

DAFTAR PUSTAKA

A. Buku

Allison, A. (2006). *Millennial Monsters: Japanese Toys and the Global Imagination*. University of California Press.

Ashcraft, B., & Plunkett, L. (2014). *Cosplay World*. Prestel.

Atkins, E. T. (2022). *A history of popular culture in Japan: From the seventeenth century to the present*. Northern Illinois University Press.

Azuma, H. (2009). *Otaku: Japan's Database Animals*. Minneapolis: University of Minnesota Press.

Berndt, J. (2008). Manga: Medium, art, and material. In M. W. MacWilliams (Ed.), *Japanese visual culture*. M.E. Sharpe.

Bourdaghs, M. K. (2012). *Sayonara Amerika, sayonara Nippon: A geopolitical prehistory of J-Pop*. Columbia University Press.

Brenner, R. E. (2007). *Understanding manga and anime*. Libraries Unlimited.

Brienza, C. (2015). *Global manga: "Japanese" comics without Japan?* Routledge.

Cavallaro, D. (2007). *Anime Intersections: Tradition and Innovation in Theme and Technique*. Jefferson, NC: McFarland.

Chua, B. H. (2012). *Structure, Audience and Soft Power in East Asian Pop Culture*. Hong Kong: Hong Kong University Press.

Clements, J. (2013). *Anime: A history*. British Film Institute / Palgrave Macmillan.

Condry, I. (2013). *The Soul of Anime: Collaborative Creativity and Japan's Media Success Story*. Duke University Press.

Craig, Timothy J. (2000). *Japan Pop! Inside the World of Japanese Popular Culture*. Armonk, NY: M.E. Sharpe.

Creswell, J. W. (2014). *Research design: Qualitative, quantitative, and mixed methods approaches* (4th ed.). Thousand Oaks, CA: SAGE Publications.

Driyarkara. (2006). *Karya lengkap Driyarkara: Esai-esai filsafat pemikir yang terlibat penuh dalam masyarakat*. Jakarta: Gramedia Pustaka Utama.

Foster, M. D. (2008). *Pandemonium and parade: Japanese monsters and the culture of yōkai*. University of California Press.

Freire, P. (2006). *Pendidikan kaum tertindas* (terj. Nurhadi). Jakarta: LP3ES.

- Fujiki, H. (2013). Tokusatsu: Special effects and the creation of Japan's visual heroes. In *Routledge Handbook of Japanese Media*. Routledge.
- Galbraith, P. W. (2019). *Otaku and the struggle for imagination in Japan*. Duke University Press.
- Galbraith, P. W., & Karlin, J. G. (Eds.). (2012). *Idols and celebrity in Japanese media culture*. New York: Palgrave Macmillan.
- Gay, G. (2018). *Culturally responsive teaching: Theory, research, and practice* (3rd ed.). New York: Teachers College Press.
- Gottschalk, L. (1985). *Understanding history: A primer of historical method*. New York, NY: Alfred A. Knopf.
- Gramsci, A. (1971). *Selections from the prison notebooks of Antonio Gramsci*. (Q. Hoare & G. N. Smith, Eds. & Trans.). International Publishers.
- Gravett, P. (2004). *Manga: Sixty Years of Japanese Comics*. Harper Design.
- Hall, S. (1997). *Representation: Cultural representations and signifying practices*. London, UK: Sage & Open University.
- Heryanto (2008); Heryanto, A. (Ed.). (2008). *Popular Culture in Indonesia: Fluid Identities in Post-Authoritarian Politics* (1st ed.). Routledge.
- Hill, D. T., & Sen, K. (2000). *Media, culture and politics in Indonesia*. Oxford University Press.
- Illich, I. (1971). *Deschooling Society*. New York: Harper & Row.
- Ito, Mizuko. (2012). *Fandom Unbound: Otaku Culture in a Connected World*. Yale University Press.
- Iwabuchi, K. (2002). *Recentering Globalization: Popular Culture and Japanese Transnationalism*. Duke University Press.
- Jenkins, H. (2006). *Convergence Culture: Where Old and New Media Collide*. New York: NYU Press.
- Kartodirdjo, S. (1992). *Pendekatan ilmu-ilmu sosial dalam metodologi sejarah*. Jakarta: Gramedia.
- Kelts, R. (2006). *Japanamerica: How Japanese Pop Culture Has Invaded the U.S.* New York: Palgrave Macmillan.
- Kinsella, S. (2000). *Adult manga: Culture and power in contemporary Japanese society*. University of Hawai'i Press.
- Kitley, P. (2000). *Television, nation, and culture in Indonesia*. Ohio University Press.

