

DAFTAR PUSTAKA

- Afrizal. (2014). *Metode Penelitian Kualitatif: Sebuah Upaya Mendukung Penggunaan Penelitian Kualitatif dalam Berbagai Disiplin Ilmu*. PT RajaGrafindo Persada.
- Agarwal, A. (2023). *Warriors of Bharat: The Epic Saga of Indian Fighters*. PortraitThought.
- Arifuddin, M. T. (2025). *Pengantar Kajian Media dan Budaya di Era Digital Kontemporer*. Rajawali Press.
- Ariyo, C. (2025). *Metagraffiti: Graffiti Art and the Urban Image in Latin America*. Rutgers University Press.
- Athalarik, F. M., & Susanto, D. A. (2020). *REPRESENTASI MULTIKULTURALISME DALAM SEPAK BOLA PRANCIS MASA KINI*.
<http://journal.moestopo.ac.id/index.php/wacana>
- Avery-Natale, E. (2016). *Ethics, Politics, and Anarcho-Punk Identifications*. Lexington Books.
- Barry, S. A. (2020). *A Series of Documents*. Lulu Press inc.
- Barthes, R. (1957). *Mythologies*. Les Lettres nouvelles.
- Barthes, R. (1964). *Elements of Semiology*. Farrar, Straus and Giroux.
- Berger, C. R., Roloff, M. E., & Ewoldsen, D. R. (2021). *Komunikasi Antar Budaya: Handbook Ilmu Komunikasi*. Nusamedia.
- Boffone, T., & Herrera, C. (2022). *Latinx Teens: U.S. Popular Culture on the Page, Stage, and Screen*. The Universiti of Arizona Press.
- Bordwell, D., & Thompson, K. (2013). *Film Art: An Introduction*. McGraw-Hill.
- Carrington, Y., & Carrington, Y. L. (2022). The Semiotics of Graffiti. *IOSR Journal Of Humanities And Social Science (IOSR-JHSS)*, 27, 59–77.
<https://doi.org/10.9790/0837-2712055977>
- Chitty, G. (Ed.). (2017). *Heritage, Conservation, and Communities: Engagement, Participation, Capacity Building*. Routledge Taylor and Francis Group.
- CNN Indonesia. (2023). Penulis Ungkap Hampir Hpus Spider-Punk dari Spider-Man 2. *CNN Indonesia*.
- Colluzzi, P. (2021). The significance of typography in the linguistic landscape of the 1960s and 1970s: Hippie vs. punk. *Journal of Modern Languages*, 31(1).
- Creswell, J., & Poth, C. N. (2018). *Qualitative Inquiry and Research Design: Choosing Among Five Approaches* (fourth edition). SAGE Publication.
- Davids, B. (2023). Spider-Man: Across the Spider-Verse' Star Daniel Kaluuya on Creating Spider-Punk and Catching That Surprise Character. *The Hollywood Reporter*.
- DeHart, J. (Ed.). (2024). *Transmedia Application in Literacy Fields*. IGI Global .
- DeMarco, P. (2025). *Indian Delights: A Cultural Exploration*. Pasquale DeMarco.
- Dexter, N. (2025). *Español, English, y Spanglish: The Battle of Language in Puerto Rico*.
- Dillard, J. (Ed.). (2015). *Persepctives on American English*. De Gruyter.
- Dines, G., & Humez, J. (2016). *Gender, Race, and Class in Media* (The Second Edition). Sage Publication.
- Ellis, I. (2024). *Punk Beyond the Music*. Lexington Books.
- Faustyna. (2023). *Metode Penelitian Qualitatif Komunikasi (Teori dan Praktek)*. UMSU Press.
- Fawaz, R. (2025). *Psychedelic Lessons from the Multiverse*. 28(2).
- Field, C., Lannon, K., MacBride, M., & Douglas, C. (Eds.). (2019). *I'm Just A Comic Book Boy: Essay on the Intersection of Comics and Punk*. McFarland & Company .

