

Transformation of Media Journalism During Covid-19 in Indonesia

Musfialdy

Faculty of Da'wah and Communication, State of Islamic University of Sultan Syarif Kasim
Riau, Pekanbaru, Indonesia

* musfialdy@uin-suska.ac.id

Article Info	Abstract
<p>Received : 2024-01-04 Accepted : 2024-01-08 Published : 2024-01-18</p> <hr/> <p>Key words: transformation; covid-19; journalism</p>	<p>During the COVID-19 pandemic, many media outlets have faced disruption. These disruptions are not only related to health but also to public life and the media industry as a whole. During the COVID-19 pandemic, people made the media the main source of information. The purpose of this research is to find out the transformation of media journalism during COVID-19 in Indonesia. This research uses social information processing theory, which describes how a person develops computer-mediated interpersonal and group communication (online) without non-verbal cues, as well as making it easier and more convenient. The research method uses qualitative methodology with a case study approach. In the atmosphere of the COVID-19 pandemic, where people are traumatized by the rapid and ubiquitous transmission of COVID-19 and social restrictions, communication using computers and smartphones mediated online is one of the right solutions. COVID-19 pandemic accelerated the convergence of control over not only technology but other skills in the news process. The conclusion of this research is that the production process of television journalism has changed.</p>

INTRODUCTION

Over the years, the media industry has been faced with three issues that have caused disruption in its efforts to develop market share (Kovach & Rosenstiel, 2007). Disruptions that have affected the media during this time: First, technological developments. Information technology, or digital technology such as the internet, has made people communicate efficiently and effectively. This means that digital technology makes it easier for people to access information quickly. In addition, digital media presents more information than other media. The problem of range, geography, and interaction time that has been an issue is no longer the case in digital media. The development of technology that occurs today causes digital media to convey information faster and more than conventional media. Digital media is now a serious competitor for mainstream broadcast media, especially television, in terms of capturing viewers.

The second is globalization. Globalization is one of the causes of media disruption (Kovach & Rosenstiel, 2007). Globalization is where information is accessed and disseminated, not only to a few existing countries. Globalization has led to the expansion of information to all regions of the world. Information has penetrated national boundaries that have been supported by rigid bureaucratic rules. The broadcast media industry, especially television as a business activity, will directly enter the vortex of globalization.

Globalization has an impact on the large amount of information that can be accessed by the public at the same time. With the increase in the quantity of information, the competition for public attention also increases. Competition caused by globalization has become a pressure for mainstream media, especially television media. Mainstream media, especially television, will find it difficult to choose and determine the information conveyed based on the market share that has been determined.

The third is the conglomeration. Conglomeration also occurs in the media industry today. Conglomeration is currently one of the causes of disruption in the media industry

(Kovach & Rosenstiel, 2007). Many companies have media under one ownership. Conglomeration causes media to share production and can utilize the facilities owned by each media unit incorporated into one company. The impact of media conglomeration is the uniformity of content or information delivered to the public. There is no longer diversity of content or diversity of voice in conveying information about a phenomenon that occurs. This can lead to the uniformity of opinions that occur in society when viewing phenomena.

The study results reveal that the transformation of the world economy after the spread of the Covid-19 virus has experienced a very significant decline, such as the Economic Growth Index in 2019. The main focus for economic actors is to stabilize the world economy. The results of this study contribute to the development of policy analysis to address the threat of a world economic recession (Amelia et al, 2023)

The impact of conglomeration on the media is the strong intervention of the owner in the content presented. This owner intervention is often based on the business and political interests of the media owner. As a result, media displays become homogenized, and information is often based on certain interests. This is contrary to the principles of the media, which should be independent, objective, honest, and neutral. The absence of diversity of content and diversity of ownership will lead to homogenization of public opinion. In addition to the three disruption issues, the COVID-19 pandemic has disrupted many media. This disruption is not only related to health but also to public life and the media industry as a whole. This disruption is a new problem that is more powerful and deadly and must be faced globally. The television industry, both directly and indirectly, is experiencing disruption. The research results showed that television journalists perceive the COVID-19 Pandemic as a real ongoing situation. Their perceptions are formed based on scientific knowledge, empirical experience, attention, and current information. The panic and fear of television journalists at the beginning of the pandemic occurred due to changes in interaction patterns and the adaptation process (Musfiaily et al, 2022).

