DAFTAR PUSTAKA

Buku:

Barston, R.P. 1997. *Modern Diplomacy*, New Jersey, Pearson Education.

Browlie, Ian. 1979. *Principles of The Public International Law,* Oxford University Press

Burchill dan Linklater. 1996. *Teori-Teori Hubungan Internasional*. Bandung. Nusa Media

Cangara, Hafied. 2009. *Komunikasi Politik: Konsep, Teori dan Strategi.* Jakarta. Rajawali Pers

Craig, Timothy J. 2000. *Japan Pop!: Inside the World of Japanese Popular Culture*. New York. M.E. Sharpe.

Departemen Perdagangan Republik Indonesia. 2009. *Studi Industri Kreatif Indonesia 2009*. Departemen Perdagangan Republik Indonesia.

Effendy, Tonny Dian. 2011. *Diplomasi Publik Jepang*. Bogor. Ghalia Indonesia.

Everett M. Rogers, Judith K. Larsen. 1984. *Silicon Valley fever: growth of high-technology culture.* New York. Basic Books.

Ida, Rochani Adi. 2011. *Fiksi Populer Teori dan Metode Kajian*. Yogyakarta. Pustaka Pelajar.

James, Paul. 2006. *Globalism, Nationalism, Tribalism.* Melbourne. SAGE Publications.

Jackson dan Sorensen. 2009. *Introduction to International Relations: Theories and Approach*. Oxford. Oxford University Press.

Johari, J.C. 2009. *Principles of Modern Political Science*. New Delhi. Sterling Publisher.

Kementrian Perdagangan Republik Indonesia. 2007. *Studi Industri Kreatif Indonesia*. Jakarta. Kementrian Perdagangan RI.

Leonard, Mark. 2002. *Public Diplomacy*. London. Foreign Policy Center

Manheim, Jarol B. 1990. *Strategic Public Diplomacy: The Evolution of Influence*. New York. Oxford University Press.

Martin, Campbell Kelly. 2013. Computer: A History of the Information Machine (The Sloan Technology Series). Abingdon. Routledge.

McDonald John W. 1991. *Further Exploration of Track Two Diplomacy*. New York. Syracuse University Press.

Moleong, Lexy J. 2012. *Metodologi Penelitian Kualitatif*, Banding. Remaja Rosdakarya.

Nuechterlin, Donald E. 1973. *United States National Interest in a Changing World*. Lexington. The University Press of Kentucky.

Nye, Joseph Samuel Jr. 2004. *Soft Power: The Means to Succes in World Politics*. New York. Public Affairs.

Nye, Joseph Samuel Jr. 2008. *Soft Power and Higher Education*. Harvard University.

Stolley, Kathy S. 2005. *The Basics of Sociology*. Callifornia. Greenwood Publishing Group.

Schodt, Frederik L. 2007. *The Astro Boy Essays: Osamu Tezuka, Mighty Atom, and the Manga/Anime Revolution*. Berkeley. CA: Stone Bridge Press.

Tylor, Edward Burnett. 1871. *Primitive Culture*. New York. J.P. Putnam's Sons.

Rujukan Elektronik:

Otmazgin, Nissim. 2008. *Japanese Popular Culture in East and Southeast Asia: Time for a Regional Paradigm*?. http://apjjf.org/-Nissim-KadoshOtmazgin/2660/ article.html diakses pada 26 April 2017 21:30

Mayendra, Derry. 2011 Budaya populer. http://derrymayendra.blogspot.co.id/2011 /10/budaya-populer.html diakses pada 26 April 2017 21:58

Meharg, Chris. 2017. *Anime Industry Report 2016*. http://goboiano.com/anime-industry-report-2016/ diakses pada 9 november 2017 22:50

International Design School. 2013. Sejarah Singkat Animasi Indonesia. https://idseducation.com/articles/sejarah-singkat-animasi-indonesia/ diakses pada 1 Desember 2017 19:30

Rahmanadji, Didiek. Awal Eksistensi Komik Indonesia Sebagai Produk Budaya Nasional. http://jurnalonline.um.ac.id/data/artikel/artikelF79F984D53BF7BC7A2D27DA1CFB68F87.pdf diakses pada 1 Desember 2017 21:40

Masyarakat Telekomunikasi. 2016. Industri Game Indonesia Fokus Baru bagi Kemenkominfo. http://mastel.id/industri-game-indonesia/ diakses pada tanggal 1 Desember 2017 22:30