- Gonzalez, A. (2023). *Into the Spider-Verse: Cultural Identity in Spider-Man Media*.
<https://poetcommons.whittier.edu/scholars>
- Gudykunst, W. B., & Mody, B. (Eds.). (2002). *Handbook of International and Intercultural Communication* (Second Edition). Sage Publications.
- Gunarso, S., Rmadhanita, F. F., Fuadi, M. H., Suminto, M. A., Mauliansyah, F., Fathiyah, Setiyoko, n., Gunawan, M. K., & Purwadi. (2024). *Buku Ajar Teori Komunikasi* . PT. Sonpedia Publishing Indonesia.
- Gundykunst, W. (2005). *Theorizing About Intercultural Communication*. SAGE Publications.
- Gutierrez, G. (2015). *Latinos and latinas at Risk*. ABC-Clio.
- Hammouri, S. (2020). *Roland Barthes: Myth*.
- Hannon, S. (2010). *Punk: A guide to an American Subculture*. Bloomsbury.
- Harder, J. (2023). *Creative Character Design for Games and Animation*. CRC Press.
- Hustle, J. (2023). *Punk: Loud Guitar and Louder Statement*. Sheldon Hampstead.
- Illescas, I. (2022). Between Art and Crime: Graffiti and Street Art in Neoliberal Los Angeles. *Philosophy in Latin America and Latino Studies*.
- Iskandar, A., Johanis, A. R., Mansyur, Fitriani, R., Ida, N., & Sitompul, P. H. (2023). *Dasar Metode Penlitian*. Cendekiawan Inovasi Digital Indonesia.
- Jin, L. (2025). Exploring Multiculturalism and Diversity in Modern Films: A Case Study Approach. *International Journal of Arts, Humanities & Social Science*, 06(03), 17–20. <https://doi.org/10.56734/ijahss.v6n3a3>
- Kang, J. (2023a). The Post-Racial Vision of “Across The Spider Verse” . *The New Yorker*.
- Kang, J. (2023b). *The Post-Racial Vision of “Across the Spider-Verse.”*
- Khoiron, A. M., & Kusumastuti, A. (2019). *Metode Penelitian Kualitatif*. Lembaga Pendidikan Sukarno Pressindo.
- Klopfer, E. (Ed.). (2023). *Spider-Man Across the Spider Verse: The Art of The Movie*. Abrams The Art of Books.
- Kramsch, C. (1998). *Language and Culture*. Oxford University Press.
- Krityantono, R. (2022). *Teknik Praktis Komunikasi Kuantitatif dan Kualitatif* (Edisi Kedua). Kencana.
- Lopez, F. (2022). The Barrio Beautification Effect: Utilizing Graffiti as A Tool to Build Resiliency, Resistance, and Healing with Adolescent Latino Boys and Young Men in Los Angeles . *National Youth Advocacy and Resilience Conference*, 36.
- Manzilati. (2017). *Metodologi Penelitian Kualitatif: Paradigma, Metode, dan Aplikasi*. UB Media.
- Martian, N. (2024). *Street Art and Urban Expression A Simple Guide to Big Ideas*. Walzone Press.
- Mateen, Z., & Sebastian, M. (2023). *Pavitr Prabhakar, the Indian Spider-Man charming fans worldwide*.
- Maverick, C. (2021). *Review of The Superhero Costume: Identity and Disguise in Fact and Fiction*. 9(1).
- McQuail, Denis. (2011). *McQuail's mass communication theory*. Sage Publications.
- Miller, C., & Lasker, M. (2023). *Spider-Man Across the Spider Verse: Designing Spider-Punk* [Broadcast]. Sony Pictures Animation.
- Milyane, T. M., Dewi, N. P., Yusanto, Y., Putra, A. E., Natasari, N., Meisyaroh, S., Nofiasari, W., Haerany, A., Fitriyah, N., Subandi, Y., Rakhman, C. U., Faramanik, N. A., Putri, D. M., Rizkia, N. D., & Mustika, A. (2023). *Komunikasi Antarbudaya*. Widina Media Utama.