Hundreds to thousands of media journalists have been exposed to COVID-19; even dozens of journalists have died. Not to mention other impacts caused by this pandemic, such as the social economy and others. The COVID-19 pandemic has caused the worst disruption to the entire mass media and broadcasting industry. In a virtual discussion of the Indonesian Television Journalists Association (IJTI) entitled "Formulating New Patterns of TV Journalism in the New Normal Era" on May 28, 2020, Totok Suryanto, one of the IJTI administrators, said that the disruption caused by COVID-19 hit the media industry in Indonesia. This disruption is more powerful than the disruptions that have existed so far (Adiyanto, 2021; mediaIndonesia.com).

Globally, the COVID-19 pandemic has shattered the fabric of the media industry. In the health sector, tens or even thousands of people in the television industry around the world have contracted COVID 19. Even hundreds of people have died as a result of contracting the Corona virus. According to the Press Emblem Campaign (PEC), a non-governmental organization based in Switzerland, during 2020, 602 workers in the media industry died due to COVID 19. He further explained that 303 people died in the Latin American region, 145 people died in the Asian region, 94 people died in the European region, 32 people died in the North American region, and 28 people died in the African region (Adiyanto, 2021).

The COVID-19 pandemic conditions that occur among media workers around the world also occur in Indonesia. Hundreds of media workers in Indonesia have also contracted COVID-19, and some have even passed away. According to Sasmito Madrim, chairman of the Indonesian Journalistic Alliance (AJI), from March 2020 to June 2021, there were 381 people exposed to COVID 19. He explained that nine people infected with COVID-19 had passed away (Fajarta, Carlos Roy, 2021; Okezone.com).

In addition to the health impact, the psychological impact of COVID-19 has also affected journalists in Indonesia. Based on a survey by the Center for Economic Development Study (CEDS), Faculty of Economics and Business (FEB), Padjadjaran University with researchers from the Faculty of Psychology, Medicine, and the Padjadjaran University Health Clinic, 45.92% of journalists experienced depression or stress. The survey, which was conducted among 98 journalists, stated that as a result of the COVID-19 pandemic, journalists

experienced depression such as fear, restless sleep, and feeling depressed (Yusuf, Awaludin, 2021).

This study aims to determine the transformation of media journalism during the COVID-19 pandemic in Indonesia. While the benefits of the research are expected to be a reference and guideline for communication science, especially media journalism, regarding changes that occur due to disruption.

LITERATURE REVIEW

Article by Endah Saptorini, Xin Zhao, and Daniel Jackson (2022) entitled Place, Power, and the Pandemic: The Disrupted Material Settings of Television News Making During COVID-19 in an Indonesian Broadcaster published by Informa UK Limited, trading as Taylor & Francis Group *Journalism Studies* 2022, 611-628. This article explores the material setting of news-making during the pandemic and the consequences of place-based reorganization on journalistic practice, professionalism, and authority. It concludes with an important change in journalistic routines that prefer direct field reports over pre-recorded packages or in-depth analysis. (Saptorini E., Zhao X., Jackson D., 2022).

Article by Jiankun Gong, Hasmah Zanuddin, Weipeng Hou, and Jinghong Xu (2021), entitled Media attention, dependency, self-efficacy, and prosocial behaviors during the outbreak of COVID-19: A constructive journalism perspective, published in *Global Media and China* Volume XX: 1–18. The research in this article examines the relationship between media attention, dependency, self-efficacy, and prosocial behaviors amid the COVID-19 pandemic. The conclusion of this article, which uses the literature review research method, is that media dependence correlates with self-efficacy. Media attention, dependence, and self-efficacy show significant effects on pro-social attitudes and behaviors. (Gong J., Zanuddin H., Hou W., Xu J., 2022).