- Kuntowijoyo. (2001). *Pengantar ilmu sejarah*. Yogyakarta, Indonesia: Bentang.
- Lamarre, T. (2009). *The Anime Machine: A Media Theory of Animation*. University of Minnesota Press.
- Le Blanc, M., & Odell, C. (2013). *Studio Ghibli: The films of Hayao Miyazaki and Isao Takahata*. Harpenden, UK: Kamera Books.
- Lent, John A. (2001). *Illustrating Asia: Comics, Humor Magazines, and Picture Books*. University of Hawai'i Press.
- Liptak, A. (2022). *Cosplay: A history: The builders, fans, and makers who bring your favorite stories to life*. Gallery Books.
- Lukács, G. (2010). *Scripted Affects, Branded Selves: Television, Subjectivity, and Capitalism in 1990s Japan*. Durham: Duke University Press.
- Lunning, F. (Ed.). (2006). *Mechademia 1: Emerging worlds of anime and manga*. Minneapolis: University of Minnesota Press.
- Lunning, F. (Ed.). (2013). *Mechademia 8: Tezuka's manga life*. Minneapolis: University of Minnesota Press.
- Lunning, F. (2022). Cosplay: The fictional mode of existence. In *Mechademia 8: Tezuka's Manga Life*. University of Minnesota Press.
- Martinez, D. P. (Ed.). (1998). *The worlds of Japanese popular culture: Gender, shifting boundaries, and global cultures*. Cambridge University Press.
- Mitsui, T., & Hosokawa, S. (Eds.). (1998). *Made in Japan: Studies in popular music*. London: Routledge.
- Mitsui, T. (Ed.). (2020). *Popular music in Japan: Transformation inspired by the West*. Bloomsbury Academic.
- Napier, S. J. (2005). *Anime from Akira to Howl's Moving Castle: Experiencing Contemporary Japanese Animation*. Palgrave Macmillan.
- Otmazgin, N. (2014). *Regionalizing Culture: the Political Economy of Japanese Popular Culture in Asia*.
- Patten, F. (2004). *Watching anime, reading manga: 25 years of essays and reviews*. Stone Bridge Press.
- Poitrass, G. (2001). *Anime Essentials: Every Thing a Fan Needs to Know*. Berkeley, CA: Stone Bridge Press.
- Power, N. O. (2009). *God of comics: Osamu Tezuka and the creation of post-World War II manga*. University Press of Mississippi.

- Reichenbach, R. (2007). *Philosophie der Bildung und Erziehung. Eine Einführung*. Kohlhammer.
- Said, M. (1998). *Komik Indonesia: Dari hiburan ke pendidikan*. Balai Pustaka.
- Schilling, M. (1997). *The Encyclopedia of Japanese Pop Culture*. Weatherhill.
- Schodt, F. L. (1983). *Manga! Manga! The world of Japanese comics*. Kodansha International.
- Soekanto, S. (2002). *Sosiologi: Suatu pengantar* (ed. revisi). Jakarta, Indonesia: RajaGrafindo Persada.
- Steinberg, M. (2012). *Anime's media mix: Franchising toys and characters in Japan*. Minneapolis: University of Minnesota Press.
- Sudibyo, A. (2001). *Politik media dan pertarungan wacana*. Remaja Rosdakarya.
- Sugihartati, R. (2017). *Budaya Populer dan Subkultur Anak Muda*. Yogyakarta: Penerbit Kanisius.
- Takahashi, K. (1998). The impacts of Japanese television programs: Worldwide 'Oshin' phenomena. *Journal of Regional Development Studies*, 1, 143–156. Toyo University.
- Tilaar, H. A. R. (2003). *Membenahi pendidikan nasional*. Jakarta: Rineka Cipta.
- Tsutsui, W. M. (2004). *Godzilla on My Mind: Fifty Years of the King of Monsters*. New York: Palgrave Macmillan.
- Yano, C. R. (2013). *Pink Globalization: Hello Kitty's Trek across the Pacific*. Duke University Press.
- Zamroni. (2005). *Pendidikan dan perubahan sosial*. Yogyakarta: Pustaka Pelajar.

