

DAFTAR PUSTAKA

- Abbasi, A. Z., Asif, M., Hollebeek, L. D., Islam, J. U., Ting, D. H., & Rehman, U. (2021). The effects of consumer esports videogame engagement on consumption behaviors. *Journal of Product and Brand Management*, 30(8), 1194–1211. <https://doi.org/10.1108/JPBM-04-2020-2839>
- Acharya, N., Sassenberg, A. M., & Soar, J. (2023). Effects of cognitive absorption on continuous use intention of AI-driven recommender systems in e-commerce. *Foresight*, 25(2), 194–208. <https://doi.org/10.1108/FS-10-2021-0200>
- Agrawal, T., Hean, S., Cattani, C., & Pei, Y. (2012). *0 11* . 26(1), 5–10.
- AKKUŞ ÇUTUK, Z. (2021). Investigating the Relationship Among Social Media Addiction, Cognitive Absorption, and Self-Esteem. *Malaysian Online Journal of Educational Technology*, 9(2), 42–51. <https://doi.org/10.52380/mojet.2021.9.2.211>
- Amsi, F., Kiflemariam, A., & Ngui, T. (2022). Affective Engagement, Gender Diversity and Employee Performance in the Tanzanian Textile Industry. *Open Journal of Business and Management*, 10(05), 2829–2850. <https://doi.org/10.4236/ojbm.2022.105140>
- Angelopoulou, E., & Drigas, A. (2021). Working memory, attention and their relationship: A theoretical overview. *Research, Society and Development*, 10(5), e46410515288. <https://doi.org/10.33448/rsd-v10i5.15288>
- Aprillia, K., Putra, Y. D., & Surabaya, S. I. (2023). Influence Of Product Quality And Customer Satisfaction On Virtual Product Purchase Loyalty In Mobile Legends Bang-Bang In Surabaya City Pengaruh Kualitas Produk Dan Kepuasan Konsumen Terhadap Loyalitas Pembelian Produk Virtual Dalam Game Mobile Legends Ba. *Management Studies and Entrepreneurship Journal*, 4(1), 775–781. <http://journal.yrpipku.com/index.php/msej>
- Babbitt, L. G., Brown, D., Antolin, A., & Toosi, N. R. (2023). Improving migration experiences for workers: Recruitment practices along the Bangladesh–Qatar corridor. *World Development Perspectives*, 30(May), 100506. <https://doi.org/10.1016/j.wdp.2023.100506>
- Balakrishnan, J., & Dwivedi, Y. K. (2021). Role of cognitive absorption in building user trust and experience. *Psychology and Marketing*, 38(4), 643– 668. <https://doi.org/10.1002/mar.21462>
- Bavel, J. J. V., Baicker, K., Boggio, P. S., Capraro, V., Cichocka, A., Cikara, M., Crockett, M. J., Crum, A. J., Douglas, K. M., Druckman, J. N., Drury, J., Dube, O., Ellemers, N., Finkel, E. J., Fowler, J. H., Gelfand, M., Han, S., Haslam, S. A., Jetten, J., ... Willer, R. (2020). Using social and behavioural science to support COVID-19 pandemic response. *Nature Human Behaviour*, 4(5), 460–471. <https://doi.org/10.1038/s41562-020-0884-z>
- Bong, J. Y., Cho, K., Liu, Z., & He, D. (2023). A dual-process motivation mediation model to explain female high school students' cognitive engagement and disengagement in emergency remote teaching and online learning in South Korea. *British Journal of Educational Technology*, November, 1–21. <https://doi.org/10.1111/bjet.13415>