CONCEPTUAL AND THEORITICAL FRAMEWORK

COVID-19

Corona Virus Diseases 2019 (COVID 19) is a group of viruses from the Orthocoronavirinae subfamily in the Coronaviridae family and the Nidovirales order. Coronaviruses, or COVID-19, originally caused disease in birds and mammals but are now affecting humans. Coronavirus, or severe acute respiratory syndrome Coronavirus 2 (SARS-CoV-2) is a virus that attacks the respiratory system. A coronavirus infection called COVID-19 (Coronavirus Disease 2019) can cause mild respiratory distress, severe lung infection, and death. In many cases, the virus only causes mild respiratory infections, such as the flu. However, it can also cause severe respiratory infections, such as lung infections (pneumonia). The virus is highly contagious and has spread to almost every region on earth. When viewed from the symptoms, COVID-19, according to medical analysis, is quite dangerous and deadly (WHO, 2020).

The COVID-19 pandemic that has hit the world has been going on since December 2019 in Wuhan City, Hubei Province, People's Republic of China. When stopping, 90 percent of the world has been exposed to this flu virus. Tens of millions of people around the world have been exposed to the virus, and millions have died from COVID-19. Hundreds of countries, including Indonesia, are struggling and are still busy fighting the rapid spread of this virus (WHO, 2020).

Media and Journalism

During the COVID-19 pandemic, people made the media their main source of information. The restrictions on interaction that are imposed cause direct communication between individuals and other individuals, or communication in groups, to be reduced. The media is an easy solution to the information needs that exist at this time. During the COVID-19 pandemic, media, especially mass media, was seen as a very important information tool for human life. Media has an important role not only in individual life but also in social life and even state life.

In his book, "Mass Communication Theories," written by McQuail, it is explained that there are six views on the role of the media.

-
- The media is a window into events and experiences. Media is seen as a window that allows the public to "see" events that happen out there or themselves. The media is also often considered a mirror of events in society and the world, implying a faithful reflection.
 - The media is considered a mirror of events that occur in society and the world. These events are reflected as they are.
 - The media is seen as a filter or gatekeeper that selects various events.
 - The media is often seen as a guide or interpreter (guide), which shows the direction of various uncertainties or varied alternatives.
 - The media is seen as a forum for presenting events and ideas, thus enabling responses and feedback from the audience.
 - The media is seen as an interlocutor, a place where information passes, and a communication partner that allows interactive communication to occur (McQuail, 2002: 66).

There are several definitions of journalism that have developed today. First, journalism is the activity of seeking accurate information about an event, where the information obtained is packaged and then shared with the public (Shapiro, 2013). Second, according to Adinegoro, journalism is defined as the activity of collecting, processing, and disseminating news to the widest possible audience as quickly as possible. Meanwhile, the General Indonesian Dictionary by W.J.S. Poerwadarminta explains that journalism means the work of collecting, writing, editing, and publishing news in print and electronic media (Poerwadarminta, 1990). In conclusion, journalism is the activity of transferring empirical reality into written reality to be conveyed to the public at large.

According to Romli and Asep Syamsul M. (2003), news processing in journalism includes:

- The news planning process. At this stage, the editorial team conducts a projection meeting, which is planning the information that will be presented. Usually, before journalists search for news, an editorial meeting is held, led by the editor-in-chief. This is one of them to make it easier for journalists to focus on what news or issues are currently hot in the midst of society. During the time before the COVID-19 pandemic, the editorial meeting process was usually held in the editorial meeting room.
- The news hunting / news gathering process. After the projection meeting and division of tasks, journalists collect news materials in the form of facts and data through coverage, reference searches, or data collection through literature and interviews.
- The news writing process. After the data is collected, the script is written. In writing the script, the editorial disaster should have knowledge of the problem and information. Knowledge of journalistic ethics and other rules is also something that must be acquired. So that the script that will be published is not only an event but also understands the impact caused.
- The news editing process. The manuscript that has been written must be edited in terms of editorial (language) and content (substance). At this stage, the sentences, words, writing systematics and substance of the script are improved, including the creation of attractive and marketable titles and the adjustment of the script to the available space.
- Publication process. The journalist-created and edited information is disseminated to the public (publication) through the mass media, in this case, the broadcasting media. Because broadcast media has wide coverage and can be witnessed by many people simultaneously (Romli, Asep, and Samsul, M., 2011).