B. Jurnal Ilmiah

- Abramova, S., Smirnova, O., & Tataurova, S. (2021). Cosplay as a youth subculture: The factors of choice and identity formation. *KnE Social Sciences*, 5(2), 97–106. DOI: 10.18502/kss.v5i2.8341
- Afuddin, C. (2019). *Fenomena budaya wibu di kalangan remaja Jakarta Barat* (Skripsi sarjana). Universitas Satya Negara Indonesia, Jakarta.
- Al Fariz, M. B., Syarifudin, A., & Trisiah, A. (2024). Fenomena Budaya Wibu Sebagai Bentuk Komunikasi Remaja Generasi Z (Studi pada Komunitas Cosplay Naruto Fans Palembang). *Buletin Antropologi Indonesia*, 1(2), 9–17. DOI: 10.47134/bai.v1i2.2493

Aliudin, E. R., & Arisanty, M. (2018). Transformasi Digital Majalah Hai dalam Upaya Mempertahankan Eksistensi Brand. *Widyakala Journal of Pembangunan Jaya*, 5(2), 77–96. DOI:10.36262/widyakala.v5i2.114

Alisyamsujen, M., Amini, D. S., Wiratma, H., Nuswantoro, B., & Nurgiyanti, T. (2025). Pendekatan Konstruktivisme Budaya Populer Jepang melalui Anime terhadap Indonesia pada Tahun 2020. *Jurnal Ilmiah Wahana Pendidikan*, 11(5.C), 120–126. <https://jurnal.peneliti.net/index.php/JIWP/article/view/10411/8323>

Antar Venus. (2017). Budaya Populer Jepang di Indonesia: Catatan Studi Fenomenologis Tentang Konsep Diri Anggota Cosplay Party Bandung. DOI: 10.24329/aspikom.v1i1.9

Astuti, M. (2018). Pembentukan Citra Jepang Dalam Masyarakat Indonesia DI Masa Kolonial Belanda (1900 – 1942) Melalui Produk Dan Komoditas Jepang: Studi Kasus Pil Morishita Jintan. DOI: 10.34050/jlb.v13i1.4145

Atikkah, S. (2021). Pengaruh Fanatisme Fans Anime, Keragaman Produk dan Lifestyle terhadap Keputusan Pembelian Merchandise Anime pada Distro Pikapikani. Skripsi. Universitas Putra Bangsa. DOI:10.32639/jimmba.v3i6.1051

Audria Artha, P., & Aarsal, T. (2024). Fanatisme pada anime terhadap pergeseran perilaku konservasi budaya lokal. *SOCIA: Jurnal Ilmu-Ilmu Sosial*, 21(1). DOI: 10.21831/socia.v21i1.72353

Baudin, J. S., & Chavez, M. (2025). A narrative inquiry into self-discovery, social, and emotional development among young adults through cosplay. *International Journal of Social Science and Education Research*, 5, 58–69. DOI: 10.55677/ijssers/V05I01Y2025-09

Damanik, S. A., & Sundawa, D. (2022). Cosplay Adalah “Jalan Ninjaku”: Fenomena Cosplay Sebagai Objek Budaya Dilihat dari Perspektif Teori Identitas Hybrid dan Teori Etnisitas. *The Indonesian Journal of Social Studies*, 5(2), 115–127. DOI: 10.26740/ijss.v5n2.p163-170

Daradjati, K. P. (2023). Bersiasat melawan saudara tua: Mobilisasi dan resistensi perempuan Indonesia pada masa penjajahan Jepang. *Lembaran Sejarah*, 17(1). DOI: 10.22146/lembaran-sejarah.79889

Denison, R. (2011). Anime fandom and the liminal spaces between fan creativity and piracy. *International Journal of Cultural Studies*, 14, 449–466. DOI: 10.1177/1367877910394565

