

VirtueAll: Television Talkshow Program Based on Virtual Live Streaming

**Nyoman Lia Susanthi¹, Ketut Hery Budiyan², Igor de Almaida Amanajas³,
I Wayan Suardana⁴**

^{1,2} Film and Television Production Study Program, ^{1,2,4}Indonesian Institute of The Arts Denpasar

³ Universidade Estadual de Campinas - Unicamp, Campinas/SP, Brasil

liasusanthi@isi-dps.ac.id^{1}, bher45@gmail.com², iamanajas@yahoo.com.br³*

The Covid-19 pandemic has changed the order of life in various sectors, including education. In 2020 online learning was applied to the Advanced Tv Production class, Film and TV Production Study Program, Faculty of Fine Arts and Design, ISI Denpasar. Changes in the behavior of classroom practice in producing tv programs have shifted virtually. Even though students in groups created a weekly talk show program called “VirtueAll” they held it face-to-face. The purpose of this study is to recognize how the production process of the VirtueAll program based on virtual live streaming. In this study, the author used a qualitative descriptive research design. Descriptive research is a study to collect information about the transformation of the form of television production into virtual. The results showed that: The virtual live streaming production process used two stages, namely pre-production, preparation of the production design for the VirtueAll tv program, and agenda setting. The production stage is to change the production design into audiovisual. In the production of virtual live streaming using several platforms, including Google Meet, Zoom and OBS (Open Broadcaster Software). Google Meet facilities as a virtual master control room (MCR) and zoom as a virtual studio. The positive impact of this research is beneficial for the community to provide knowledge to become content creators with minimalist and adaptive tools to the current pandemic conditions. The negative impact is less appreciative to interact as a team work in production team and highly dependent on the readiness of technology including high specification computers and a good internet network.

Keywords: Online learning, Covid-19, virtual, live streaming

**Corresponding author*

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INTRODUCTION

Since April 2020, Indonesia has been declared as one of the countries affected by the Covid 19 virus pandemic. The pandemic has an impact on the implementation of reducing gatherings in all sectors including education. The appeal from WHO stopping activities that involve many people makes online learning a solution for the world of education. Online learning requires digital technology devices that are used by both parties, namely teachers and students even though they are in different locations (Milman, 2015). Moore in (Sadikin & Hamidah, 2020) explains the notion of online learning, namely learning by using an internet network that has connectivity, accessibility, and flexibility in learning interactions.

ISI Denpasar as one of the art education institutions in Bali also applies online learning. The learning method using blended learning is to combine the application of the Google Class Room educational application platform and the video conferencing platform, namely Google Meet and Zoom. Universities are required to be creative in organizing online learning so that learning objectives can be achieved. According to (Sadikin & Hamidah, 2020), online learning has its strengths, but it also has its challenges and obstacles. On the other hand, education has a role in creating an intelligent, peaceful, open, and democratic society because education does not only include intellectual development, but also the formation of the character of students who have skills, activity, and creativity (Regina, 2018).

Online learning is also applied to the Advanced TV Production class at the Film and TV Production Study Program, Faculty of Fine Arts and Design, ISI Denpasar. Advanced TV Production is a practical class with a total of 3 credits. The learning outcome (LO) in this class is that students can produce TV programs with ref-concerning ramming in accosting rules and regulations that apply live streaming. Based on the LO, a teacher must be able to design the proper learning model, including the use of learning media according to needs, to create motivation for students to participate in the learning process. Inappropriate learning models have an impact on learning outcomes that are not optimal. Likewise, the use of learning media is applicable in facilitating teacher or lecturer interaction with students so that they can understand the material better. (Gunawan et al., 2017). Based on the statement above, the students in Advance TV Production class were assigned to produce weekly programs with the program name "VirtueAll" with

the group. The VirtueAll program is a virtual talk show. The word "Virtue" means wisdom or goodness, the word "All" means all or plural, and Virtual means network. So that the VirtueAll program aims to provide information to the audience, and a forum to channel student aspirations which will later be conveyed through the host to the relevant resource persons.