Social Information Processing Theory

Social Information Processing Theory is a theory developed by Joseph Walther, a communication expert from the University of California, Santa Barbara, USA. The Social Information Processing Theory discovered by Walther in 1992 is a development of interpersonal communication theory, prioritizing fully computer-mediated relationships (Computer-Mediated

Communication Theory) online (Griffin, 2012). Online communication is communication using email, social media, cell phones, and other technological channels.

This social information processing theory describes how a person develops computer-mediated interpersonal and group communication (online) without non-verbal signs, which is easier and more convenient. (Walther, 1992) Social Information Processing Theory also explains the development of relationships through internet media depending on time, having an adequate message exchange, and using communicative signs available on the computer. Social Information Processing Theory assumes that communicators in the exchange of messages through computers both obtain social information that encourages the development of social relations (Nurdin, 2020).

In his research, Walther stated that "computer-mediated interpersonal relationships can exhibit the same satisfactory relationship quality, even greater than direct or media-free interpersonal relationships." However, due to the limitations of technology and communication channels, it takes longer to adjust to interpersonal communication in general. Online computer-mediated relationships help to facilitate interpersonal communication that is restricted by geography (distance) and the limitations and anxieties that occur in an area (Walther, 1992).

Furthermore, Joseph Walther said that communication using online computers can adapt and develop relationships through the internet network as well as face-to-face. In its development, many internet media have a network of relationships that can exceed the limits of personal face-to-face communication in the form of online communication. Through social networking media, personal relationships can be developed through social media that have facilities like face-to-face personal communication (Nurdin, 2020). There are three assumptions associated with social interaction processing theory, among others:

First, social information processing theory rests on the idea that computer-mediated communication is a unique opportunity to build interpersonal relationships with others. The first assumption explains that online computer-mediated communication is different from face-to-face interpersonal communication. Most online computer-mediated communication uses text and audiovisuals. Online computer-mediated interpersonal communication, where people do not meet face-to-face but are facilitated by online media. Uniquely, this communication is not limited by distance or geographical limitations (Walther, 2008).

First, social information processing theory rests on the idea that computer-mediated communication is a unique opportunity to build interpersonal relationships with others. The first assumption explains that online computer-mediated communication is different from face-to-face interpersonal communication. Most online computer-mediated communication uses text and audiovisuals. Online computer-mediated interpersonal communication, where people do not meet face-to-face but are facilitated by online media. Uniquely, this communication is not limited by distance or geographical limitations (Walther, 2008).

Third, social information processing theory states that differences in the level of information exchange and information deferral affect relationship development. This means that online communicators need a lot of time to build close relationships. Social information processing theory suggests that although the messages are verbal, communicators "adapt" to the limitations of online media, look for clues in messages from others, and modify their language to the extent that words compensate for the lack of nonverbal cues. This third assumption reflects Walther's contention that, given enough time and message accrual, online relationships have the same capacity to be intimate as those established face-to-face. In addition, online comments are usually delivered quickly and efficiently. Furthermore, these messages "build" over time and provide online participants with enough information to initiate and develop interpersonal relationships (Walther, 2008).

In addition to the data assumptions, there are three stages of social information processing, according to Walther's view, namely, first, interpersonal information stage, impression formation, and relationship development. The interpersonal information stage, which is a stage carried out by internet users as the delivery of messages to convey information about themselves or others through online media. Second, the impression formation stage is a stage carried out by online media users to manage and form the impression of information conveyed to other internet users. Third, the relationship development stage is a stage of online

communication that has gained understanding and compatibility in communication, which is then developed in further stages of the relationship (Nurdin, 2020).

METHODS

This research uses a qualitative research methodology. This type of qualitative research aims to explain the phenomenon as deeply as possible through data collection. This type of research is used by researchers to facilitate the qualitative research process, which demands data from existing reality. (Creswell & Creswell, 2014, 4). Qualitative research is an approach to exploring and understanding the meaning that a number of individuals or groups consider a social or humanitarian problem.

The exploratory research conducted in this study has the aim of exploring or deepening knowledge about media transformation in the digital era. Exploratory research in this study also formulates problems in detail and looks for new ideas about journalism during COVID 19. The research sample is generally small or limited, and the primary data analysis is usually more qualitative in nature.