- Brehaut, J. C., Lavin Venegas, C., Hudek, N., Presseau, J., Carroll, K., & Rodger, M. (2021). Using behavioral theory and shared decision-making to understand clinical trial recruitment: interviews with trial recruiters. *Trials*, 22(1), 1–13. <https://doi.org/10.1186/s13063-021-05257-x>
- Burić, I., & Moè, A. (2020). What makes teachers enthusiastic: The interplay of positive affect, self-efficacy and job satisfaction. *Teaching and Teacher Education*, 89. <https://doi.org/10.1016/j.tate.2019.103008>
- Casapulla, S., & Hess, M. (2016). Engagement Education: A Model of Community-Youth Engagement in Rural Appalachia. *Journal of Community Engagement and Scholarship*, 9(2). <https://doi.org/10.54656/bfnw4915>
- Chen, J., Huebner, E. S., & Tian, L. (2020). Longitudinal relations between hope and academic achievement in elementary school students: Behavioral engagement as a mediator. *Learning and Individual Differences*, 78(January 2019), 101824. <https://doi.org/10.1016/j.lindif.2020.101824>
- Cheung, M. L., Pires, G. D., Rosenberger, P. J., Leung, W. K. S., & Salehhuddin Sharipudin, M. N. (2021). The role of consumer-consumer interaction and consumer-brand interaction in driving consumer-brand engagement and behavioral intentions. *Journal of Retailing and Consumer Services*, 61(December 2020), 102574. <https://doi.org/10.1016/j.jretconser.2021.102574>
- Dwi Kartika Ningrum Manajemen, E., Ekonomi dan Bisnis, F., Brawijaya, U., & Moh Erfan Arif, I. (2022). Pengaruh Customer Engagement Terhadap Repurchase Intention Dengan Customer Equity Sebagai Variabel Mediasi. *Jurnal Manajemen Pemasaran Dan Perilaku Konsumen*, 01 no 1(1), 39–48. <http://dx.doi.org/10.21776/jmppk>.
- Elvarina, E., & Murhadi, W. R. (2023). The Effect of Customer Engagement on Purchase Intention in Kimia Farma Services in Surabaya. *Devotion : Journal of Research and Community Service*, 4(8), 1612–1629. <https://doi.org/10.59188/devotion.v4i8.542>
- Fitri, Z., Amanda, N., Rachman, R. F., & Sari, H. K. (2024). *Pengaruh Game Online Mobile Legends Terhadap Perilaku Bahasa Pada Gen Z Di Sidoarjo*. 2(1).
- Galih Persiana. (2022). *Kalah Persaingan , Pengembang Game Lokal Jadi Tamu di Rumah Sendiri*. 2022.
- Garofalo, D. A. (2013). The whats and whys of social networking for academic libraries. *Building Communities*, 1–25. <https://doi.org/10.1016/b978-1-84334-735-4.50001-4>
- Gill, A. S., & Mathur, N. (2007). Improving employee dedication and pro-social behavior. *International Journal of Contemporary Hospitality Management*, 19(4), 328–334. <https://doi.org/10.1108/09596110710747661>
- Gunawan, A., Hidayatullah, A., & Hidayat, A. (2021). Pengembangan E-Sport dan Industri Gaming Menggunakan Analisis SWOT. *Jurnal Syntax Transformation*, 2(04), 409–421. <https://doi.org/10.46799/jst.v2i4.266>
- Hair, J. F., Hult, G. T. M., Ringle, C. M., & Sarstedt, M. (2022). PARTIAL LEAST SQUARES STRUCTURAL EQUATION MODELING (PLS-SEM) THIRD EDITION. In *Angewandte Chemie International Edition*, 6(11), 951–

952. (Issue Mi).
- Hair, J. F., Hult, G. T., Ringle, C., & Sarstedt, M. (2017). A Primer on Partial Least Squares Structural Equation Modeling (PLS-SEM) - Joseph F. Hair, Jr., G. Tomas M. Hult, Christian Ringle, Marko Sarstedt. In *Sage*.