To create the program, students who take the TV Production class practice TV directing. The production process involves 10 to 15 working relatives collaborating in broadcasting live TV programs. However, in a pandemic condition with restrictions on space and human movement, learning the practice of tv production encounters obstacles. According to (Sukmadewi et al., 2017), the learning process can be done inside or outside the classroom. The current use of digital media shows a trend that changes the learning culture of students and teachers to be required to adapt quickly. (Sekarningsih et al., 2021). However, during the process, many factors influence so that it can have positive and negative impacts. According to (Hidayat et al., 2022), we still can find many lecturers who experience problems in applying character education to virtual learning. An internalization process is needed to be able to apply character education to the virtual learning process, namely aspects of habituation, integration and imitation through appreciation of student activities. It is reinforced by the statement (Nugroho & Sakhiyya, 2022) that online learning problems have increased in relation to self-regulation, skills, health, growth and development. For this reason, the concept of online learning must be carefully actualized in social, cultural and personal terms so that learning becomes effective, safe and engaging. Likewise, the learning process for the TV Production class during a pandemic was carried out outside the classroom by creating a talk show program called VirtueAll. The production process of the talk show program was done virtually. Virtual can mean everything that is realized in real or through cyberspace which is also called cyberspace. Based on this description, are you interested in studying the production process of the VirtueAll program based on virtual live streaming?

This study used a qualitative descriptive research design. Descriptive research is a study to collect information about an existing symptom, namely according to the circumstances at the time the research was conducted (Arikunto, 2006). Collecting data was using the method of observation, in-depth interviews with supervisors of Advanced Tv Production classes, and students, and conducting library research.

RESEARCH METHODOLOGY

To analyze the production process of the VirtueAll program based on virtual live streaming, a qualitative approach method and a qualitative descriptive research design are used. Based on (Arikunto, 2006) statement that descriptive qualitative is a research design that explores information about the findings that occurred at the time the research was conducted. Qualitative research aims to obtain an overview of the facts in the field and then elaborated in the form of a narrative. In this study, the VirtueAll program was used as the research subject, and the object of this research was the production process of the VirtueAll program creation. Data collection techniques used in-depth interviews with TV Production class supervisors, namely Nyoman Lia Susanthi, Basuyoga, and IB Hari Kayana regarding the learning outcomes of the courses and describing class meetings. Furthermore, interviews with working relatives of the VirtueAll program, namely producers, program directors, and creatives related to the program production process was using the concept of virtual study and master control. Interview with the manager of the PLP Education Laboratory of the Film and TV Production Study Program, namely Ketut Hery Budiyan to find out the equipment needed during the production process. In addition, observations, literature studies, and documentation methods were also carried out, including watching the production of the VirtueAll program on youtube media. After the data was collected then the data was analyzed. Data analysis includes three stages: (1) data reduction and eliminating unnecessary data in this study. The data collected focused on the production process of this program; (2) data presentation narratively described the research results. Presentation of data in the form of program descriptions and virtual live streaming production processes; (3) verification or analyzing the raised issues.

RESULT AND DISCUSSION

The description of the VirtueAll program

Program Name: VirtueAll (Virtual)

The name of Virtueall for the program was taken from the word Virtue which means wisdom or kindness, the word "All" means plural, and virtual means network or online. That virtual talk show was expected to be heard by audiences based on the topics within.

Aims

Generally, this Virtueall program was aimed at providing information to the audience, this program

was expected to be a kindness to all listeners who are mostly the students in the TV and Film Study program, ISI Denpasar.

The program "VirtueAll" was expected to be a place in channeling students' aspirations which were then presented by the host to the source person.

Topic Discussion

The first episode of this VirtueAll program raised the topic of "The dilemma of online learning lesson effectivity in PFTV Study Program". The discussion on this topic would be more focused on the problems during the online lesson.

Reference: Sapa Indonesia Malam

Sapa Indonesia Malam is one of the news programs that air on the KompasTV television station. Through this program, we are inspired by the form of a virtual event, where the host who guides the event is already in the studio and then invites them to have a virtual chat.

Treatment

In the episode "Dilemma of Effectiveness of Online Learning from the PFTV Study Program" the program "VirtueAll" will present two speakers and one host as the host.

Host Qualifications:

The hosts were student representatives who can guide the event well, not only that, but the hosts should also be able to provide students' perspectives on the obstacles that have been faced by online learning.

Qualifications of Resource Persons:

The first resource person is one of the supporting lecturers in the FTV study program, the resource person has good speaking skills and can convey the obstacles that have been faced during online learning.

The second resource person is the Head of the Film and Television Production Study Program, ISI Denpasar. This resource person can mediate over the problems that have been faced by lecturers and students. Resource persons can receive and respond to the aspirations that will be conveyed properly.

