

## REFERENCES

- Chandler, D. (2007). *Semiotics the basics*. Routledge.  
<https://libgen.is/book/index.php?md5=EA4802EA753853A652DC30E6D8CE7033>
- Danesi, M. (2004). *Messages, signs, and meanings: A basic textbook in semiotics and communication*. Canadian Scholars Press Inc  
<https://www.pdfdrive.com/messages-signs-and-meanings-a-basic-textbook-in-semiotics-and-communication-e185495885.html>
- Noth, W. (1990). *Handbook of semiotics*. Indiana University Press.  
<https://www.pdfdrive.com/handbook-of-semiotics-e186187611.html>
- Hawkes, T. (2004). *Structuralism and semiotics*. Routledge.  
<https://www.pdfdrive.com/structuralism-and-semiotics-e33423332.html>
- Berger, A, A. (2010). *The objects of affection, semiotics and consumer culture*. Palgrave Macmillan. <https://www.pdfdrive.com/the-objects-of-affection-semiotics-and-consumer-culture-semiotics-and-popular-culture-e184259965.html>
- Brodie, R. (2010). *Virus of the mind, the new science of the meme*. Integral Press.  
<https://www.pdfdrive.com/virus-of-the-mind-the-new-science-of-the-meme-richard-brodie-e18836624.html>
- Distin, K. (2005). *The selfish meme*. Cambridge University Press.  
<https://www.pdfdrive.com/the-selfish-meme-e185697779.html>

- Hardin, C. L., & Maffi, L. (1997). *Color categories in thought and language*. Cambridge University Press.  
<https://libgen.is/book/index.php?md5=8E0C7019E8C9541F80607900D87AE18F>
- Wolf, J. P. M. (2007). *Video game explosion, A history from pong to playstation*. Greenwood.  
<https://libgen.is/book/index.php?md5=9538487101BD915576E9683BEC E0CFCE>
- Asmiati, P. (2019). *Meme "Tuman" di media sosial: Analisis semiotika roland barthes*. [Undergraduate's Thesis Universitas Islam Negeri Sunan Ampel Surabaya]. Digital Library UIN Sunan Ampel Surabaya..  
[http://digilib.uinsby.ac.id/33745/1/Puji%20Asmiati\\_E2125076.pdf](http://digilib.uinsby.ac.id/33745/1/Puji%20Asmiati_E2125076.pdf)
- Yulianti, N. (2019). *Satire sebagai praktik jurnalisme komedi (analisis semiotika artikel berlabel #2019GANTIPRESIDEN pada mojok.co)*. [Undergraduate's thesis, Universitas Islam Negeri Syarif Hidayatullah Jakarta]. Institutional Repository UIN Syarif Hidayatullah Jakarta..  
<https://repository.uinjkt.ac.id/dspace/bitstream/123456789/49012/1/NANA%20YULIANTI-FDK.pdf>
- Ilham, M. (2017). *Representasi Budaya Populer Meme Comic Indonesia (Analisis Semiotika meme dalam fanspage Meme Comic Indonesia)*. [Undergraduate's Thesis Universitas Hasanuddin]. CORE.  
<https://core.ac.uk/download/pdf/83869487.pdf>

Isnaniah, S., & Agustina, T. (2020). "COVID-19" Meme in social media: Study of Roland Barthes semiology. *Jurnal Pendidikan Bahasa dan Sastra*, 19(2), 351-378.

<http://journal.unj.ac.id/unj/index.php/bahtera/article/view/15145/8988>

Creswell, W. J., & Creswell, J. D. (2018). *Research design: Qualitative, quantitative, and mixed methods approaches*. Sage Publications.

<https://libgen.is/book/index.php?md5=83062CFF3138F575F40184FC3F4E816F0>

Mathew, M., Huberman, M., & Saldana, J. (2014). *Qualitative data analysis: A methods sourcebook*. Sage Publications.

<https://libgen.is/book/index.php?md5=CBB063D537E2E99725FB7F3144E816F0>

Walliman, N. (2011). *Research methods: The basics*. Routledge.

<https://libgen.is/book/index.php?md5=220EED79A209F7E0527A59BE923FBACC>