

DAFTAR PUSTAKA

- Ajzen, I. (1991). The theory of planned behavior. *Organizational Behavior and Human Decision Processes*, 50(2), 179–211.
- Al Mustaqim, D., Hakim, F. A., Atfalina, H., & Fatakh, A. (2024). Peran media sosial sebagai sarana partisipasi warganet dalam mewujudkan keadilan dan akuntabilitas penegakan hukum di Indonesia. *Journal of Multidisciplinary Research and Development*, 1(1), 53-66.
- Amin, A., & Hussain, T. (2023). Exploring the Impact of Memetic Content on Political Behaviors of University Students in Punjab, Pakistan. *Global Multimedia Review*, VI(1), 30-45
- Asyhar, S. R., & Astuti, S. W. (2024). ANALISIS MOTIF PENGGUNA INSTAGRAM DALAM MENGIKUTI AKUN@ MENJADIMANUSIA. ID. *Journal of Communication, Business and Social Science (JCOBS)*, 2(1), 23-28.
- Asry, W. (2024). Motivation To Learn. *Journal of Innovation Research and Knowledge*, 4(6), 3679-3694.
- Atkinson, J. W. (1964). *An Introduction to Motivation*. Princeton, NJ: Van Nostrand.
- Biesta, G. J. J. (2021). *World-centred education: A philosophical inquiry into difference and belonging*. Routledge.
- Brodie, R. J., Hollebeek, L. D., Jurić, B., & Ilić, A. (2011). Customer engagement: Conceptual domain, fundamental propositions, and implications for research. *Journal of Service Research*, 14(3), 252–271. <https://doi.org/10.1177/1094670511411703>
- Burke, M., Kraut, R., & Marlow, C. (2009). *Social capital on Facebook: Differentiating uses and users*. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems.
- Cacioppo, J. T. & Cacioppo, S. (2018). Loneliness in the Modern Age: An Evolutionary Theory of Loneliness (ETL). *Experimental Social Psychology* 58(3), 127-197
- Chadwick, A. (2017). *The hybrid media system: Politics and power*. Oxford University Press.
- Cholifah, Y. W., & Adrianto, A. E. (2019). Kuasa, tubuh, dan tanda dalam meme politik pasangan fiktif Nurhadi-Aldo pada Pilpres 2019. *MediaTor*, 12(1), 61–70.
- Csikszentmihalyi, M. (1990). *Flow: The psychology of optimal experience*. Harper & Row.

- Daft, R. L., & Lengel, R. H. (1986). Organizational information requirements, media richness and structural design. *Management Science*, 32(5), 554–571
- DataReportal. (2025). *Digital 2025: Indonesia*. URL: <https://datareportal.com/reports/digital-2025-indonesia>. Diakses tanggal 29 Maret 2025.
- Deci, E. L., & Ryan, R. M. (2012). *Self-Determination Theory*. In P. A. M. Van Lange, A. W. Kruglanski, & E. T. Higgins (Eds.), *Handbook of Theories of Social Psychology: Volume 1* (pp. 416–437). SAGE Publications.
- Deci, E. L., & Ryan, R. M. (2000). *The "What" and "Why" of Goal Pursuits: Human Needs and the Self-Determination of Behavior*. *Psychological Inquiry*, 11(4), 227–268.
- Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. Plenum.
- Farah, Y (2020) Interaksi mahasiswa mengikuti akun humor dalam media social (studi kasus pada perilaku penggunaan Meme Oleh Mahasiswa FISIP Unpad Dalam Akun Instagram @unpad.heureuy)
- Instagram (2020). *Community Guidelines*. [Instagram Help Center]
- Instagram (2018). *Ask Me Anything: Introducing the Questions Sticker*. [Instagram Press Release]
- Jenkins, H., Purushotma, R., Weigel, M., Clinton, K., & Robison, A. J. (2009). *Confronting the challenges of participatory culture: Media education for the 21st century*. MIT Press.
- Johnson, P. R., & Yang, S. (2009). *Uses and gratifications of Twitter: An examination of user motives and satisfaction of Twitter use*. *Communication Technology Division of the Annual Convention of the Association for Education in Journalism and Mass Communication*.
- Katz, E., Blumler, J. G., & Gurevitch, M. (1973). *Uses and gratifications research*. *The Public Opinion Quarterly*, 37(4), 509–523.
- Kuncoro, H. R., Lupitasari, D., Hasanah, K., dan Erna, K. (2023) *Mengurai ancaman sekuritisasi melalui lensa framing dan diskursus di media sosial*. LPPM UPN VY Press. Yogyakarta.
- Lee, C. S., & Ma, L. (2012). News sharing in social media: The effect of gratifications and prior experience. *Computers in Human Behavior*, 28(2), 331–339.
- Mansbridge, J. (2020). A citizen-centered theory. *Journal of Deliberative Democracy*, 16(2), 15–24.
- Maslow, A. H. (1943). A theory of human motivation. *Psychological Review*, 50(4), 370–396.