The first segment :

The first segment contained the introduction of resource persons and hosts who guided the event, in this segment the host or head of the study program

briefly explained about online learning and then continued with the difficulties that have been faced during online lectures, lecturers, and heads of study programs can respond to complaints submitted.

Second Segment:

The second segment contained the views of online lectures, the effectiveness of online lectures, and the problems that have been faced by lecturers during online lectures. The Heads of study programs and students can provide feedback.

Third Segment:

The third segment contained the implementation of an online class from the point of view of the head of the study program. The head of the study program will also explain the programs that have been implemented or will be implemented to support online learning. In addition, in this segment, the head of the study program responds to the aspirations of the students who were previously entrusted to the host.

Live Streaming Virtual Production Process

The learning outcomes in the Tv Production Class suggest that students produce television programs in groups. However, during a pandemic, the adaptive learning model is integrated with virtual learning. Without reducing the meaning of face-to-face classes, enjoyment in learning will lead to the intrinsic motivation of students. Adaptive learning has been shown to provide significant cognitive improvements compared to traditional models (Rasim et al., 2021). The implementation of virtual activities in education can be used as a distance learning model. Things that need to be observed in distance education are the initial class procedures and the process of pouring ideas into learning outcomes. To be effective, although distance learning incorporates etymological aspects, social, psychological, and pedagogical approaches link the mind and body. Therefore, a blended learning model is needed (Kuswarsantyo & Fitrianto, 2020). The main thing of virtual learning-based learning is information technology. It plays a role in the learning process. Supporting factors for achieving fast, accurate, regular, accountable, trusted, and reliable virtual learning are infrastructure, human resources, policies, finance, content and applications (Sabaria & Budiman, 2022). Adult learning uses principles by providing opportunities for participants to play an active role through question and answer, share opinions, discussions, and direct practice (Sabaria & Budiman, 2022).

Broadcasting is the process of delivering a series of messages in the form of sounds and graphics images, and characters, whether interactive or not, which can be received through broadcast receiving devices. Broadcasting activities require transmitting facilities or transmission facilities on land, at sea, or in space by using a radio frequency spectrum via air, cable, or other media to be received simultaneously and simultaneously by the public with broadcast receiving equipment. Broadcasting is the process of sending signals/messages to various locations simultaneously via satellite, radio, television, data communication on the network, etc.

According to (Naratama, 2013), the concept of "live" can be interpreted as a television broadcasting system that is presented in a live show. Live shows are not only visual presentations but also audio presentations. Live audio recorded directly in the studio or an outdoor location has its strengths compared to relying on dubbing. With live audio, the audience can feel the direct interaction at the event. Since the early 2000s, the internet has experienced a rapid increase in bandwidth usage. It aims to get a good quality streaming computer system. Streaming is a method of delivering data over a computer network as a stable continuous stream (Fecheyr, 2010).

VirtueAll program broadcasts went through the delivery process using a youtube channel called Layar17. VirtueAll is a talk show program produced as an outcome of the Advanced Tv Production class.

This program has 4 episodes every Friday at 14.00 WITA with a duration of 30 minutes including advertisements. The directing of this tv program is based on virtual live streaming, namely implementing a virtual studio and master control room (MCR) or using devices supported by the internet network in cyberspace. In producing the VirtueAll tv program there were 2 stages, namely pre-production, and production. The post-production stage, which was in the form of image editing, was not applied because it has been broadcast live. The following is an explanation of each stage.

Pre-Production

Pre-production is the initial stage before production begins. This stage can also be referred to as the production planning stage (Susanthi et al., 2018). This stage begins with designing the production design or production book for the VirtueAll program. The preparation of the production design of the event program conforms to a format

consisting of 13 items, namely (1). Cover (Contains the title of the event, ISI Denpasar Logo, Group Name, Study Program, Faculty, Institute, and year of manufacture); (2) Production Team (Contains full group name with tasks or job description starting from the Producer to other production teams); (3) Program Description consisting of Program Name (Complete with explanation or reasons why choosing the name of the program), Program Characteristics (Containing program production technicalities such as live, tapping or live on tape), Duration, Type of Program, and Target Audience (refer to according to the Broadcasting Law and P3SPS, namely the classification of broadcast programs, they are classified into 5 (five) groups based on age, namely: a. Classification P: Broadcasts for children of pre-school age, namely audiences aged 2-6 years; b. Classification A: Broadcasts for Children, namely audiences aged 7-12 years; c. Classification R: Broadcasts for Youth, namely audiences aged 13-17 years; d. Classification D: Broadcasts for Adults, namely audiences over 18 years; and e. Classification SU (All Ages): Broadcasts for All Ages, ie audiences over 2 years old); (4) Showtimes/show times (adjust to tv programming); (5) Background of the Event Program; (6) Goals and achievements; (7) Synopsis; (8) Program/treatment structure (Describe the program concept per program segment); (9) Setting/Arrangement of art and wardrobe, Host (complete concerning setting or artistic arrangement and wardrobe of the host that is used as a reference. The character of the host also needs to be described which will be chosen as the host); (10) Floor plan (containing the layout of the camera – blocking the camera, the lighting layout, and artistic layout along