- Hair, J. F., Risher, J. J., Sarstedt, M., & Ringle, C. M. (2019). When to use and how to report the results of PLS-SEM. *European Business Review*, 31(1), 2–24. <https://doi.org/10.1108/EBR-11-2018-0203>
- Hair, J. F., Sarstedt, M., Pieper, T. M., & Ringle, C. M. (2022). The Use of Partial Least Squares Structural Equation Modeling in Strategic Management Research. *Long Range Planning*, 45(5–6), 320–340. <https://doi.org/10.1007/s11575-022-00475-0>
- Hair Jr, J. F., Matthews, L. M., Matthews, R. L., & Sarstedt, M. (2017). PLS- SEM or CB-SEM: updated guidelines on which method to use. *International Journal of Multivariate Data Analysis*, 1(2), 107. <https://doi.org/10.1504/ijmda.2017.10008574>
- Hakim, M. L., & Indarwati, T. A. (2022). Pengaruh Influencer Marketing Dan Nilai Emosional Terhadap Niat Beli Produk Virtual Skin Pada Game Mobile Legends : Bang Bang. *Jurnal Ilmu Manajemen*, 10, 1–11.
- Haladjian, H. H., & Montemayor, C. (2015). On the evolution of conscious attention. *Psychonomic Bulletin and Review*, 22(3), 595–613. <https://doi.org/10.3758/s13423-014-0718-y>
- Halloran, J., & Minaeva, A. (2019). Touch and play? Investigating the value of touchscreens for gamer experience. *Entertainment Computing*, 32(July 2018), 100312. <https://doi.org/10.1016/j.entcom.2019.100312>
- Hassan, Q., Iqbal, Z. A., Zafar, R., & Rafique, T. (2020). Problems in Recruitment. *International Journal of Management Excellence*, 14(2), 2091– 2094. <https://doi.org/10.17722/ijme.v14i2.1134>
- Henseler, J., Ringle, C. M., & Sarstedt, M. (2015). A new criterion for assessing discriminant validity in variance-based structural equation modeling. *Journal of the Academy of Marketing Science*, 43(1), 115–135. <https://doi.org/10.1007/s11747-014-0403-8>
- Herrmann, B., & Johnsrude, I. S. (2020). A model of listening engagement (MoLE). *Hearing Research*, 397. <https://doi.org/10.1016/j.heares.2020.108016>
- Ho Nguyen, H., Nguyen-Viet, B., Hoang Nguyen, Y. T., & Hoang Le, T. (2022). Understanding online purchase intention: the mediating role of attitude towards advertising. *Cogent Business and Management*, 9(1). <https://doi.org/10.1080/23311975.2022.2095950>
- Hollebeek, L. D., Kumar, V., & Srivastava, R. K. (2022). From Customer-, to Actor-, to Stakeholder Engagement: Taking Stock, Conceptualization, and Future Directions. *Journal of Service Research*, 25(2), 328–343. <https://doi.org/10.1177/1094670520977680>
- Hornbæk, K., & Oulasvirta, A. (2017). What is interaction? *Conference on Human Factors in Computing Systems - Proceedings*, 2017-May(December), 5040–5052. <https://doi.org/10.1145/3025453.3025765>
- Howarth, J. (2024). *How Many Gamers Are There ? (New 2024 Statistics) HoW*

Many Gamers Are There ? (Editor ' s Picks) How Many Gamers Are There In 2024 ? 1–9.