- McClelland, D. C. (1987). *Human motivation*. Cambridge University Press.
- McQuail, D. (2011). *Teori Komunikasi Massar McQuail*. Jakarta: Salemba Humanika.
- McQuail, D. & Deuze Mark (2020). *McQuail's Media and Mass Communication Theory 7th ed.* SAGE
- Mahendra, A. Y., & Siswanta, S. (2024). Motif Penggunaan Media Sosial Oleh Remaja Di Dusun Sumber Barat Desa Sumberjosari Kecamatan Karangrayung Kabupaten Grobogan. *Solidaritas*, 8(2).
- Mulyana, D. (2005). *Ilmu Komunikasi Suatu Pengantar*. Bandung: Remaja Rosdakarya
- Murtiningrum, D. F. (2024). Tinjauan Literatur: Kompetensi Berkomunikasi Mahasiswa Bekerja di Perguruan Tinggi. *Arus Jurnal Sosial dan Humaniora*, 4(3), 1435-1443.
- Nawar, M. F. (2024). Analisis Kualitatif terhadap Fenomena" Peringatan Darurat Garuda Biru": Memahami Peran Framing dan Resonansi Emosional dalam Membentuk Opini Publik. *KOMUNIKATIF: Jurnal Ilmiah Komunikasi*, 13(2), 235-250.
- Norman, D. A. (1983). Some observations on mental models. In D. Gentner & A. L. Stevens (Eds.), *Mental models* (pp. 7–14). Lawrence Erlbaum Associates.
- Oliver, R. L. (1980). A cognitive model of the antecedents and consequences of satisfaction decisions. *Journal of Marketing Research*, 17(4), 460–469. <https://doi.org/10.1177/002224378001700405>
- Papacharissi, Z. (2021). *After Democracy: Imagining Our Political Future*. Yale University Press.
- Park, N., & Kim, Y.-C. (2014). The role of social network websites in the consumer–brand relationship. *Journal of Retailing and Consumer Services*, 21(4), 460–467. <https://doi.org/10.1016/j.jretconser.2014.03.011>
- Phillips, W., & Milner, R. M. (2017). *The ambivalent internet: Mischief, oddity, and antagonism online*. Polity Press, Cambridge, UK.
- Pirolli, P., & Card, S. K. (1999). Information foraging. *Psychological Review*, 106(4), 643–675. <https://doi.org/10.1037/0033-295X.106.4.643>
- Pratama, R. G. (2024). *Persepsi Anak Broken Home Di Kota Bandung Sebagai Followers Instagram @Behome.Id Oleh Broken Home Indonesia Dalam Meningkatkan Motivasi Hidup (Doctoral dissertation, Universitas Komputer Indonesia)*.
- Rusdiana, N. M., & Adim, A. K. (2024). Penyebaran informasi konten @drama.telyu dalam mengulas isu kampus Telkom University. *e-Proceeding of Management*.

- Ryan, R. M., & Deci, E. L. (2017). *Self-determination theory: Basic psychological needs in motivation, development, and wellness*. Guilford Press.
- Shifman, L. (2014). *Memes in Digital Culture*. Cambridge, MA: MIT Press.
- Sundar, S. S. (2008). The MAIN model: A heuristic approach to understanding technology effects on credibility. In M. J. Metzger & A. J. Flanagin (Eds.), *Digital media, youth, and credibility* (pp. 73–100). MIT Press. <https://doi.org/10.1162/dmal.9780262562324.073>
- Sundar, S. S., & Limperos, A. M. (2013). Uses and grats 2.0: New gratifications for new media. *Journal of Broadcasting & Electronic Media*, 57(4), 504–525.
- Sweller, J. (1988). Cognitive load during problem solving: Effects on learning. *Cognitive Science*, 12(2), 257–285. https://doi.org/10.1207/s15516709cog1202_4
- Universitas Hasanuddin. (2024). *Profil Universitas Hasanuddin*. www.unhas.ac.id (diakses pada 27 Juli 2025)
- Vitak, J., & Ellison, N. B. (2013). “There’s a network out there you might as well tap”: Exploring the benefits of and barriers to exchanging informational and support-based resources on Facebook. *New Media & Society*, 15(2), 243–259.
- Vogel, A. E., Rose, P. J., Roberts, R. L., & Eckles, K. (2014). Social comparison, social media, and self-esteem. *Psychology of popular media culture*, 3(4), 206–222
- Weiner, B. (1986). *An attributional theory of motivation and emotion*. Springer-Verlag.
- West, R. & Turner, H. L. (2010). *Pengantar Teori Komunikasi: Analisis dan Aplikasi* (3rd ed.). Jakarta: Salemba Humanika
- Wise, R. 2004. Dopamine, learning and motivation. *Nature reviews Neuroscience*
- Wohn, D. Y., Lampe, C., Vitak, J., Ellison, N., & Wash, R. (2011). *The “S” in social network sites: stands for “social capital”*. Proceedings of the 2011 iConference.
- Woods, P. J. (2023). Shitposting as public pedagogy. *Curriculum Inquiry*, 53(5), 515–531. <https://doi.org/10.1080/03626784.2023.2272988>
- Wijaksana, A., & Mahadian, A. B. (2023). *Analisis konten meme seputar kehidupan mahasiswa di Instagram @drama.telyu*. Telkom University.
- Wu, G. (2016). The role of perceived interactivity and control in online consumer experience. *Computers in Human Behavior*, 52, 632–643. <https://doi.org/10.1016/j.chb.2015.06.021>
- Yulianto, J. E. (2024). *Buku Ajar Psikologi Sosial*. Penerbit Universitas Ciputra.

Zhang, W., & Lee, H. (2023). *Satirical memes and student political engagement: A mixed-methods study*. *International Journal of Communication*. 18(2024), 2639-2660

Zuckerman, E. (2020). *Mistrust: Why losing faith in institutions provides the tools to transform them*. W. W. Norton & Company