with the layout of the performers); (11) Working schedule (Explained with a table what activities are planned to production and broadcast); (12) Run Down Programs; (13) Program reference (at least 3 program references and 1 reference from a foreign program. Describe which part is used as a reference and what makes it different from the event you designed to bring out originality (Susanthi, 2020).

The stages of preparing the production design were followed by the agenda-setting or selection of issues in each episode. In this stage, the creative and co-producer selects the hosts and presenters (resources) related to the theme. This stage also gave birth to treatment and event rundown. Before production, preparations must be made in the technical rehearsals and coordination with resource persons, completing the licensing process, and checking the readiness of the equipment needed in production (Wibowo, 2007).

The technical implementation of production switching to virtual requires the readiness of the team and equipment. So before the production, a meeting was held between the lecturers and the students who would later act as TV workers to equalize perceptions. The initial meeting was conducted by an online method using the zoom application. After that, it was followed up with an understanding of virtual production tools or techniques. However, only a few students could enter FTV studios to try out the virtual production process. They went to the studio by following health protocols, such as wearing masks, keeping a distance, and sterilizing before entering the studio by washing their hands or using hand sanitizer.

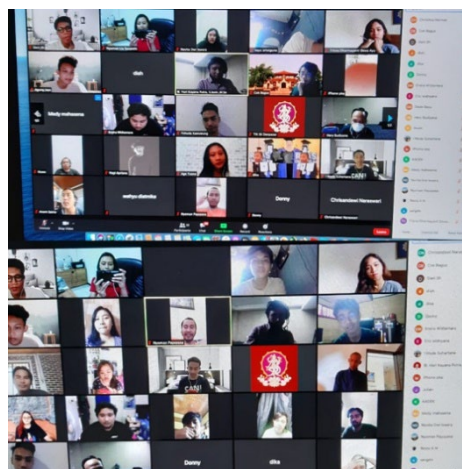


Figure 1. Meeting

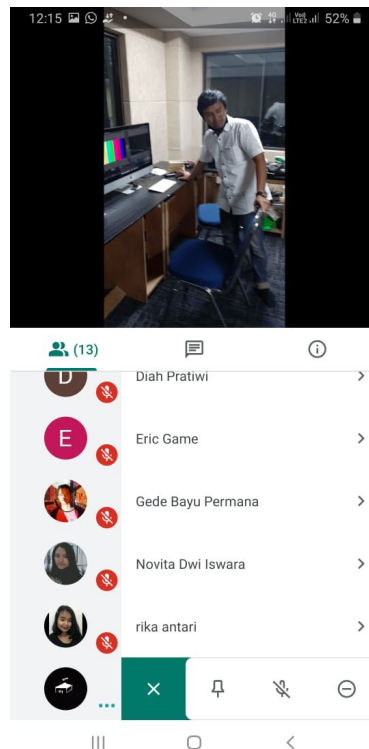


Figure 2. The Introduction of production tools through the Google Meet platform. Source: Susanthi, 2020

After comprehending the main tasks of each working team, the creative team is not only compiling the script but also made a digital flyer. To attract viewers, one week or at least three days

before the show starts, a digital flyer must have prepared containing the topic of discussion, sources, broadcasting hours, and broadcasting channels. This digital flyer is distributed on social media Instagram, Facebook Twitter, and other social media.



Figure 3. Digital Flyer 4 episodes which have been shared on social media. Source: Susanthi, 2020

Production

Production is the stage of converting the script into audio-visual form. The second stage is the production of the VirtueAll talk show program on the Layar17 youtube channel. In the production of this program, there is a broadcast control room called the Master Control Room (MCR). Conventionally MCR is a room that provides the technical equipment of broadcasting in controlling all broadcasting processes of television stations. The teams that usually work in MCR are PD (Program Director), Creative Team, switcherman, audioman, script or CG (Character Generic), VTRman, graphic operation, and virtual set. They coordinated at MCR to broadcast programs recorded from the studio. Below is a picture of the control master before the pandemic.



