

DAFTAR PUSTAKA

- Akimoto, M. 2002. *Yoku Wakaru Goi*. Tokyo: ALC.
- Chaer, A. 2009. *Pengantar Semantik Bahasa Indonesia*. Jakarta: Rineka Cipta.
- Cohn, N. 2011. *A Different Kind of Cultural Frame: An Analysis of Panels in American Comics and Japanese Manga*. Image & Narrative Vol 12 No 1. [Online]. Tersedia: http://www.imageandnarrative.be/index.php/image_narrative/article/view/128. [5 Februari 2020].
- Ermawati, D. E. 2014. *Terjemahan Idiom dalam Manga Kare Kano Volume 11-20 Karya Masami Tsuda*. Universitas Brawijaya. [Online]. Tersedia: <http://repository.ub.ac.id/id/eprint/100676>. [30 September 2019].
- Garrison, J.G. 2006. *Seri Renik Bahasa: Idiom Bahasa Jepang. Memakai Nama-nama Bagian Tubuh*. Jakarta: Keasint Blanc.
- Goo Jisho. 2020. [Online]. Tersedia: <https://dictionary.goo.ne.jp/>
- Gravett, P. 2004. *Manga: 60 Years of Japanese Comics*. Laurence King Publishing.
- Haryanti, P., Nurlatifah, Y. 2018. *Visual Language in Japanese Animation*. Advances in Social Science, Education and Humanities Research, volume 225 ICOBEST. [Online]. Tersedia: <https://www.atlantis-press.com/proceedings/icobest-18/25906846>. [5 Februari 2020].
- Inose, H. 2012. *Scanlation - What Fan Translators of Manga Learn in the Informal Learning Environment*. The Proceedings Book of International Symposium on Language and Communication: Research Trends and Challenges. [Online]. Tersedia: https://www.diva-portal.org/smash/record.jsf?pid=diva_2:549925. [5 Februari 2020].
- Inoue, M. 1992. *Reikai Kanyouku Jiten:Itai Naiyou Kara Gyakubiri Dekiru*. Edisi 12. Tokyo: Soutakusha.
- Ishida, P. 2011. *Corpus Data and the Treatment of Idioms in Japanese Monolingual Dictionaries*. Research on Phraseology in Europe and Asia: Focal Issues of Phraseological Studies Volume One. Bialystok: University of Bialystok Publishing House. [Online]. Tersedia: <https://www.academia.edu/download/45253319/Dialog-1.pdf#page=101>. [6 Februari 2020].

- Kartikasari, W. 2018. *The Role of Anime and Manga in Indonesia-Japan Cultural Diplomacy*. Tsukuba Gakuin Daigaku Kyou Dai 13-Shuu. [Online]. Tersedia: <https://www.tsukuba-g.ac.jp/library/kiyou/2018/05Wahyuni%20Kartikasari.pdf>. [30 September 2019].
- Lee, H. K. 2009. *Between Fan Culture and Copyright Infringement: Manga Scanlation*. Media, Culture & Society Vol. 31. [Online]. Tersedia: <https://journals.sagepub.com/doi/pdf/10.1177/0163443709344251>. [5 Februari 2020].
- Leech, G. N. 1990. *Semantics: The Study of Meaning (reprint)*. London: Penguin Books.
- Machida, K., Momiyama, Y. 1995. *Yoku Wakaru Gengogaku Nyuumon: Kaisetsu to Enshuu*. Tokyo: Babel Press.
- Miyaji, Y. 2007. *Kanyouku no Imi to Youhou* (digitalisasi). Universitas Michigan.
- Nuraini., Rahayu, N., Aibonotika, A. 2013. *Makna Penerjemahan Idiom Bahasa Jepang pada Manga Doraemon Edisi Sebelas*. Universitas Riau. [Online]. Tersedia: <https://repository.unri.ac.id/handle/123456789/4891?show=full>. [30 September 2019].
- Oda, E. 2018. *One Piece Vol. 91*. Tokyo: Shueisha.
- Schutz, G. U. 2011. *Language as The Visual: Exploring The Intersection of Linguistic and Visual Language in Manga*. Image & Narrative Vol 12 No 1. [Online]. Tersedia: https://www.academia.edu/download/32848813/GUS_Language_as_the_visual_Exploring_the_intersection_of_linguistic_and_visual_language_in_manga.pdf. [5 Februari 2020].
- Septiyani, E., Parastuti. 2018. *Makna Idiomatikal Hiyuteki Kanyouku Pada Komik 『飲食店完全バイブル』 Karya Akira Harada Dkk Volume 1-2*. Jurnal Hikari Vol. 6 No. 2, Universitas Negeri Surabaya. [Online]. Tersedia: <https://jurnalmahasiswa.unesa.ac.id/index.php/hikari/article/view/24372>. [30 September 2019].
- Setiana, S. M., Maysarah, D. 2019. *Reality Role of Language Improving E-commerce*. IOP Conference Series: Materials Science and Engineering 662. [Online]. Tersedia: <https://iopscience.iop.org/article/10.1088/1757-899X/662/3/032064/meta>. [6 Juli 2020].
- Shinmura. I. 2018. *Koujien (Dai Nana Han)*. Tokyo: Iwanami Shoten.

- Sudaryono. 2016. *Metode Penelitian Pendidikan*. Jakarta: Prenada Media. [Online]. Tersedia: <https://books.google.co.id/books?id=uTbMDwAAQBAJ>. [5 Juni 2020].
- Sutedi, D. 2009. *Penelitian Pendidikan Bahasa Jepang*. Bandung: Humaniora.
- _____. 2010. *Dasar-Dasar Linguistik Bahasa Jepang*. Bandung: Humaniora Press.
- _____. 2011. *Dasar-Dasar Linguistik Bahasa Jepang (Cetakan IV)*. Bandung: Humaniora Press.
- Tjandra, S. N. 2016. *Semantik Jepang*. Jakarta: Bina Nusantara.
- Weblio Kokugo Jiten. 2020. [Online]. Tersedia: <https://www.weblio.jp/>
- Wu, L. 2016. *Frequencies and Semantic Category Distribution of Idioms in Japanese*. Journal of the Graduate School of Letters Vol. 11 Hokkaido University. [Online]. Tersedia: <https://eprints.lib.hokudai.ac.jp/dspace/handle/2115/61096>. [5 Februari 2020].
- Yusuke, K., Li, R., Ren, F. 2009. *Designing a Japanese Idiom Education Support System for Overseas' Students*. International Conference on Natural Language Processing and Knowledge Engineering IEEE. [Online]. Tersedia: <https://ieeexplore.ieee.org/abstract/document/5313789>. [6 Februari 2020].