- Huete-Alcocer, N. (2017). A literature review of word of mouth and electronic word of mouth: Implications for consumer behavior. *Frontiers in Physiology*, 8(JUL), 1–4. <https://doi.org/10.3389/fpsyg.2017.01256>
- Items, R., Rose, W., Rose, W., If, T., & Rose, W. (2020). *How do learning technologies impact on undergraduates 'emotional and cognitive engagement with their learning ? School of Music , University of Leeds , Leeds , UK ; b School of Languages , Cultures and Societies , University of Leeds , Leeds , UK ; c Faculty of Health , Department of Nursing and Nutrition , Copenhagen University College , Copenhagen , Denmark ; d Department of Biology and Biochemistry , University of Bath , Bath , UK .*
- Janadio, B., & Mujiasih, E. (2020). Hubungan Antara Customer Engagement Melalui Instagram Dengan Intensi Membeli Produk Pada Mahasiswa Fakultas Psikologiuniversitas Diponegoro. *Jurnal EMPATI*, 9(5), 398–405. <https://doi.org/10.14710/empati.2020.29263>
- Jasanoff, S. (2004). States of knowledge: The co-production of science and the social order. In *States of Knowledge: The Co-Production of Science and the Social Order*. <https://doi.org/10.4324/9780203413845>
- Kang, J. A., Hong, S., & Hubbard, G. T. (2020). The role of storytelling in advertising: Consumer emotion, narrative engagement level, and word-of-mouth intention. *Journal of Consumer Behaviour*, 19(1), 47–56. <https://doi.org/10.1002/cb.1793>
- Karim, M. M., Bhuiyan, A., Kumer, S., Nath, D., & Latif, W. Bin. (2021). Conceptual Framework of Recruitment and Selection Process. *International Journal of Business and Social Research*, 11(2), 18–25. <https://doi.org/10.18533/ijbsr.v11i02.1415>
- Kinnunen, T., & Parviaainen, J. (2016). Feeling the right personality. Recruitment consultants' affective decision making in interviews with employee candidates. *Nordic Journal of Working Life Studies*, 6(3), 5–21. <https://doi.org/10.19154/njwls.v6i3.5525>
- Kock, N., & Hadaya, P. (2018). Minimum sample size estimation in PLS-SEM: The inverse square root and gamma-exponential methods. *Information Systems Journal*, 28(1), 227–261. <https://doi.org/10.1111/isj.12131>
- Koekkoek, A., Ham, M. Van, & Kleinhans, R. (2021). *Unraveling University–Community Engagement: A Literature Review*. 25(1), 3–24.
- Kwong, K., & Wong, K. (2019). *Mastering Partial Least Squares Structural Equation Modeling (PLS-SEM) with SmartPLS in 38 Hours*.
- Lai, I. K. W., & Hitchcock, M. (2020). How gaming tourism affects tourism development through word-of-mouth communication regarding a destination: applying the integrated satisfaction theory*. *Asia Pacific Journal of Tourism Research*, 25(6), 610–626. <https://doi.org/10.1080/10941665.2020.1752748>
- Lawal Aliyu, U. (2021). the Impact of Recruitment and Selection Process in an Organization. *Novateur Publications International Journal of Innovations in Engineering Research and Technology*, 8(9), 2394–3696.
- Lee, D., Feiertag, P., & Unger, L. (2023). Defining Co-Production: A Review of

- the Planning Literature. *Journal of Planning Literature*, December.
<https://doi.org/10.1177/08854122231219919>
- Lestari, E. D., Nitisanjaya, J., & Susanto, Y. B. (2023). What Motivates Mobile Legends: Bang Bang Players' Loyalty and In-App Purchases? Investigation of Perceived Values Effect: Playfulness, Addiction, and Good Price (Evidence from Indonesia). *Review of Applied Socio-Economic Research*, 26(2), 67–82.
<https://doi.org/10.54609/reaser.v26i2.419>
- Li, S. (2022). Measuring Cognitive Engagement: An Overview of Measurement Instruments and Techniques. *International Journal of Psychology and Educational Studies*, 8(3), 63–76. <https://doi.org/10.52380/ijpes.2021.8.3.239>
- Lim, J. S., Choe, M. J., Zhang, J., & Noh, G. Y. (2020). The role of wishful identification, emotional engagement, and parasocial relationships in repeated viewing of live-streaming games: A social cognitive theory perspective. *Computers in Human Behavior*, 108(February), 106327.