This research uses the case study method. A case study is a descriptive and exploratory analysis of a person, group, or event. Case study research is research conducted on a particular case to be observed and analyzed carefully and thoroughly. Case studies are based on in-depth investigations of one individual, group, or event to explore the causes of the underlying principles.

The case study design used in this research is a multi-case study. The multi-case study design is used by researchers to analyze COVID-19 pandemic television journalism in Indonesia. Multi-case studies must be carefully selected so that the cases: (a) can predict similar results (literal replicas), or (b) produce results that have different backgrounds but for specific reasons as predicted (theoretical replicas) (Yin, 2011, p. 56).

RESULTS

During the COVID-19 pandemic, journalism on television continued to carry out daily activities. Although there is a policy of social restrictions and work from home (WFH), media journalists continue to carry out their work. According to Zata, a Metro TV reporter,

"Even though there is COVID 19, as journalists, we must be professional in covering news in the field. The process of searching and collecting information in the field is still being carried out even in the midst of the COVID-19 pandemic" (interview, 2022).

The COVID-19 pandemic that occurred not only had an impact on the number of diseases and deaths but also on changes in work patterns in society. The work patterns of journalists or television reporters have also changed in Indonesia. According to Kabul Indrawan, Metro TV News production manager,

"The disaster that occurred due to the COVID-19 pandemic caused changes in work patterns in the Metro TV newsroom as well. In addition, the COVID-19 pandemic accelerated the convergence of control over not only technology but other skills in the news process. A reporter must be able to handle existing communication technology, and reporters are also required to be able to make news and become a cameraperson at an event, as well as be able to edit news and images. A reporter must be able to make news, take pictures, and edit news and pictures" (interview, 2022).

In the situation of the COVID-19 pandemic, where people are traumatized by the rapid and ubiquitous transmission of COVID-19 and social restrictions, communication using computers and smartphones mediated online is one of the right solutions. Efforts made by reporters, editors, and television management try to develop online computer-mediated communication such as Zoom, Skype, and Google Meet. Television reporters, editors, and management, when communicating through online-based computers and smartphones, try to encourage the development of social relationships that are being restricted. According to Zata,

"If before the pandemic (communication) everything was done face-to-face, during the pandemic, my sources and I had to adjust to doing coverage activities virtually" (interview 2022).

In the discussion using social information processing theory, it is described how reporters, editors, and television management develop computer-mediated interpersonal and group communication (online) without non-verbal cues more easily and comfortably. In addition, communication using computers and smartphones online is usually delivered quickly and efficiently.

Walther further explained that computer-mediated communication can provide the same satisfying relationship quality, even greater than direct interpersonal relationships or without media. In the above analysis, researchers see that the move from direct interpersonal and group communication to interpersonal and group communication using internet-based computers and smartphones shows the same satisfying relationship quality or even more. In addition, communication using computers and smartphones does not use non-verbal cues such as direct communication but uses communicative cues or signs available on the computer.

Furthermore, Joseph Walther said that communication using online computers and smartphones can adapt and develop relationships through the internet network as well as personal face-to-face. When television journalists conduct daily relationships, they can only have personal face-to-face contact with one person or several in the same location. However, communication carried out when using internet media and relationships carried out with face-to-face communication can be carried out from various places. Through social networking media in online media, personal relationships can be developed through social media that has facilities such as face-to-face direct personal communication.

However, due to the limitations of existing technology and communication networks, there are many obstacles to communicating. For example, communication during editorial meetings is disrupted due to the internet network, which is not as good as in the office. According to Nabil Basalamah, production manager of iNews,

"There are obstacles to communicating during projection and editorial meetings. In discussing the news to be scheduled, some projection meeting participants tried to display data that became the background of the problem but were constrained by the unstable internet network in their place. Images and sound cannot be received and displayed in good quality" (interview, 2022).