Figure 4. Master Control Room before Pandemic.
Source: Susanthi, 2018

However, due to the pandemic conditions, the coordination between the MCR team and the team in the studio was done virtually using Google Meet. The PD coordinated with the production team in their respective homes to direct the entire content of the show before on air. For this reason, the floor director (FD) who usually only works in the studio, was then in charge of the virtual MCR via the google meet platform and also the virtual studio via the zoom platform. FD received instructions from PD

via Google Meet, then FD forwarded instructions to the studio via zoom access.

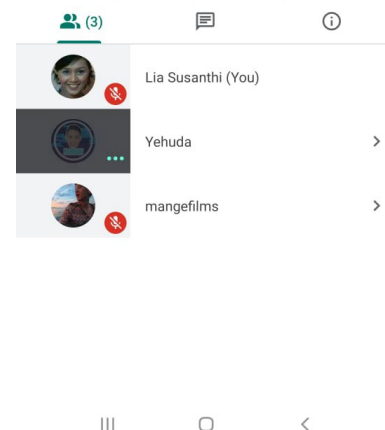


Figure 5. Virtual MCR used the Google Meet platform.
Source: Susanthi, 2020

There are five parts to the Virtual MCR systems, namely:

Virtual Studio

A TV Studio is usually used as a place to produce and supply television station programs. The production process in the studio must be connected to the MCR. When a program is produced in a studio, MCR becomes important to set the production. However, only video and audio will be sent to the MCR. Program production in the studio can be live (directly broadcast to viewers) or recorded (programs are recorded beforehand or known as taping). Inside the studio, there are several integrated systems, namely audio (mixer system), video (camera system), lighting (lighting system), and art (art design). In the studio, usually, the team in charge is the floor director (FD), cameraman, lighting man, and artistic management team (Djamil & Fachruddi, 2011).



Figure 6. Studio before the pandemic.
Source: Susanthi, 2018

However, in the production of the VirtueAll program, a studio was held virtually. It was due to the government's appeal not to carry out activities

that involve large numbers of people. So the speakers who are usually present in the studio then were invited virtually using the zoom platform. So zoom is used as a means of a virtual studio. Those who are in the zoom or virtual studio are the host, resource person, and FD. Floor Director who is in charge of forwarding orders from PD coordination who is in Virtual MCR (google meet).

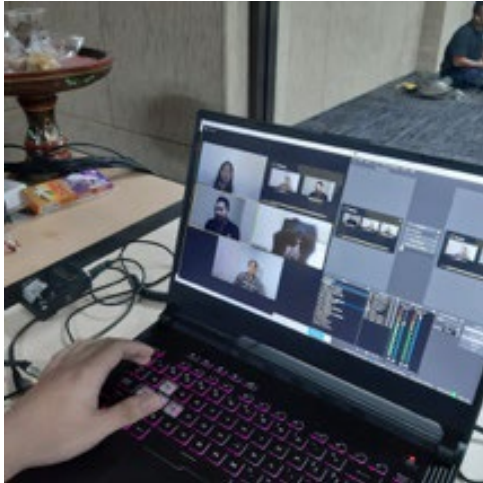


Figure 5. Zoom platform is used as a virtual studio that presents speakers, hosts, and FD. Source: Susanthi, 2020

Live streaming

Live streaming is a production process of the reality at that time so that what is seen by viewers on TV is a real picture of both time and location. It has a risk of failure in technical and operational problems. Live broadcasts have a program time slot that is difficult to predict the accuracy of completion so that if a live event fails, it automatically interrupts the next program. The VirtueAll program is broadcast live every Friday at 2 pm on the Laya17 youtube channel.

Presentation

Presentation is the main controller of an ongoing broadcast. This section is a timer when the on-air program (live or taping) or when an advertisement or commercial will be broadcasted. In addition, the presentation section is also in charge of adjusting the rise or fall of the television logo, running text, bumpers, and advertisements. The production of VirtueAll programs using the Open Broadcaster Software (OBS) platform as a presentation system with the main switcher. The switcher is a tool to select an image from various sources to broadcast or record. OBS is one application that has the facility for live streaming on platforms such as YouTube, Twitch, Facebook Live, and Periscope. This system also allows recording while live streaming.