<https://doi.org/10.1016/j.chb.2020.106327>
- Lim, N. M., & Setiawan, B. (2022). Dampak Pandemi Covid-19 Terhadap Perkembangan Event E-Sports di Indonesia. *Tourism Scientific Journal*, 7(2), 208–222. <https://doi.org/10.32659/tsj.v7i2.181>
- MacGregor, S., Cooper, A., Searle, M., & Kukkonen, T. (2022). Co-production and arts-informed inquiry as creative power for knowledge mobilisation. *Evidence and Policy*, 18(2), 206–235. <https://doi.org/10.1332/174426421X16478737939339>
- Mahaputra, M. R., & Saputra, F. (2021). Relationship Word of Mouth , Advertising and Product Quality To Brand Awareness. *Dinasti International Journal of Digital Business Management*, 2(6), 1099–1108.
- Mayordomo, R. M., Espasa, A., Guasch, T., & Martínez-Melo, M. (2022). Perception of online feedback and its impact on cognitive and emotional engagement with feedback. *Education and Information Technologies*, 27(6), 7947–7971. <https://doi.org/10.1007/s10639-022-10948-2>
- Meidona, S. (2022). Enrichment : Journal of Management The Effect of Accessibility and Destination Image on Intention to Visit Again . (Case Study on Batu Malin Kundang Tourism Object at Air Manis Beach Padang). *Enrichment: Journal of Management*, 12(4), 3227–3231.
- Moè, A., Frenzel, A. C., Au, L., & Taxer, J. L. (2021). Displayed enthusiasm attracts attention and improves recall. *British Journal of Educational Psychology*, 91(3), 911–927. <https://doi.org/10.1111/bjep.12399>
- Muttaqin, F. (2022). Pengaruh Push, Pull, and Mooring Effect Terhadap Switching Intention Konsumen Mobile Legends: Bang Bang Pada League of Legends: Wild Rift. *SIBATIK JURNAL: Jurnal Ilmiah Bidang Sosial, Ekonomi, Budaya, Teknologi, Dan Pendidikan*, 1(10), 2121–2132.
<https://doi.org/10.54443/sibatik.v1i10.311>
- Neumann, O., & Schott, C. (2023). Behavioral effects of public service motivation among citizens: testing the case of digital co-production. *International Public Management Journal*, 26(2), 175–198.
<https://doi.org/10.1080/10967494.2021.1937413>
- Ohmer, M. L., Mendenhall, A. N., Mohr Carney, M., & Adams, D. (2022).

- Community engagement: evolution, challenges and opportunities for change. *Journal of Community Practice*, 30(4), 351–358.
<https://doi.org/10.1080/10705422.2022.2144061>
- Onofrei, G., Filieri, R., & Kennedy, L. (2022). Social media interactions, purchase intention, and behavioural engagement: The mediating role of source and content factors. *Journal of Business Research*, 142, 100–112.
<https://doi.org/10.1016/j.jbusres.2021.12.031>
- Pan, X. (2023). Online Learning Environments, Learners' Empowerment, and Learning Behavioral Engagement: The Mediating Role of Learning Motivation. *SAGE Open*, 13(4), 1–16. <https://doi.org/10.1177/21582440231205098>
- Paper, C., & Proen, F. (2014). *FAMOUS PEOPLE PARTICIPATION IN SOCIAL MARKETING PROGRAMS : A Enhancing Knowledge Development in Marketing* (Issue July).
- Paramita, T., & Riorini, S. V. (2023). Pengaruh Involement , customer participation , commitment terhadap loyalty yang dimediasi oleh customer. *Bussman Journal: Indonesian Journal of Business and Management*, 3(2), 782–796.
<https://doi.org/10.5336/buss.v3i2.171>
- Peña-García, N., Gil-Saura, I., Rodríguez-Orejuela, A., & Siqueira-Junior, J. R. (2020). Purchase intention and purchase behavior online: A cross-cultural approach. *Heliyon*, 6(6). <https://doi.org/10.1016/j.heliyon.2020.e04284>
- Pratama, K. R., & Pratomo, Y. (2021). *Daftar dengan Penghasilan Tertinggi BAGIKAN : Game Mobile Mobile Teratas*. Kompas.Com.
