

## REFERENCES

- Barthes Roland. (1972). *Roland Barthes, Annette Lavers - Mythologies*.
- Beasley, Berrin & Standley, Tracy. (2009). Shirts vs. Skins: Clothing as an Indicator of Gender Role Stereotyping in Video Games. *Mass Communication and Society*. 5. 279-293
- Bouzida Feyrouz. (2014). *THE SEMIOLOGY ANALYSIS IN MEDIA STUDIES*. International Organization Center of Academic Research.
- Carneiro, Renata & Zeytinoglu Saydam, Senem & Hort, Florina & Wilkins, Erica. (2013). Culture, Beauty, and Therapeutic Alliance. *Journal of Feminist Family Therapy*. 25. 80-92.
- Chandler, D. (2017). *Semiotics : The Basics*.  
[www.routledgebooks.com/textbooks/languageandcommunication](http://www.routledgebooks.com/textbooks/languageandcommunication)
- Creswell J. (2007). *John W. Creswell - Qualitative Inquiry and Research Design Choosing among Five Approaches*, 2nd edition (2nd Edition). Sage Publications.
- Creswell, J. W. (2014). *Educational research : planning, conducting and evaluating quantitative and qualitative research*.
- Fakhri, R. Z., & Prasetio, A. (2022). *Representasi Sensualitas Karakter Perempuan Dalam Game Genshin Impact*.
- Fisher, H. D. (2015). Sexy, dangerous - And ignored: An in-depth review of the representation of women in select video game magazines. In *Games and Culture* (Vol. 10, Issue 6, pp. 551–570). SAGE Publications Inc.  
<https://doi.org/10.1177/1555412014566234>
- Fiske, J. (2010). *Introduction to Communication Studies*.
- Ginting, R. F., Zein, T. T., & Perangin-Angin, A. Br. (2022). Semiotic of Female Masculinity in Videogame “The Last of Us Part II.” *Radiant*, 3(1), 25–40.  
<https://doi.org/10.52187/rdt.v3i1.86>
- Koburtay, T., Syed, J., and Haloub, R. (2019). Congruity between the female gender role and the leader role: a literature review.
- Kondrat, X. (2015). *JOURNAL OF COMPARATIVE RESEARCH IN ANTHROPOLOGY AND SOCIOLOGY* Gender and video games: How is female gender generally represented in various genres of video games? (Vol. 6).  
<http://compaso.eu>
- Kurniawan, M. H., Gunawan, W., & Sudana, D. (2023). Hot, fancy, and dangerous: The representation of female characters in three popular video games: Multimodal discourse analysis. *EduLite: Journal of English Education, Literature and Culture*, 8(1), 135. <https://doi.org/10.30659/e.8.1.135-153>

- Prescott, J., & Boggs, J. (2014). *Gender divide and the computer game industry*. IGI Global.
- Reza Rahmadani, F., & Tandyonomanu, D. (2020). *Analisis Semiotika Roland Barthes Pada Representasi Hero Perempuan Dalam Game Mobile Legends : Bang Bang*.
- Seiter Ellen. (1992). *Semiotics, Struturalism and Television*.
- Sobur, A. (2016). SEMIOTIKA KOMUNIKASI. PT REMAJA ROSDAKARYA.
- Soheili, Komeil. (2019). Grueling gym routines, restrictive diets, and no dating: K-pop stars tell us about the dark side of their industry.
- Sugiyono. (2013). *METODE PENELITIAN KUANTITATIF, KUALITATIF, DAN R&D*. Penerbit Alfabeta.
- Yuwono, A. (2021). “Eksistensi Developer Game Independen Indonesia” dalam Jurnal Media dan Komunikasi Indonesia. Departemen Ilmu Komunikasi UGM. Vol. 2. No. 1. Maret 2021: page 22-39. Yogyakarta
- Yuwono, A. I. (2022). PEREMPUAN DALAM VIDEO GIM Representasi Perempuan Dalam Dead or Alive 6. In *Jurnal Ilmu Komunikasi* (Vol. 11, Issue 1).