Another obstacle to communication using online-based computer and smartphone media is that the communication that occurs is more impersonal and cold. This is inversely proportional to direct face-to-face communication, where communication is warm and beautiful. In addition, interpersonal communication carried out using online social media such as WhatsApp, Twitter, Line, Instagram, and Facebook takes a long time. There are three stages of social information processing in Walther's view, namely:

1. Interpersonal information stage. The interpersonal information stage, which is a stage carried out by internet users as the delivery of messages to convey information about themselves or others through online media. Communication using the internet is something that is very much needed during the COVID-19 pandemic. Due to social restrictions, effective communication is carried out using digital computer and smartphone media. According to Zata,

"Not only in the community, the place where I work has finally adapted to digital in terms of the coverage process and coordination" (interview 2022).

2. The impression formation stage is a stage carried out by online media users to manage and form the impression of information conveyed to internet users. During the COVID-19 pandemic, television journalists who used internet-based computers and smartphones felt that the technology they used was normal. They have the impression that the communication technology used is close and familiar. Even so, it needs to be adjusted when implementing it. According to Zata:

"Currently, the changes that occur do not cause too much pressure on work. I happen to be close to and familiar with technological developments. However, adjustments must be made both in the office and during coverage, especially during interviews with sources" (interview 2022).

3. The relationship development stage is a stage of online communication that has gained understanding and compatibility in communication, which is then developed in further stages of the relationship (Nurdin, 2020). After all, the reporters at that time understood communication using the internet. The next process is for the supporters to work together in communication. For example, in field coverage, reporters also work together when hunting for news, agreeing to divide coverage tasks to create a TV pool. The creation of this TV pool utilizes digital-based communication. According to Nabil,

"In field coverage, reporters also work together when hunting for news. The TV reporters agreed to create a TV pool and agreed on the assignment at that place. But if there is information, the reporter in that place must share it with other TV reporters. This is a form of cooperation between television reporters in the field" (interview, 2022).

CONCLUSION

The conclusion of this research is that the production process of television journalism has been transformed. These include: 1. Changes in social interaction and communication patterns of television journalists both in the office and in the field. Television journalism must follow health protocol rules such as maintaining distance, avoiding crowds, and carrying out tasks at home (WFH). 2. Changes in the acceleration of mastery of communication technology and other broadcasting technologies. The COVID-19 pandemic has caused journalists to accelerate their control of information technology. In covering the limitations of interaction and communication as well as access to information, knowledgeable information and communication technology is a solution to overcome these problems. A journalist and editor must be able to adapt to digital-based information and communication technology. 3. Changes in mastery of expertise. A journalist used to have only one skill, but when the COVID-19 pandemic occurred, a journalist was required to have many skills (multitasking). For example, a journalist is not only required to be able to write, but he must also be able to take pictures, edit pictures, and fill in the sound of the news. This effort is made to make it easier for journalists to adapt or adjust during the COVID-19 pandemic. The demand to master skills from ordinary journalism to video journalism was felt several years before the COVID-19 pandemic. Efforts to accelerate mastery were only realized quickly during the COVID-19 pandemic. 4. Changes in the work model. The COVID-19 pandemic has also resulted in changes in the new work model in the media industry, especially television. The COVID-19 pandemic occurred at a time when communication technology and other industrial technologies had developed. The COVID-19 pandemic has forced the media industry, especially television, to converge or move to using technology in operating their industry. The use of internet-based technology is now an obligation to make work more effective and efficient. 5. The COVID-19 pandemic has accelerated the acquisition of other skills and technologies in the field of television journalism. The existing technology makes journalists and editors feel comfortable because their work system becomes effective and efficient. Technology creates speed and broad scope for interacting with the audience during the COVID-19 pandemic.

REFERENCES

- Amelia, K., Salahudin, S., Rizal, S., & Prinanda, D. (2023). Global Economic Transformation During COVID-19: A Systematic Literature Review. *Indonesian Journal of Economics, Social, and Humanities*, 5(1), 55-63. <https://doi.org/10.31258/ijesh.5.1.55-63>
- Adiyanto (2021), Astaga, Lebih dari 600 Jurnalis Meninggal karena COVID 19 mediaIndonesia.com, Rabu 06 Januari 2021, 22:12 WIB Available from: <https://mediaIndonesia.com/weekend/374642/astaga-lebih-dari-600-jurnalis-meninggal-karena-Covid-19>
- Creswell, J. W. (2014). *Research Design, Qualitatives, Quantitative, and Mixed. Methods Approaches* (Fourth Edition). United State of America: Sage.
- Em, Griffin. 2012. *A first look at communication theory*. New York: McGraw-Hill Companies
- Fajarta, Carlos Roy. (2021), 381 Jurnalis Terpapar Corona, 9 Orang Meninggal [Okezone.com](https://okezone.com) Jum'at 25 Juni 2021 16:25 WIB Available from:

- <https://nasional.okezone.com/read/2021/06/25/337/2430945/381-jurnalis-terpapar-corona-9-orang-meninggal>.
- Gagne, Robert M., Briggs, Leslie J., Wager, Walter W. 1992. *Principles of Instructional Design*, Toronto: Harcourt Brace Jovenich Colege Publishers.
- Gong J., Zanuddin H., Hou W., Xu J. (2022). Media Attention, Dependency, Self Efficacy, And Prosocial Behaviors During The Outbreak of COVID-19: A constructive journalism perspective. *Global Media and China* Vol. 7(1) 81–98.
- Kovach, Bill; Rosenstiel, Tom (2007). *The elements of journalism: What newspeople should know and the public should expect*. New York: Three Rivers Press. ISBN: 978 0 307346704.
- McQuail, Denis, 2002, *Mass Communication Theories, An Introduction* Fourth edition, Sage Publication, London.
- Musfialdy, M., Hidayat, D., karlinah, S., & Wahyudin, U. (2022). Perceptions of Television Journalists on the COVID-19 Pandemic in Indonesia. *Indonesian Journal of Economics, Social, and Humanities*, 4(3), 183-191. <https://doi.org/10.31258/ijesh.4.3.183-191>
- Nurdin, (2020) *Teori Komunikasi Interpersonal Disertai Contoh Fenomena Praktis Edisi Pertama* (Jakarta: KENCANA, n.d.), hlm. 119
- Poerwadarminta, W.J.S. (1990). *Kamus Besar Bahasa Indonesia*. Balai Pustaka., Jakarta.
- Romli, A. S. M. (2011). "Sejarah Jurnalistik". *romeltea.com* (diakses 24-09-2011). Available from: <http://www.romeltea.com>
- Saptorini E., Zhao X., Jackson D., (2022) *Journalism and the Coronavirus Pandemic, Place, Power and the Pandemic: The Disrupted Material Settings of Television News Making During Covid-19 in an Indonesian Broadcaster*. *Journalism Studies*. Vol 23- Issue 5-6. 612-628.
- Shapiro, I., Brin, C., Bedard-Brule, I. And Mychajlowycz, K. (2013). "Verification as a Strategic Ritual." *Journalism Practice* 7 (6): 657-673.
- Walther, Joseph B. (1992). "Interpersonal effects in computer-mediated interaction: A relational perspective". *Communication Research*. 19 (1): 52–90
- Walther, Joseph B.; Van Der Heide, Brandon; Kim, Sang-Yeon; Westerman, David; Tong, Stephanie Tom (2008). "The Role of Friends' Appearance and Behavior on Evaluations of Individuals on Facebook: Are We Known by the Company We Keep?". *Human Communication Research*. 34 (1): 28–49.
- World Health Organization (WHO) (2020). Naming the coronavirus disease (COVID-19) and the virus that causes it [Internet]. Geneva: World Health Organization; 2020 [cited 2020 March 29]. Available from : [https://www.who.int/emergencies/diseases/novel-coronavirus-2019/technical-guidance/naming-the-coronavirus-disease-\(covid-2019\)-and-the-virus-that-causes-it](https://www.who.int/emergencies/diseases/novel-coronavirus-2019/technical-guidance/naming-the-coronavirus-disease-(covid-2019)-and-the-virus-that-causes-it).
- Yin, R. K. (2011). "Qualitative Research From Start to Finish". New York. London. The Guilford Press
- Yusuf, Iwan Awaluddin (2020), *Problematika Industri Media di Tengah Pandemi: Bertahan Hidup Sekaligus Menjawab Kebutuhan Publik*, *Buku Kebijakan Media dan COVID-19 di Indonesia*. Penerbit Program Studi Komunikasi UII, 105-11.