- Pratnyawan, A., & Rachmanta, R. D. (2021). Sebaran Pemain Mobile Legends Indonesia, Terbanyak di Pulau Ini. *Kamis, 12 Agustus 2021 | 14:29 WIB*, 1, 1. <https://www.suara.com/tekno/2021/08/12/142903/sebaran-pemain-mobile-legends-indonesia-terbanyak-di-pulau-ini?page=1>
- Purnami, L. D., & Agus, A. A. (2020). the Effect of Perceived Value and Mobile Game Loyalty on in-App Purchase Intention in Mobile Game in Indonesia (Case Study: Mobile Legend and Love Nikki). *ASEAN Marketing Journal*, 12(1). <https://doi.org/10.21002/amj.v12i1.12887>
- Radomir, L., & Moisescu, O. I. (2020). Discriminant validity of the customer- based corporate reputation scale: some causes for concern. *Journal of Product and Brand Management*, 29(4), 457–469. <https://doi.org/10.1108/JPBM-11-2018-2115>
- Reeves, S., & Beck, J. (2019). Talking about interaction*. *International Journal of Human Computer Studies*, 131(May), 144–151.
<https://doi.org/10.1016/j.ijhcs.2019.05.010>
- Ringle, C. M., & Sarstedt, M. (2016). Gain more insight from your PLS-SEM results the importance-performance map analysis. *Industrial Management and Data Systems*, 116(9), 1865–1886. <https://doi.org/10.1108/IMDS-10-2015-0449>
- Roberto Turnip, B., & Hukom, A. (2023). Pengaruh Perkembangan Industri Esports Terhadap Pertumbuhan Ekonomi Indonesia. *CEMERLANG : Jurnal Manajemen Dan Ekonomi Bisnis*, 3(2), 131–139. <https://doi.org/10.55606/cemerlang.v3i2.1127>

- Saiz-Alvarez, J. M., Palma-Ruiz, J. M., Valles-Baca, H. G., & Fierro-Ramírez, L. A. (2021). Knowledge management in the esports industry: Sustainability, continuity, and achievement of competitive results. *Sustainability (Switzerland)*, 13(19). <https://doi.org/10.3390/su131910890>
- Salazar. (2012). No Title66 עולם הנוטע (3), 39–37.
- Sarstedt, M., Ringle, C. M., & Hair, J. F. (2020). Handbook of Market Research. In *Handbook of Market Research* (Issue September). <https://doi.org/10.1007/978-3-319-05542-8>
- Satya, M. T., Karamoy, A. K., & Fidayan, A. (2021). Effect of Cognitive, Afective, Conative and E-Satisfaction on Repurchase Intention. *Journal of Management*, 11(2), 297–304.
- Saunders, M., Lewis, P., & Thornhill, A. (2023). 2023 Research Methods for Business Students Preface and Chapter 4. In *Research Methods for Business Students* (Issue February).
- Scholz, T. M. (2020). Deciphering the World of eSports. *JMM International Journal on Media Management*, 22(1), 1–12. <https://doi.org/10.1080/14241277.2020.1757808>
- Sekaran, U., & Bougie, R. (2020). 濟無No Title No Title No Title. *Angewandte Chemie International Edition*, 6(11), 951–952., 4(1), 1–23.
- Shmueli, G., Sarstedt, M., Hair, J. F., Cheah, J. H., Ting, H., Vaithilingam, S., & Ringle, C. M. (2019). Predictive model assessment in PLS-SEM: guidelines for using PLSpredict. *European Journal of Marketing*, 53(11), 2322–2347. <https://doi.org/10.1108/EJM-02-2019-0189>
- Siahaan, N. H., Martini, A. N., & Halim, M. (2022). the Effect of Cognitive and Affective Involvement on Intention To Use and Word of Mouth: the Case of Zoom Users in Indonesia. *Journal of Indonesian Economy and Business*, 37(2), 136–161. <https://doi.org/10.22146/jieb.v37i2.1403>
- Söderlund, M., & Rosengren, S. (2007). Receiving word-of-mouth from the service customer: An emotion-based effectiveness assessment. *Journal of Retailing and Consumer Services*, 14(2), 123–136. <https://doi.org/10.1016/j.jretconser.2006.10.001>
- Srivastava, M., Sivaramakrishnan, S., & Saini, G. K. (2021). The Relationship Between Electronic Word-of-Mouth and Consumer Engagement: An Exploratory Study. *IIM Kozhikode Society and Management Review*, 10(1), 66–81. <https://doi.org/10.1177/2277975220965075>
- Sugiyono. (2019). *Objek Penelitian*.