Dewi C.M., Nurizky A.H. (2025). Media baru dan fandom lama: Perubahan komunikasi dan praktik komunitas penggemar di era digital. *Jurnal Ilmu Komunikasi Universitas Nusa Bangsa Indonesia*. DOI: 10.37278/artcomm.v8i1.1242

Dwitama Dinatha, V. O., & Roesmala Dewi, F. I. (2021). Self-identity and needs of cosplayer in role playing. In *Advances in Health Sciences Research* (Vol. 41, Proceedings of the 1st Tarumanagara International Conference on Medicine and Health [TICMIH 2021]). Universitas Tarumanagara. DOI: 10.2991/ahsr.k.211130.035

Ersyad, F. A. (2020). EKSISTENSI MEDIA TELEVISI ERA DIGITAL DIKALANGAN REMAJA. *Dinamika Sosial Budaya*, 22(1), 38–44. DOI:10.26623/jdsb.v22i1.2228

Fauziah & Aprilandini. (2018). Cosplay phenomenon as a popular culture among teenagers in Jakarta. *Proceedings of the International Conference on Technology and Social Science 2018 (ICTSS 2018)*. https://conf.e-jikei.org/ICTSS2018/proceedings/materials/proc_files/A031/CameraReadyManuscript ICTSS2018_GS_A031.pdf

Galih, A. (2012). Aktualisasi diri kelompok penggemar (fandom) manga di Indonesia. *Jurnal Komunikasi dan Budaya*, 9(2), 55–67. Universitas Airlangga. <https://journal.unair.ac.id/download-fullpapers-palim4b106a4c722full.pdf>

Hendriyani, Hollander, E. H., d'Haenens, L., & Beentjes, J. (2011). Children's Television in Indonesia. *Journal of Children and Media*, 5(1), 86–101. DOI:10.1080/17482798.2011.535404

Iida, S., & Takeyama, Y. (2018). A brief history of Japanese popular culture in Japanese language education: Using 'manga' in the classroom. DOI: 10.1386/eapc.4.2.153_1

Isnaini, A., & Suryandari, N. (2024). Komunikasi Antarbudaya dalam Komunitas Cosplay: Eksplorasi Adaptasi Budaya Jepang di Surabaya. *Jurnal Media Akademik*, 8(1), 45–56 DOI: 10.62281/v3i6.2122

Kurnianto, A., & Anam Fathoni, A. F. (2017). Lost in Animation: Finding Indonesian Position in the World Animation History. *Advanced Science Letters*, 23(1), 232–236. DOI: 10.1166/asl.2017.7142

Kusumajanti, Kuswanti, Heryadi (2023). Imperialisme Budaya dalam Tayangan Wisata dan Budaya di Televisi Indonesia. *Jurnal Ilmu Komunikasi*. DOI:10.31315/jik.v21i1.8849

Lee, H.-K. (2011). Participatory media fandom: A case study of anime fansubbing. *Media, Culture & Society*, 33(8). DOI: 10.1177/0163443711418271

Leonard, Sean. (2005). Progress Against the Law: Anime and Fandom, with the Key to the Globalization of Culture. *International Journal of Cultural Studies*, 8(3), 281–305. DOI: 10.1177/1367877905055679

Lestari Dara C.U.G., Lila Pelita Hati, Nurhabsyah. (2023). Dampak Kepopuleran Anime One Piece, Naruto, dan Bleach terhadap Minat Menonton Masyarakat

Indonesia melalui Platform Layanan Streaming Video. *Local Wisdom, Social, and Arts (LWSA)*, 6(1), 90–98. DOI: 10.32734/lwsa.v6i2.1729

Ngurawan, A. M., Pangemanan, S. S., & Tielung, M. V. (2016). The Influence of Japanese Modern Culture Value toward Purchase Decision Making Process on Youth Society in Manado. *Jurnal EMBA*, 4(2). DOI: 10.35794/emba.4.2.2016.12727

Novianto, O., & Armando, A. (2014). Partisipasi fandom dalam industri anime studi mengenai hubungan dan relasi antara fans dengan industri anime. Universitas Indonesia Institutional Repository. <https://lib.ui.ac.id/detail?id=20404577&lokasi=lokal>

Nugroho, A. (2016). Anime sebagai budaya populer di Indonesia. *Societas: Jurnal Pendidikan dan Ilmu Sosial*, 8(1), 45–53. Universitas Negeri Yogyakarta. DOI: 10.21831/e-societas.v6i3.9099