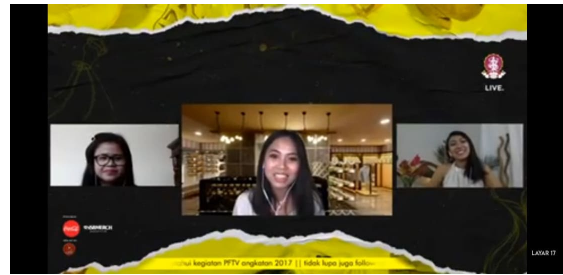


Figure 6. The final result after entering OBS is visually equipped with a graphic frame with running text, title, logo. Source: Susanthi, 2020

Youtube transmission

In television broadcasting, transmission as a transmitter of electromagnetic waves is of two types, the direct face-to-face broadcasting pattern (line of sight) and the uplink and downlink satellite pattern. Meanwhile, VirtueAll program broadcasts use YouTube media to broadcast live streaming.



Figure 7. The Process of VirtueAll Program Production. Source: Susanthi, 2020

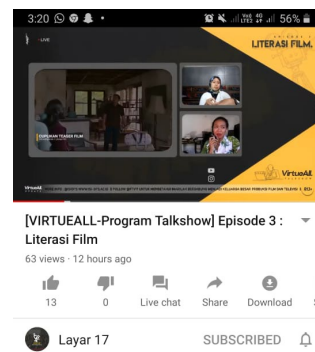


Figure 8. The final output of the live streaming broadcast via the channel Youtube. Source: Susanthi, 2020

Live Streaming Virtual Transmission System

A virtual live streaming system requires several hardware and software tools, namely:

a. Laptop or PC with zoom application installed

c. HP or Laptop with google meet installed

b. Laptop or PC with OBS application installed

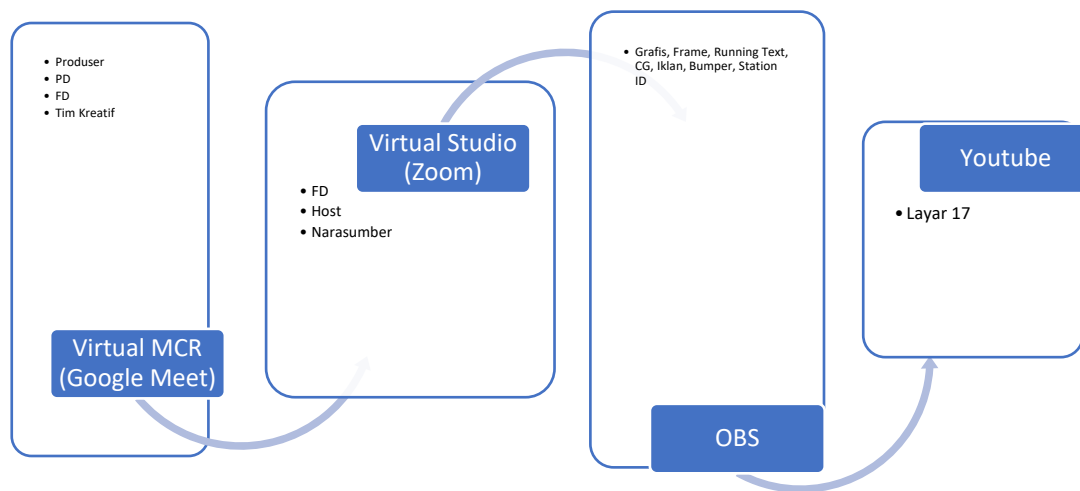


Figure 9. Live Streaming Virtual Work chart.
Source: Susanthi, 2020

CONCLUSION

The Indonesian Institute of the Arts (ISI) Denpasar conducted online learning to break the chain of the spread of Covid-19. Educational institutions were required to be creative to produce innovative learning but still prioritized health protocols. Online learning was applied to the Tv Production class at the ISI Denpasar Film and TV Production Study Program. In carrying out online learning, lecturers used several platforms such as Google Class Room for program production design assistance, Google Meet, Zoom, and OBS (Open Broadcaster Software) for virtual classroom practice. Students could practice making a talk show program called VirtueAll which uses Google Meet as a virtual master control room (MCR) and zoom as a virtual studio. Coordination during live streaming can be done in their respective homes. This learning process would run well if the students are ready with laptops with good standards, cellphones, and adequate internet network facilities. The learning results showed that students produced well on four episodes of the VirtueAll talk show program through the Layar17 youtube channel.

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