Colson, William. 2013. The Promise and Limits of Japan's Soft Power Edge. http://publicdiplomacymagazine.com/wp-content/uploads/2013/05/Case-Studies-Green-Colson.pdf diakses pada 29 November 2017 20:10

Han, Seungkik. 2015. *Indonesia, Japanophile: Japanese Soft Power in Indonesia*. http://web.isanet.org/Web/Conferences/GSCIS%20Singapore%202015/Archive/8d437e87-52cf-421c-b17f-659bd2f13546.pdf diakses pada 29 November 2017 20:50

T.B. 2014. *Japan's Soft Power: Squaring the* Cool. https://www.economist.com/blogs/banyan/2014/06/japans-soft-power diakses pada 29 November 2017 21:07

Fulbright Joint Symposium. 2009. *Japan and US Soft Power: Addressing Global* Challenges. https://www.jpf.go.jp/culcon/fulbright-culcon/dl/softpowersummary.pdf diakses pada 29 November 2017 20:25

Matsuoka, Shunji. 2014 *Japan's Asian Strategy: Japan's Asian Environmental Strategy and a Soft Power of the 21st Century*. https://www.mof.go.jp/ english/pri/publication/pp_review/ppr024/ppr024g.pdf diakses pada 29 November 2017 20:15

Sieg, Linda. 2008. *Japan finds films by early anime pioneers.* https://www.reuters.com/article/us-japan-anime-pioneers/japan-finds-films-by-early-anime-pioneers-idUST23069120080327 diakses pada 9 November 2017 19:00

Fishbein, Jennifer. 2007. *Changing of the Comic Guard Europe's Manga Mania.* http://www.spiegel.de/international/business/changing-of-the-comic-guard-europe-s-manga-mania-a-525417.html diakses pada 11 November 2017 17:16

Picard, Martin. 2013. *The Foundation of Geemy: A Brief History of Early Japanese Video Games*. http://www.gamestudies.org/1302/articles/picard diakses pada 11 November 2017 22:40

Anime Tourism Association. https://animetourism88.com/en/sanctuary/luckystar diakses pada 10 november 2017 19:15

Keizer, Gregg. 1989. *Compute!*. https://archive.org/stream/1989-07-compute-magazine/Compute_Issue_110_1989_Jul#page/n29/mode/2up. diakses pada 26 April 2017 21:20

Digital Happiness. http://digitalhappiness.net/#section=about diakses pada tanggal 2 Desember 2017 17:15.

Rachman, Fadhly Fauzi. 2016. Bekraf dan BPS Luncurkan Data Statistik Ekonomi Kreatif 2016. https://finance.detik.com/berita-ekonomi-bisnis/3366011/bekraf-dan-bps-luncurkan-data-statistik-ekonomi-kreatif-2016 diakses pada 11 Juni 2017 21.15

Kementrian Pariwisata Ekonomi Kreatif. 2015. Rencana Pengembangan Animasi Nasional 2015-2019. http://indonesiakreatif.bekraf.go.id/ikpro/wp-content/uploads/2015/07/Rencana-Pengembangan-Animasi-Nasional.pdf diakses pada 1 Desember 2017 21: 10

Kementrian Pariwisata Ekonomi Kreatif. 2015. Rencana Pengembangan Permainan Interaktif Nasional 2015-2019. http://indonesiakreatif.bekraf.go.id/ikpro/wp-content/uploads/2015/07/Rencana-Pengembangan-Permainan-Interaktif-Nasional.pdf diakses pada 2 Desember 2017 20:15

Kementrian Pariwisata Ekonomi Kreatif. 2015. Rencana Pengembangan Penerbitan Nasional 2015-2019. http://indonesiakreatif.bekraf.go.id/ikpro/wp-content/uploads/2015/07/Rencana-Pengembangan-Penerbitan-Nasional.pdf diakses pada 2 Desember 20:45

Ashcraft Brian. 2013. *A Thousand Death Threats Against Popular Anime Creator*. https://kotaku.com/a-thousand-death-threats-against-a-popular-anime-creato-631792 221 diakses pada 9 November 2017 22:38

Kompas. 2009. Indonesia Berhasil Buat Film Animasi Layar Lebar Pertama. http://tekno.kompas.com/read/2009/07/27/19194428/indonesia.berhasil.buat.film.animasi.layar.lebar.pertama diakses pada 1 Desember 2017 20:20.