Nuraini. (2017). Diplomasi kebudayaan Jepang terhadap Indonesia dalam pengembangan bahasa Jepang. *Jurnal Hubungan Internasional*, 6(2), 189–206. <https://media.neliti.com/media/publications/199400-diplomasi-kebudayaan-jepang-terhadap-ind.pdf>

Oos M. Anwas (2022). Budaya Literasi Media Televisi. *Jurnal Teknodik*. DOI: 10.32550/teknodik.v0i0.43

Pramana, S. I. (2012). Peranan Majalah Animonster Terhadap Minat Baca Manga pada Mahasiswa (Skripsi, Fakultas Ilmu Komunikasi, Universitas Padjadjaran). Universitas Padjadjaran Repository. <https://repository.unpad.ac.id/items/e107bd94-284e-4782-98a4-f57233b64413>

Prista A. N., & Grendi H. (2017). Anime sebagai budaya populer (studi pada komunitas anime di Yogyakarta). *Societas: Jurnal Sosiologi UNY*. DOI: 10.21831/e-societas.v6i3.9099

Puspitasari, A., Wiradharma, G., Prasetyo, M. A., & Rakasiwi, A. (2025). Persuasi Pariwisata Jepang melalui Content Tourism Film Anime: Perspektif Komunikasi Massa Penggemar Anime. *IDEA: Jurnal Studi Jepang*, 4(1), 56–69. Universitas Pakuan. DOI: 10.33751/idea.v7i1.12030

Rachmad, B. P. (2024). Perkembangan budaya populer Jepang di Indonesia tahun 1990–2009. Skripsi, Universitas Sebelas Maret. Surakarta: Repositori Universitas Sebelas Maret. <https://digilib.uns.ac.id/dokumen/detail/119304/Perkembangan-Budaya-Populer-Jepang-di-Indonesia-tahun-1990-2009>

Rachmawati, Alisa Nur dan Subagio, Didit Dwi (2023). "PENGARUH ANIME YURU CAMP TERHADAP PARIWISATA PERFEKTUR YAMANASHI," *Multikultura*: Vol. 2: No. 2, Article 5. DOI: 10.7454/multikultura.v2i2.1140

Rahman, O., Liu, W.-S., & Cheung, B. H.-M. (2012). Cosplay: Imaginative self and performing identity. *Fashion Theory*, 16(3), 317–341. DOI: 10.2752/175174112X13340749707204

Raudha, S., Azwarfajri, A., & Musdawati, M. (2024). Pengaruh Anime dan Budaya Jepang dalam Gaya Hidup Mahasiswa di Banda Aceh. *Jurnal Sosiologi Agama Indonesia (JSAI)*, 5(1), 179–191. DOI: 10.22373/jsai.v5i1.4354

Rosalini, R. H., & Prianti, D. D (2022). Propaganda Jepang di Indonesia melalui Majalah Djawa Baroe pada masa pendudukan 1943. *Jurnal Komunikasi*, 16(2), 223–238. DOI: 10.20885/komunikasi.vol16.iss2.art8

Sahajuddin (2019). Propaganda dan akibatnya pada masa pendudukan Jepang di Enrekang (1942–1945). DOI: 10.36869/wjsb.v10i2.10

Setiawan, I. (2016). BUDAYA TELEVISI DI INDONESIA: Wacana dan Kepentingan Ideologis dari Dua Periode. *Lakon: Jurnal Kajian Sastra Dan Budaya*, 4(1), 56–79. DOI: 10.20473/lakon.v4i1.1930

Toi Yamane. (2020). Kepopuleran dan Penerimaan Anime Jepang di Indonesia. *AYUMI: Jurnal Budaya, Bahasa dan Sastra*, 7(1), 68–82. DOI:10.25139/ayumi.v7i1.2808

Truong, A. H., & Gaudet, S. (2019). Costume play and young adults' socio-economic insertion pathways in Japan. *International Journal of the Sociology of Leisure*. DOI: 10.1007/s41978-020-00054-3

Valaskivi, K. (2013). A brand new future? Cool Japan and the social imaginary of the branded nation. *Japan Forum*, 25(4), 485–504. DOI: 10.1080/09555803.2012.756538

Waluyo, A. (n.d.). Bab II. Repositori Universitas Multimedia Nusantara. https://kc.umn.ac.id/id/eprint/17921/5/BAB_II.pdf

Widiatmoko, H. (2013). *Perkembangan toko mainan anime dan tokusatsu di Yogyakarta tahun 2007–2012* (Skripsi sarjana). Universitas Gadjah Mada, Yogyakarta.