- Tafesse, W., & Wien, A. (2018). Using message strategy to drive consumer behavioral engagement on social media. *Journal of Consumer Marketing*, 35(3), 241–253. <https://doi.org/10.1108/JCM-08-2016-1905>
- Tanjung, R., Effendy, E., & Wahyuni, S. E. (2019). Identifikasi social engagement pengaruhnya terhadap fungsi kognitif lansia di posyandu lanjut usia Kertapati Palembang tahun 2015. *Journal of Islamic Nursing*, 4(1), 26.
- van Bel, D. ., Smolders, K. C. H. ., Ijsselsteijn, W. A., & de Kort, Y. (2009). Social connectedness: concept and measurement. *Intelligent Environments 2009 - Proceedings of the 5th International Conference on Intelligent Environments, May 2014*, 67–74. <https://doi.org/10.3233/978-1-60750-034-6-67>

- Vanleene, D., & Verschuere, B. (2018). Co-production in community development. *Co-Production and Co-Creation: Engaging Citizens in Public Services*, 198–207.
<https://doi.org/10.4324/9781315204956>
- Wahyudi, R. (2022). Pengaruh Iklan Dan Influencer Terhadap Keputusan Pembelian Item Virtual Padagames Online Mobile Legends. *SIBATIK JOURNAL: Jurnal Ilmiah Bidang Sosial, Ekonomi, Budaya, Teknologi, Dan Pendidikan*, 1(5), 563–578. <https://doi.org/10.54443/sibatik.v1i5.64>
- Wicaksono, K. W. (2020). Keterlibatan Komunitas (Community Engagement) Dalam Pembangunan Di Tingkat Desa. *Jurnal Manajemen Pelayanan Publik*, 3(1), 1.
<https://doi.org/10.24198/jmpp.v3i1.23689>
- Wilkinson, A., Bowen, L., Gustavsson, E., Håkansson, S., Littleton, N., McCormick, J., Thompson, M., & Mulligan, H. (2019). Maintenance and development of social connection by people with long-term conditions: A qualitative study. *International Journal of Environmental Research and Public Health*, 16(11), 1–11.
<https://doi.org/10.3390/ijerph16111875>
- Wirya, Y. H., & Syah, T. Y. R. (2022). Consumer Product Involvement, Attitude and Cognition Towards Ad, and Perceived Value Concerning Purchase Intentions. *Jurnal Dinamika Manajemen*, 13(2), 173–184.
<https://doi.org/10.15294/jdm.v13i2.34679>
- Wreksoatmodjo, B. R. (2014). Pengaruh Social Engagement terhadap Fungsi Kognitif Lanjut Usia di Jakarta. *CDK Journal*, 41(1), 171–180.
<http://www.cdkjournal.com/index.php/CDK/article/view/1153>
- Yuan, C. W., Hanrahan, B. V., Rosson, M. B., & Carroll, J. M. (2018). Coming of old age: understanding older adults' engagement and needs in coproduction activities for healthy ageing. *Behaviour and Information Technology*, 37(3), 232–246.
<https://doi.org/10.1080/0144929X.2018.1432686>
- Zabukovšek, S. S., Bobek, S., Zabukovšek, U., Kalinić, Z., & Tominc, P. (2022). Enhancing PLS-SEM-Enabled Research with ANN and IPMA: Research Study of Enterprise Resource Planning (ERP) Systems' Acceptance Based on the Technology Acceptance Model (TAM). *Mathematics*, 10(9).
<https://doi.org/10.3390/math1009137>