Axinto, Jemarc. 2014. *Pacific Rim: In-depth Study of the Influence of Anime*. https://the-artifice.com/pacific-rim-anime-influence/ diakses pada 9 November 2017 22:20

IGN. 2009. *IGN Presents the History of Sega*. http://uk.ign.com/articles/2009/04/21/ign-presents-the-history-of-sega?page=3 diakses pada 11 November 2017 22:16

Daily Times. *Comic Strip Hero who Inspired Nakata and Del Piero*. https://web.archive.org/web/20121017205058/http://www.dailytimes.com.pk/default.asp?page=story_10-5-2002_pg2_12 diakses pada 9 November 2017 21:40

ITV. 2006. *Manga.* https://web.archive.org/web/20060517205003/http://www.itv.com/page.asp?partid=2701 diakses pada 9 November 2017 21:50

Miller, Michael. 2005. *A History of Home Video Games Console.* https://web.archive.org/web/20071012152258/http://www.informit.com/articles/article.aspx?p=378141 diakses pada 11 November 2017 19:50

Nintendo. 2014. *Consolidated Sales Transition by Region.* https://web.archive.org/web/20140508062158/http://www.nintendo.co.jp/ir/library/historical_data/pdf/consolidated_sales_e1403.pdf diakses pada 12 November 2017 17:40

Alabn. 2016. Sejarah Komik Indonesia, Kejayaan dan Kemundurannya. http://www.alabn.com/sejarah-komik-indonesia-kejayaan-dan-kemunduranny a/ diakses pada 26 April 2017 18:40

Anime News Network. *Anime*. http://www.animenewsnetwork.com/encyclopedia/lexicon.php?id=45 diakses pada 26 April 2017 19:15

Anime News Network. *Momotaro's Sea Eagle.* https://www.animenewsnetwork.com/encyclopedia/anime.php?id=5006 diakses pada 9 November 2017 19:36.

Toole, Michael. 2010. *The Mike Toole Show, Old's Cool*. https://www.animenewsnetwork.com/the-mike-toole-show/old-cool/2010-05-23 diakses pada 9 November 2017 20:20

Loo, Egan. 2010. *Tokyo's Youth Bill Approved by Committee*. https://www.animenewsnetwork.com/news/2010-12-13/tokyo-youth-ordinance-bill-approved-by-committee diakses pada 10 November 2017 00:30

Gosling, John. 1996. *Anime in Europe*. https://www.awn.com/mag/issue1.5/articles/goslingeuro1.5.html diakses pada 9 November 2017 21:00

Smith, Noah. 2017. *Japan Wants Immigrants, The Feeling Isn't Mutual.* https://www.bloomberg.com/view/articles/2017-11-30/japan-wants-immigrants-the-feeling-isn-t-mutual diakses pada 1 Desember 2017 17 :30

Horcel, Thomas. 2015. *Dreaming of Glory: How Captain Tsubasa Inspired a Generation.* http://www.eifsoccer.com/leagues/international/captain-tsubasa/ diakses pada 9 November 2017 21:45

Leadbetter, Richard. 2013. *Spec Analysis: Playstation 4.* http://www.eurogamer.net/articles/df-hardware-spec-analysis-playstation-4 diakses pada 12 November 2017 19:20

Gaudiosi, John. 2013. *Rovio Execs Explain What Angry Birds Toons Channel Opens Up to Its 1.7 Billion Gamers.* https://www.forbes.com/sites/johngaudiosi/2013/03/11/rovio-execs-explain-what-angry-birds-toons-channel-opens-up-to-its-1-7-billion-gamers/#765ef68657f2 diakses pada 12 November 2017 19:50

Barton, Matt. 2009. *The History of Pong: Avoid Missing Game to Start Industry.* https://www.gamasutra.com/view/feature/3900/the_history_of_pong_avoid_missing_.php diakses pada 11 November 2017 20:40

Kyodo. 2015. *China bans 'Attack on Titan', Other Popular Japanese Anime from Web.* https://www.japantimes.co.jp/news/2015/06/09/national/china-bans-attack-on-titan-other-popular-japanese-anime-from-web/#.WMmxo_nyuM9 diakses pada 9 November 2017 23:15

Japan Ministry of Economy, Trade and Industry. 2012. *Cool Japan Strategy.* http://www.meti.go.jp/english/policy/mono_info_service/creative_industries/pdf/120116_01a.pdf diakses pada 1 Desember 2017 18:20

The Sydney Morning Herald. 2007. *Prepare for All-out War.* http://www.smh.com.au/news/biztech/prepare-for-alloutwar/2007/08/30/1188067256 196.html diakses pada 11 November 2017 23:20