Winge, T. (2006). Costuming the imagination: Origins of anime and manga cosplay. *Mechademia*, 1, 65–77. DOI: 10.1353/mec.0.0084

Yossy Juwita Sari (2025). Fanworks dan fanatisme fandom di Comifuro Indonesia. *Abstrak: Jurnal Kajian Komunikasi dan Budaya Populer*, 5(1), 12–21. Asosiasi DKV Indonesia. DOI: 10.62383/abstrak.v2i3.615

C. Artikel Web / Populer

Amalia, A. 2015. "5 Program Kartun yang Dapat Teguran dan Peringatan KPI." *Merahputih.com*, 16 November. <https://www.merahputih.com/post/read/5-program-kartun-yang-dapat-teguran-dan-peringatan-kpi>

Bidari, A. S., dan L. N. Widya. 2022. "Sejarah Manga: Awal Kemunculan dan Perkembangannya." *Kompas*, 4 Juni. <https://www.kompas.com/stori/read/2022/06/04/110000379/sejarah-manga-awal-kemunculan-dan-perkembangannya?page=all>

CNN Indonesia. 2020. "Sejarah Anime: Sejak 1907 hingga Mewabah ke Indonesia." *CNN Indonesia*, 18 Agustus. <https://www.cnnindonesia.com/hiburan/20200719125155-225-526357/sejarah-anime-sejak-1907-hingga-mewabah-ke-indonesia>

Coananda, Excel. 2018. "Sejarah Budaya Jejepangan di Indonesia (Bagian 1)." *Risamedia*, 22 Februari. <https://www.risamedia.com/sejarah-budaya-jejepangan-di-indonesia-bagian-1>

Ellard, A. 2023. "When Escaping Reality Helps Define Identity: Expression and Empowerment in the Cosplay Community." *Smithsonian Folklife*, 8 September. <https://folklife.si.edu/magazine/cosplay-community>

Fun! Japan. 2016. "Fun! Japan at Gelar Jepang UI 2016." <https://www.fun-japan.jp/id/articles/4454>

GRAMMY GO. 2023. "What Is J-Pop Music?" <https://go.grammy.com/music-genres/what-is-j-pop-music>

Harrison, Kerry. n.d. "The Rise of J-Pop in Japan." <https://justaboutjapan.com/the-rise-of-j-pop-in-japan>

Harususilo, Yohanes Enggar. 2021. "'Tempora Mutantur': Refleksi 36 Tahun Perjalanan Elex Media Komputindo." *Kompas.com*. <https://edukasi.kompas.com/read/2021/01/15/112553171/tempora-mutantur-refleksi-36-tahun-perjalanan-elex-media-komputindo>

Hess, L. 2022. "The New Photography Book Celebrating the Art and Community of Cosplay." *Vogue*. <https://www.vogue.com/article/thurstan-redding-kids-of-cosplay-photography-book>

Japan Foundation. (2002). *Annual report 2002*. Tokyo: The Japan Foundation. <https://www.jpf.go.jp/e/about/result/ar/2002/pdf/ar2002-02-02.pdf>

Japan Foundation Jakarta. (2024). *About us: Our office*. Jakarta: The Japan Foundation. <https://www.jpf.go.jp/jakarta/about/index.html>

Japan Foundation. 2022. “50 Years of JF History.” 国際交流基金50周年記念サイト. <https://50years.jpf.go.jp>

Japan View. 2024. “Lihat ‘Gelar Jepang UI’ dari Dekat, Acara Budaya Jepang dengan Sejarah yang Panjang!” <https://japanview.tv/id/news/37348/>

Kevin, W. 2014. “Bongkar Mitos Pelarangan Anime: Apa Kata KPI.” *Kaori Nusantara*. <https://www.kaorinusantara.or.id/newsline/18941/bongkar-mitos-pelarangan-anime-apa-kata-kpi>

