in 2021 for the PUBG MOBILE game has decreased because perhaps the data available on these games is getting higher so it is necessary having cellphone specifications that are relatively good, perhaps that is one of the reasons for the decrease in interest in the PUBG MOBILE game in Kuningan district, while the Mobile Legends and Free Fire games themselves are still developing, there is still frequent competition in Kuningan district. For PES in Kuningan district, PBESI itself has never held a competition because perhaps there are quite a few esports fans in Kuningan district because the PES game itself can be categorized as a moba or console game so that esports fans in Kuningan district tend to prefer games with shorter gameplay, maybe it's still a habit in our society so we haven't moved to the PC or Console division. PBESI itself has aspirations or desires for the future so that esports in Kuningan district does not decrease in interest, it can be said to be able to maintain its existence. PBESI itself has the desire to hold an esports student league in Kuningan district. This student league could cover several levels, namely middle school, high school and even university level. Apart from the student league, PBESI wants to hold a pre-season tournament which is held once a year, it could be said to be a regent's cup or regent's cup which can be held by various communities in Kuningan district so that the existence and development of Indonesian esports is maintained and can be sustainable.

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When it was originally formed, PBESI in Kuningan Regency was intended as a forum to accommodate esports that currently exist in Kuningan Regency, whether they are pursuing professional or community careers. At that time, developments were not very significant because PBESI itself had challenges for ordinary people who did not yet know that esports was a sport. Meanwhile, nationally, Indonesia has proven to have achievements, whether at the Southeast Asian or world level. The development of esports in Kuningan district since 2019 for the games Mobile Legends, Free Fire, PUBG MOBILE has been very high so there is a lot of competition in Kuningan district. In 2021, the PUBG MOBILE game will experience a decline because perhaps the data available on the game is getting higher so you need to have cellphone specifications that are relatively good, maybe that is one of the causes of the decrease in interest in the PUBG MOBILE game in Kuningan district, while the Mobile Legends and Free Fire games themselves are still As it develops, there are still frequent competitions in Kuningan district. For PES in Kuningan district, PBESI itself has never held a competition because perhaps there are quite a few esports fans in Kuningan district because the PES game itself can be categorized as a moba or console game so that esports fans in Kuningan district tend to prefer games with shorter gameplay, maybe it's still a habit in our society so we haven't moved to the PC or Console division. PBESI itself has aspirations or desires for the future so that esports in Kuningan district does not decrease in interest, it can be said to be able to maintain its existence. PBESI itself has the desire to hold an esports student league in Kuningan district. This student league could cover several levels, namely middle school, high school and even university level. Apart from the student league, PBESI wants to hold a pre-season tournament which is held once a year, it could be said to be a regent's cup or regent's cup which can be held by various communities in Kuningan district so that the existence and development of Indonesian esports is maintained and can be sustainable.

Regarding games that often compete or actively compete in Kuningan district, from the beginning of the establishment of PBESI, Kuningan district until 2024, there are several Dinataranta mobile games, Mobile Legends, Free Fire, PUBG MOBILE, which are very high so there is a lot of competition in Kuningan district. In 2021, the PUBG MOBILE game will experience a decline because perhaps the data available on the game is getting higher so you need to have cellphone

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CONCLUSION

Based on the research results that have been obtained, it can be concluded that the beginning of the establishment of Indonesian esports in Kuningan district was in 2019, when the regional PBESI intruded or requested that the Kuningan district PBESI take care of esports in Kuningan district, then it was formed structurally. During the Covid season, PBESI Kuningan Regency went to Bandung to take part in the inauguration simultaneously. Not only Kuningan Regency was inaugurated, Indramayu Regency was also one of those inaugurated at that time in 2019 at the same time as the Asian Games exhibition.

When PBESI was initially formed in Kuningan Regency, the aim was to cover the existing esports sports in Kuningan Regency, whether they were pursuing professional or community careers. At that time, developments were not very significant because PBESI itself had challenges for ordinary people who did not know that esports was a sport. Meanwhile, nationally, Indonesia has proven to have achievements, whether at the Southeast Asian or world level. for the development of esports in Kuningan district from 2019 for the games Mobile Legends, Free Fire, PUBG MOBILE, it is very high so that a lot of competition in Kuningan district in 2021 for the PUBG MOBILE game has decreased because perhaps the data available on these games is getting higher so it is necessary having cellphone specifications that are relatively good, maybe that is one of the reasons for the decrease in interest in the PUBG MOBILE game in Kuningan district, while the Mobile Legends and Free Fire games themselves are still developing and

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ACKNOWLEDGMENTS

In this thesis, allow the writer to say thank you as an expression of immeasurable appreciation especially to :

1. ALLAH SWT, who have wanted the author to carry out the preparation of this thesis.
2. Mr. Nanan Abdul Manan, M,Pd. As chairman of STKIP Muhammadiyah Kuningan.
3. Mr. Dr. Bobby Agustan, M,Pd. As Head of the PJKR Study Program.
4. Mr. Dany Nurdiansyah, M,Pd. As a supervisor, who has guided researchers to complete thesis proposals.

5. Beloved parents, and family who provide a lot of support, assistance and prayers to complete the thesis proposal.
6. Fellow students of STKIP Muhammadiyah Kuningan, PJKR Study Program who always provide motivation and assistance while attending lectures.

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