

DAFTAR PUSTAKA

Buku :

- Atkins, R. (1990). *Art Speak: Guide to Contemporary Ideas, Movements and Buzzwords*.
- Burton, G. (2008). *Pengantar untuk Memahami Media dan Budaya Populer*. Jalasutra.
- Ihza, Y. (2013). *Bujuk Rayu Konsumerisme: Menelaah Persuasi Iklan di Era Konsumsi*. Linea Pustaka.
- McGinnis, P.J. (2020). *FOMO: Fear of Missing Out*. Gramedia Pustaka Utama.
- Sidik, F. (2020). Seni Konseptual. [faizalsidik.files.wordpress.com](<https://faizalsidik.files.wordpress.com/2020/04/seni-konseptual.pdf>)
- Rosenthal, M. L. (2003). *Understanding Installation Art: From Duchamp to Holzer*. Prestel Publishing
- Stellarosa, Y. (2020). *Kecanduan Belanja: Budaya Konsumerisme dalam Teks*. Indigo Media.
- Wardani, L. M. I., & Anggadita, R. (2021). *Konsep Diri dan Konformitas pada Perilaku Konsumtif Remaja*. Penerbit NEM.

Jurnal :

- Arinda, F. P., Hariyanto, H., & Wisesa, A. M. (2023). Quarter-life Crisis sebagai Sumber Ide Penciptaan Seni Instalasi. *JoLLA: Journal of Language, Literature, and Arts*, 3(7), 964–982. <https://doi.org/10.17977/um064v3i72023p964-982>
- Bakti, I. S., & Nirzalin, A. (2019). *KONSUMERISME DALAM PERSPEKTIF JEAN BAUDRILLARD*. www.kbbi.web.id
- Bastari, R. P., & Wiguna, I. P. (2022). Deep Fear : The Digital Art Making Based On The Psychological Reaction of Pandemic Phenomenon. *JURNAL RUPA*, 7(2), 142. <https://doi.org/10.25124/rupa.v7i2.4741>
- Darmayanti, D. P., Arifin, I., & Inayah, M. (2023). *E M I K JURNAL ILMIAH ILMU-ILMU SOSIAL FoMO: Kecemasan Digital di Kalangan Pengguna TikTok*. <https://databoks.katadata.co.id/datapublish/2023/05/24/penggunaTikTokdi-indonesia-terbanyak-kedua-di-dunia-per->
- Fendiawati, D. N. (2018). *Palembang Creative Upcycle Center* [Universitas Katolik Musi Charitas]. <http://eprints.ukmc.ac.id/1736/>
- Fumar, M., Setiadi, A., Hariyanto, S., & Tan, C. (2023). The Influence of Fear of Missing Out (FOMO), Sales Promotion, and Emotional Motive Mediated Self-Control on Impulsive Buying for Hypebeast Products. *Riwayat: Educational Journal of History and Humanities*, 6(3).
- Maulana, M. I., Syarif, E. B., & Andrianto. (2022). *PERANCANGAN JAM TANGAN ANALOG MENGGUNAKAN LIMBAH DAUR ULANG*.
- Salsabila, K. (2024). *INSTALASI TEKSTIL INTERAKTIF SEBAGAI MEDIA ART*

- HEALING.https://digilib.isi.ac.id/18636/8/KHAIRUNNISA%20SALSA_BILA_2024_BAB%20I%20Pendahuluan.pdf
- Santoso, E. M. (2024). The Influence of Fear of Missing Out (FoMO) on Consumer Behavior in Teenagers Using the Shopee Application in Jakarta. *SINOMICS JOURNAL* | VOLUME, 3. <https://doi.org/10.54443/sj.v3i5.439>
- Sarwono, R. (2017). KONSEP SENI PADA KARYA SENI LUKIS ANAK USIA 4 SAMPAI 8 TAHUN. In *Jurnal Waspada FKIP UNDARIS*.
- Suciptaningsih, O. A. (2017). HEDONISME DAN KONSUMERISME DALAM PERSPEKTIF DRAMATURGI ERVING GOFFMAN. In *Ilmiah Pendidikan Ekonomi* (Vol. 2, Issue 1). <http://journal.upgris.ac.id/index.php/equilibriapendidikan>
- Tandon, A., Dhir, A., Talwar, S., Kaur, P., & Mäntymäki, M. (2022). Social media induced fear of missing out (FoMO) and phubbing: Behavioural, relational and psychological outcomes. *Technological Forecasting and Social Change*, 174, 121149. <https://doi.org/10.1016/j.techfore.2021.121149>
- Theguh, O. :, Uin, S., Syekh, S., & Cirebon, N. (2024). *KONSUMERISME MASYARAKAT KONTEMPORER DALAM PEMIKIRAN HERBERT MARCUSE*.
- Udris-Borodavko, N., Oliinyk, V., Bozhko, T., Budnyk, A., & Hordiichuk, Y. (2023). *Aesthetics and semiotics in 21st century visual communications: Pedagogical and sociocultural aspects*. *Research Journal in Advanced Humanities*, 4(4). <https://doi.org/10.58256/rjah.v4i4.1144>
- Vegas, L., Rossol, E., Busche, M., & Chen, C. (2019). *2019 Proceedings Upcycle Guidebook: A Study of Production Through Post-Consumer Waste*. <https://doi.org/10.1111/j.1470>
- Widyaevan, D. A. (2017). *Kajian Kritik Seni Karya Instalasi Tisna Sanjaya"32 Tahun Berpikir Dengan Dengkul"*.
- Wiguna, I. P., Yeru, A. I., Zen, A. P., Yuningsing, C. R., & Kusumanugraha, S. (2021). IOP Conference Series: Materials Science and Engineering. *Wiguna_2021_IOP_Conf._Ser.%3A_Mater._Sci._Eng._1098_052015*, 5.
- Wiguna, I. P., Zen, A. P., & Yuningsih, C. R. (2021). Painting with algorithms: The potential for Using the P%.Js programming language for new media artist. *EMBRACING THE FUTURE: CREATIVE INDUSTRIES FOR*
- Zhang, S., Wu, Q., & Liu, R. (2023). The relationship between neuroticism and passive use of mobile social networks among Chinese young adults: The mediating role of fear of missing out and online social support. *Acta Psychologica*, 236, 103919. <https://doi.org/10.1016/j.actpsy.2023.103919>