Khodiq Duhri, Muh. 2022. “Faktor Sejarah dan Budaya Bikin Mobil Jepang Rajai Jalanan di Indonesia.” *Espos.id*. <https://otomotif.espos.id/faktor-sejarah-dan-budaya-bikin-mobil-jepang-rajai-jalanan-di-indonesia-1349380>

Kusumanto, D. 2018. “Kangen Drama Jepang di TV? Sambut Kembali Oshin di TVRI!” *Kaori Nusantara*, 8 September. <https://www.kaorinusantara.or.id/newsline/115953/kangen-drama-jepang-di-tv-sambut-kembali-oshin-di-tvri>

Lim, T. 2020. “Cosplay – Japanese Media and Popular Culture.” *Japan Media and Popular Culture Center, University of Tokyo*. <https://jmpc-utokyo.com/keyword/cosplay/>

MasterClass. 2021. “All About J-Pop Music: A Brief History of Japanese Pop Music.” <https://www.masterclass.com/articles/j-pop-music-guide>

Matanasi, Petrik. 2020. “Serial Oshin yang Menguras Air Mata dan Dinantikan Pemirsa.” *Tirto.id*. <https://tirto.id/serial-oshin-yang-menguras-air-mata-dan-dinantikan-pemirsa-eJXd>

McGray, D. 2002. “Japan’s Gross National Cool.” *Foreign Policy* 130: 44–54. https://pueaa.unam.mx/uploads/materials/McGray_Gross-National-Cool.pdf

Nancy Junita. 2016. “Serial ‘Oshin’ Kembali Tayang.” *Bisnis.com*. <https://lifestyle.bisnis.com/read/20160218/254/520302/serial-oshin-kembali-tayang>

Ogoura, K. (2012). *From ikebana to manga and beyond: Japan’s cultural and public diplomacy is evolving*. Tokyo: The Japan Foundation. https://www.globalasia.org/v7no3/cover/from-ikebana-to-manga-and-beyond-japans-cultural-and-public-diplomacy-is-evolving_kazuo-ogoura

Pitchfork. 2021. “The Endless Life Cycle of Japanese City Pop.” <https://pitchfork.com/features/article/the-endless-life-cycle-of-japanese-city-pop>

Putri, A. D. 2018. “Budaya Populer Jepang di Indonesia.” *Binus University, Program Studi Bahasa Jepang*, 27 Desember. <https://japanese.binus.ac.id/2018/12/27/budaya-populer-jepang-di-indonesia/>

- Rachmadita, A. 2023. "Bobo dari Belanda ke Indonesia." *Historia.id*. <https://www.historia.id/article/bobo-dari-belanda-keindonesia-vxkjr>
- Radhytia, R. Y. 2023. "Meredupnya Musik J-Pop di Era Kepopuleran Anime di Indonesia." <https://www.froyonion.com/news/pop/meredupnya-musik-j-pop-di-era-kepopuleran-anime-di-indonesia>
- Rahmat, K. B. 2025. "Anime dan Manga di Indonesia: Dampak Sosial dan Psikologis." *Tirto.id*. <https://tirto.id/anime-dan-manga-di-indonesia-dampak-sosial-dan-psikologis-hfvK>
- Renata. 2016. "Fun! Japan at Gelar Jepang UI 2016." *Fun! Japan*. <https://www.fun-japan.jp/id/articles/4454>
- Ryan L. Kopf. 2023. "The History of Cosplay: From Fan Culture to Mainstream Popularity." *Medium*. <https://medium.com/cosplayers/the-history-of-cosplay-from-fan-culture-to-mainstream-popularity-95188770168a>
- Sauder, M. L. 2018. "The Tokusatsu Genre: Super Sentai, Kamen Rider, Metal Heroes, and More!" *CDJapan Editorial*. <https://honeysanime.com/editorial-tuesday-the-tokusatsu-genre-super-sentai-kamen-rider-metal-heroes-and-more/>
- Setiawan, R. 2023. "Sejak Orde Baru, Majalah Anak Pengaruhi Tumbuh Kembang Sosial Anak." *The Conversation*, 19 Januari. <https://theconversation.com/sejak-orde-baru-majalah-anak-pengaruhi-tumbuh-kembang-sosial-anak-termasuk-pandangan-mereka-akan-negara-dan-gender-197259>
- Sitompul, M. 2019. "Yang Terbuang Setelah Perang." *Historia.id*. <https://www.historia.id/article/yang-terbuang-setelah-perang-dwqwe>
- Siti Khatijah. 2024. "Pernah Menjajah, Ternyata Jepang Memberi Ganti Rugi kepada Indonesia." *Inibaru.id*. <https://inibaru.id/tradisinesia/pernah-menjajah-ternyata-jepang-memberi-ganti-rugi-kepada-indonesia>
- Suseno. 2016. "Oshin Kembali Tayang di Televisi Indonesia." *Tempo*, 19 Februari. <https://www.tempo.co/teroka/oshin-kembali-tayang-di-televisi-indonesia-1382129>
- Tempo. 2006. "Yang Menular dari Jepang." *Tempo.co*. <https://www.tempo.co/hiburan/yang-menular-dari-jepang-977251>
- Top40Weekly. 2023. "What Is J-Pop?" <https://top40weekly.com/what-is-j-pop>
- Videtra, R. 2020. "Penerbitan Manga di Indonesia, Bagian 1." *Kaori Nusantara*. <https://www.kaorinusantara.or.id/newslines/143815/penerbitan-manga-di-indonesia-bagian-1-sejarah-singkat-penerbitan-manga-oleh-elex-media>

