

DAFTAR PUSTAKA

- Arikunto, S. (2010). *Prosedur Penelitian Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Auxier, B., & Anderson, M. (2022, May 11). *Social media use in 2021*. Pew Research Center: Internet, Science & Tech. Retrieved August 11, 2022, from <https://www.pewresearch.org/internet/2021/04/07/social-media-use-in-2021/>
- Boushah Azzarouali, A. (2019). Animation as an educational tool to learn English vocabulary in a catalan Primary School.
- Brook, J. (2011). The affordances of YouTube for language learning and teaching. *Hawaii Pacific University TESOL Working Paper Series*, 9(1), 2.
- Carifio, J., & Perla, R. J. (2007). Ten common misunderstandings, misconceptions, persistent myths and urban legends about Likert Scales and likert response formats and their antidotes. *Journal of Social Sciences*, 3(3), 106–116. <https://doi.org/10.3844/jssp.2007.106.116>
- Chan, Y., Wong, N., & Ng, L. (2017). Japanese language students' perception of using anime as a teaching tool. *Indonesian Journal of Applied Linguistics*, 7(1), 93. <https://doi.org/10.17509/ijal.v7i1.6862>
- Clark, H. Japanese Schoolgirl Uniform Fashion in Everyday Life.

- Dewey, D.P., 2008. Japanese vocabulary acquisition by learners in three contexts. *Frontiers: The Interdisciplinary Journal of Study Abroad*, 15, pp.127-148.
- Dovedan, Z., Seljan, S., & Vučković, K. (2002). Multimedia in foreign language learning. In *Proceedings of the 25th International Convention MIPRO* (Vol. 2002, p. 72).
- Ernawati, I. (2017). Uji Kelayakan media Pembelajaran INTERAKTIF Pada Mata pelajaran administrasi server. *Elinvo (Electronics, Informatics, and Vocational Education)*, 2(2), 204–210. <https://doi.org/10.21831/elinvo.v2i2.17315>
- Hulstijn, J.H., 2013. Incidental learning in second language acquisition. *The encyclopedia of applied linguistics*, 5, pp.2632-2640.
- Karimah, V.M.I., Fahriany, F. and Habibi, F., 2019. Japanese Vocabulary Acquisition Through Anime: A Case Study On Dwimeilinda. *IZUMI*, 8(2), pp.65-74.
- Kramersch, C. and Andersen, R.W., 1999. Teaching text and context through multimedia. *Language Learning & Technology*, 2(2), pp.31-42
- Mahendra, M. R. (2020). Youtube Sebagai Media Pembelajaran. *Vocational Education of Building Construction, University of Jakarta, Jakarta (May)*, 1-4.
- Paseleng, M. C., & Arfiyani, R. (2015). Pengimplementasian media pembelajaran berbasis multimedia interaktif Pada Mata pelajaran

Matematika di Sekolah Dasar. *Scholaria : Jurnal Pendidikan Dan Kebudayaan*, 5(2), 131.

<https://doi.org/10.24246/j.scholaria.2015.v5.i2.p131-149>

Mayer, R. E. (2005). Introduction to multimedia learning. *The Cambridge handbook of multimedia learning*, 2(1), 24.

Puspitaningrum, D.R. and Prasetyo, A., 2019. Fenomena “Virtual Youtuber” Kizuna Ai di Kalangan Penggemar Budaya Populer Jepang di Indonesia. *Mediator: Jurnal Komunikasi*, 12(2), pp.128-140.

Rahman, S. M., Tsoi, K. N., & Dettrick, G. (1996). Multimedia as an educational tool: An overview and the future. In *Proceedings of the Third International Interactive Multimedia Symposium* (pp. 328-33).

Ramdani, P. (2021). *Media Pembelajaran Animasi* (Vol. 1). Rinda Fauzian.

Rosmiati, M., 2019. Animasi Interaktif Sebagai Media Pembelajaran Bahasa Inggris Menggunakan Metode ADDIE. *Paradigma: Jurnal Komputer Dan Informatika Universitas Bina Sarana Informatika*, 21(2), p.v21i2

Saputra, D.I.S. and Setyawan, I., 2021. Virtual YouTuber (VTuber) sebagai Konten Media Pembelajaran Online. *Prosiding SISFOTEK*, 5(1), pp.14-20.

Sari, D.W., 2019. MENINGKATKAN KEMAMPUAN KOSAKATA BAHASA JEPANG MELALUI MEDIA PEMBELAJARAN GAMBAR PADA

SISWA KELAS X IPS DI SMAN 5 BEKASI TAHUN PELAJARAN
2017/2018. *Research and Development Journal of Education*, 6(1), pp.53-
65.

Setiana, S. M., Setiawati, L., & Mustaqim, M. (2019). Hard skills versus soft
skills: how do they affect different job types of Japanese language
graduates? *International Journal of Learning, Teaching and Educational
Research*, 18(11), 176–192. <https://doi.org/10.26803/ijlter.18.11.10>

Wahyuandhika. (n.d.). *Wahyuandhika/Iolive*. GitHub. Retrieved August 9, 2022,
from <https://github.com/wahyuandhika/Iolive>

What is Live2D? - how to make & use a live2d model. Live2D Cubism. (2022,
June 29). Retrieved August 10, 2022, from
<https://www.live2d.com/en/about/>

Wilde, T. (2012, December 4). How to stream games with open broadcaster: A
fast, free live streaming application. pcgamer. Retrieved August 10, 2022,
from [https://www.pcgamer.com/how-to-set-up-open-broadcaster-a-free-
lightweight-livestreaming-application/](https://www.pcgamer.com/how-to-set-up-open-broadcaster-a-free-lightweight-livestreaming-application/)