- Muhdaliha, B., Wenny, D., & Arlena, M. (2017). *MALAY, CHINA AND INDIA ETHNICITIES REPRESENTATION (Case Study : Etnography and Manga Matrix Analysis, on Upin Ipin Animation Character)*.
- Nizamuddin, Azan, K., Anwar, K., Ashoer, M., Nuramini, A., Dewi, I., Abrory, M., Pebriana, P. H., Basalamah, J., & Sumianto. (2021). *Metodologi Penelitian: Kajian Teoritis dan Praktis Bagi Mahasiswa*. CV. DOTPLUS Publisher.
- Nurudin. (2007). *Pengantar Komunikasi Massa* (D. N. Hidayat, Ed.). PT Raja Grafindo Persada.
- O'brien, M. (2012). *Rock, Paper, Scissors: The DIY Punk Zine and Its Influence in Contemporary Visual Culture*.
- Pahleviannur, M. R., Grave, A. D., Saputra, D. N., Mardianto, D., Bano, V. O., Susanto, E. E., Mahardhani, A. J., Amruddin, Alam, M. D. S., Lisya, M., & Ahyar, D. B. (2022). *Metodologi Penelitian Kualitatif*. Pradina Pustaka.
- Patel, R. (2024). Representation Matters: Diversity and Inclusion in Contemporary Cinema. *Shodh Sagar Journal of Language*, 1(1), 42–46. <https://doi.org/10.36676/jlacf.v1.i1.8>
- Pharekh, B. (2000). *Rethinking Multiculturalism: Cultural Diversity and Political Theory*. Harvard University Press.
- Raihan. (2017). *Metodologi Penelitian*. Universitas Islam Jakarta.
- Rodriguez, M. (2014). *Rethinking the Chicano Movement*. Taylor and Francis.
- Romagnoli, A. S., & Pagnucci, G. S. (2013). *Enter The Superheroes: American Values, Culture, and The Cannon of Superhero Literature*. Scarecrow Press, Inc.
- Rorong, M. J. (2024). *Semiotika*. Deepublish Digital.
- Scheper, J. (2023). Zine Pedagogies. *Center for Critical Education*, 125(20–30).
- Seonyoto, P. (2017). *Animasi 2D*. PT Elex Media Komputindo.
- Sfetchu, N. (2021). *The Art of Movies*. Nicolae Sfetcu.
- Shah, N. (2021). *Indian Etiquette: A Glimpse Into India's Culture*. Notion Press Media.
- Shukla, A., & Park, H. (2023). Characteristics of Indian Traditional Costumes and its Application in Contemporary Fashion Design as a Cross-Cultural Phenomenon. *International Journal of Costume and Fashion*.
- Siyoto, S., & Sodik, M. A. (2015). *Dasar Metodologi Penelitian*. Literasi Media Publishing.
- Solomon, C. (1987). *The Art of the Animated Image: Vol. Volume 2*. American Film Institute.
- Stamatoudi, I. (Ed.). (2022). *Research Handbook on Intellectual Property and Cultural Heritage*. Edward Elgar Publishing .
- Sugihartati, R. (2017). *Budaya Populer dan Subkultur Anak Muda*. Airlangga University Press.
- Summers, S. (2019). Adapting a Retro Comic Aesthetic with Spider-Man: Into the Spider-Verse. *Adaptation*, 12(2), 190–194. <https://doi.org/10.1093/adaptation/apz014>
- Surokim, Rakhmawati, Y., Suratnoaji, C., Wahyudi, M., Handaka, T., Dartiningsih, B. E., Julijanti, D. M., Rachmawati, F. N., Kurniasar, N. D., Trisilowaty, D., Suryandari, N., Cholil, H. A., Quraisyin, D., Moertijoso, B., Rachmad, T. H., Arifin, S., Rozi, F., & Camelia, A. (2016). *RISET KOMUNIKASI: Strategi Praktis Bagi Peneliti Pemula* (Surokim, Ed.). Pusat Kajian Komunikasi Publik Prodi Ilmu Komunikasi FISIB-UTM.
- Tatum, C. (2014). *Encyclopedia of Latino Culture: From Calaveras to Quinceaneras*. Bloomsbury Publishing.

- Times of India. (2023). Did you Know Indian Spider-Man Pavitr Prabhakar's Signature Moves Were Inspired From Kalaripayattu? *Times of India*.
- Torres, L. (1998). *Puerto Rican Discourse: A Sociolinguistic Study of a New York Suburb*.
- Wahyuningsih, S. (2019). *Film dan Dakwah: Memahami Representasi Pesan-Pesan Dakwah Dalam Film Melalui Analisis Semiotik*. Media Sahabat Cendekia.
- Waliulu, Y. S., Arianto, T., Septriani, Alfathoni, M. A., Dewi, N. M., Hamzaini, Oktaviani, D. D., DB, V. D., Ali, Moh. A., Musawir, L. O., & Kapege, L. A. (2024). *TV dan Film*. Yayasan Tri Edukasi Ilmiah.
- West, R., & Turner, L. (2022). *Interpersonal Communication* (5th edition). Sage Publication.
- Zed, M. (2014). *Metode Penelitian Kepustakaan*. Yayasan Pustaka Obor Indonesia.