D. Blog / Blogspot

Andhika Sp Hieka. 2013. "Sejarah Cosplay." *JIPROJECT Blog*, 24 Februari. <https://jiproject.blogspot.com/2013/02/sejarah-cosplay.html>

Bartolomeus R. J., Muhammad A. A., Radityo M., dan Therius O. 1999. "Kompilasi Jadwal Siaran Era 1990-an (Rekonstruksi dari Media Cetak: Doraemon, Ninja Hattori, Power Rangers)." *Blogspot*. <https://jadwalstv1990an.blogspot.com>

Bernado Palos. n.d. "The History and Evolution of Japanese Pop Music (J-Pop)." <https://palospublishing.com/the-history-and-evolution-of-japanese-pop-music-j-pop>

Bijiiyeng. 2016. "Sejarah Anime Masuk ke Indonesia." *Bijiiyeng Blog*, 4 Januari. <https://bijiiyeng.wordpress.com/2016/01/04/fotosintesis/>

Ega Yafiarta. 2009. *Cosplay Community Blog*. <https://cosplaycommunity.blogspot.com/>

Issmileducation. 2012. "Perkembangan J-Pop di Indonesia." *Issmileducation Blog*, Desember. <https://issmileducation.blogspot.com/2012/12/perkembangan-j-pop-di-indonesia.html>

Postyrandom. 2023. "Review: Majalah Bobo – 50 Tahun Edisi Koleksi Terbatas." <https://postyrandom.com/review-majalah-bobo-50-tahun-edisi-koleksi-terbatas/>

Ranny Rastati. 2017. "Pro & Cons: The Rise of Hijab Cosplay in Indonesia." *Ranny Rastati's Blog*, 27 Juli. <https://rannyrastati.wordpress.com/2017/07/27/pro-cons-the-rise-of-hijab-cosplay-in-indonesia/>

Roroputri. 2017. "Buat Kamu Pencinta Anime, Wajib Tahu Nih Sejarah Anime di Indonesia." *Hipwee*. <https://www.hipwee.com/narasi/buat-kamu-pencinta-anime-wajib-tahu-nih-sejarah-anime-di-indonesia/>

Tama, D. 2024. "Perkembangan Event Jepang serta Budaya Cosplay di Indonesia." <https://blog.squareteams.co/cosplay/trivia/perkembangan-event-jepang-serta-budaya-cosplay-di-indonesia/>

Telek Wangi. 2018. "Sejarah Lengkap Penayangan Anime di TV Indonesia, dari Era 80-an Hingga Sekarang." *Telek Wangi Blog*, 9 September. <https://telekwangi.blogspot.com/2018/09/sejarah-lengkap-penayangan-anime-di-tv.html>

E. Video

Tsutsui, W. M. (2004). *Godzilla and Postwar Japan*