

DAFTAR PUSTAKA

<http://www.asusclub.co.nr>

<https://www.asus.com/id/>

https://www.asus.com/id/About_ASUS/asal_usul_nama_asus/

<https://comdev.binus.ac.id/pengertian-dan-jenis-jenis-komunitas-menurut-ahli/>

<https://www.hatchdesign.ca/principles-of-interior-design-part-1-balance/>

<http://paulagracedesigns.com/asymmetrical-balance/>

<https://www.festivalcitylink.com>

Slater, Don 2002, 'Social Relationships and Identity Online and Offline', dalam L.Lievrouw and S.Livingston (eds), *The Handbook of New Media*, Sage, London, pp533–46.

David Koepsell, *The Ontology of Cyberspace*, Chicago: Open Court, 2000.

Irvine, Martin. "Postmodern Science Fiction and Cyberpunk", retrieved 2006-07-19.

Zhai, Philip. *Get Real: A Philosophical Adventure in Virtual Reality*. New York: Rowman & Littlefield Publishers, 1998.

Borries, friedrich von. Wallz Steffen P. Boltger, *Space Time Plau, Computer Games*, Matthias, 2007.

Zelnik, Martin dan Julius Panero (1979), *Human Dimension and Interior Space: A Source Book of Design Reference Standards*. Watson-Guptill.

(Kusmiati, 1999:11)