

References:

- [1]Graham, S, Introductions: From dreams of transcendence to the remediation of urban life. In. Graham, S. (ed.). *The Cybercities Reader*. Routledge. (p.1-30), 2004.
- [2]Mohamed Arif Nun & Jalaluddin Abdul Malek, *Characteristics of Putrajaya Smart City Administrative Centre; concept and execution*, Malaysian Institute of Microelectronic Systems (MIMOS), 1995.
- [3]World Teleport Association, *The Top Seven Intelligent Communities 2001-2002* (Intelligent Community Forum – ICF), 2001.
- [4]Economic and Social Commission for Asia and the Pacific (ESCAP), *Building e-community Centres for Rural Development Report of the Regional Workshop*. United Nations, 2004.
- [5]Digital Opportunity Task Force, Digital opportunities for all: *Meeting the Challenge*, Report of the Digital Opportunity Task Force (DOT Force); including a proposal for Genoa Plan of Action, 2001.
- [6]Terashima, N, The definition of hyperreality. Dlm. Tiffin, J. & Terashima, N, (eds.). *Hyperreality: Paradigm for the Third Millennium*, Routledge. (p. 4-24). 2004.
- [7]Muis, A, *Indonesia in the Virtual Era: Information Technology in Borderless World*, PT Remaja Rosdakarya Bandung Pub., 2001.
- [8]Tiffin, J, The hyperreality paradigm. In. Tiffin, J. & Terashima, N, (eds.). *Hyperreality: Paradigm for the Third Millennium*, Routledge. (p. 25-42), 2001.
- [9]Mahayana, D, *Invites the Future: Futuristic and Engineering Community to the Global Era*, PT Remaja Rosdakarya Pub., 1999.
- [10]Masuda, Y, Image of the future information society. In. Webster, F, *The Information Society Reader*, Routledge. (15-20), 2004.
- [11]McLuhan, M, & Powers, B. R, *The Global Village*, Oxford University Press, 1989.
- [12]Gates, B, *Business @ The speed of Thought: Succeeding in the Digital Economy*, A Time Warner Company, 1999.
- [13]Levinson, P, *Digital McLuhan: A Guide to the Information Millennium*, Routledge, 1999.
- [14]Baudrillard, J, *Simulations (e)*, Semiotext Pub., 1983.
- [15]Kellnes, D, *Baudrillard reader*, Blackwell, 1994.
- [16]Gates, B, *The Road Ahead*, Penguin Press, 1994.
- [17]Baudrillard, J, *The Illusions of the End*, Pluto Press, 1994.
- [18]Slouka, M, *War of the Worlds: Cyberspace and the High-tech Assault on Reality*, Basic Books, 1995.
- [19]Rushkoff, D, *Cyberia: Life in the Trenches of Hyperspace*, Flamingo, 1994.
- [20]Aminuddin Ruskam al-Dawamy, *Postmodern: The Discussion of Social Issues*, University of Technology Malaysia Pub., 2004.
- [21]Batty, M, Virtual geography. *Futures*, Vol. 29 (4/5), 1997, pp. 337-352.
- [22]Piliang, Y. A, *World Folded: The Games Extreme Cultural Boundaries*, Jalasutra Pub., 2004.
- [23]Kristeva, J, *Desire in Language: A Semiotic Approach to Literature and Art*, Basil Blackwell, 1979.
- [24]Richardson, J. D, Social democracy uber alles. *International Studies Review*, Vol. 8 (3), 2006, pp. 515-517.
- [25]Baudrillard, J, *The Transparency of Evil*, Verso Pub., 1993.
- [26]Henning, K, *The Digital Enterprise: How Digitisation is Redefining Business*, Random House Business Book, 1998.
- [27]Ratcliffe, J, *An Introduction to Town and Country Planning* (2nd edition), Hutchinson, 1981.
- [28]Ahuja, N. & Sull, S, *Hypervision*. In. Tiffin, J. & Terashima, N, (eds.). *Hyperreality: Paradigm for the Third Millennium*, Routledge, 2001.
- [29]Koh, S, The real in the virtual – Speech, self and sex in the realm of pure text. *Asian Journal of Social Science*, Vol. 30 (2), 2002, pp. 221-238.
- [30]Lynch, J, *Cyberethics: Managing the Morality of Multimedia*, Rushmere Wynne, 1996.
- [31]Yamani, T. *Statistics: An Introductory Analysis*, Harper & Row Inc., 1964.
- [32]Jalaluddin Abdul Malek, *Smart City Development and the Global Information Community's Identity in Malaysia: A case study Putrajaya and Subang Jaya*, Thesis PhD University of Malaya, 2005.