

Daftar Pustaka

- Agatucci, C. (2007). *Culture, Religion, & Myth: Interdisciplinary Approaches*. HUM 211 Online Course Pack. Retrieved May 28, 2022, from <https://web.cocc.edu/cagatucci/classes/hum211/CoursePack/culture.htm>
- Apperley, T. H. (2006). Genre and *game* studies: Toward a critical approach to *video game* genres. *Simulation & Gaming*, 37(1), 6–23. <https://doi.org/10.1177/1046878105282278>
- Arsenault, D. (2009). *Video game* genre, Evolution and Innovation. *Eludamos: Journal for Computer Game Culture*, 3(2), 149–176. <https://doi.org/10.7557/23.6003>
- Aramata, H., & Oya, Y. (2021). *Aramata Hiroshi no Nihon Zenkoku Yokai mappu*. Shuwashisutemu.
- Baba, A. (2012, June). *Videogames--a shared culture thriving in Japan and the United Kingdom*. WochiKochi Web Magazine. Retrieved July 1, 2022, from <https://www.wochikochi.jp/english/foreign/2012/06/game-uk.php>
- Chaplin, D. (2018). *Sengoku Jidai. Nobunaga, Hideyoshi, and Ieyasu: Three unifiers of Japan*. Createspace Independent Publishing Platform.
- Cleary, T. F., Tsugaru Kōdō, Yamaga, T., & Yamaga Sokō. (2009). *Samurai wisdom lessons from Japan's warrior culture: Five classic texts on Bushido*. Tuttle Pub.
- Devitt, A. J. (2015). Genre. *Keywords in Writing Studies*, 82–87. <https://doi.org/10.7330/9780874219746.c017>
- Ecenbarger, C. (2016). Comic books, *video games*, and Transmedia Storytelling. *International Journal of Gaming and Computer-Mediated Simulations*, 8(2), 34–42. <https://doi.org/10.4018/ijgcms.2016040103>
- Fisher, R., Perkins, S., Walker, A., & Wolfart, E. (1996). *Hipr: Hypermedia Image Processing Reference*. John Wiley.
- FROMSOFTWARE. (2019, March 22). *Sekiro: Shadows Die Twice*. computer software, Activision Publishing. Retrieved May 2022, from <https://www.sekirothegame.com/>.
- Inada, K. (2020). *Meitō Koshirae Tōsōgu sōran*. Wanpaburissingu.

- Juul, J. (2001). *Games telling stories?* *Games Studies* 0101 Retrieved July 24, 2022, from <http://gamestudies.org/0101/juul-gts/>
- Kawai, H. (2001). *Nihon Rekishi Sengoku-hen*. Gakken.
- Komatsu, K. (2003). *Ikai to nihonjin: Emonogatari no sōzōryoku*. Kadokawa Shoten.
- Leeming, D. A. (2009). *The Oxford Companion to World mythology*. Oxford University Press.
- McDonald, E. (2021, December 3). *The global games market 2017: Per region & segment*. Newzoo. Retrieved June 4, 2022, from <https://newzoo.com/insights/articles/the-global-games-market-will-reach-108-9-billion-in-2017-with-mobile-taking-42>
- Metzger, S. A., & Paxton, R. J. (2016). Gaming history: A framework for what *video games* teach about the past. *Theory & Research in Social Education*, 44(4), 532–564. <https://doi.org/10.1080/00933104.2016.1208596>
- Meyer, M. (n.d.). *Yokai.com - the online database of Japanese ghosts and monsters*. Yokai.com. Retrieved July 10, 2022, from <https://yokai.com/>
- Meyer, M. (2015). *The night parade of one hundred demons: A field guide to Japanese yōkai* (Vol. 1, Ser. Yokai). Matthew Meyer.
- Middlebury College. (2014). *JRPG - FMMC0282 Project*. Game Genre Wiki. Retrieved July 8, 2022, from <https://mediawiki.middlebury.edu/FMMC0282/JRPG>
- Miyata, N. (1993). *Nihon "Shinwa densetsu" sōran*. Shinjinbutsu Ōraisha.
- Nieborg, D. B., & Hermes, J. (2008). What is *game studies* anyway? *European Journal of Cultural Studies*, 11(2), 131–147. <https://doi.org/10.1177/1567549407088328>
- Ōishi Naomasa, & Kobayashi, S. (1978). Ashina-shi. In *Chūsei Ōu no sekai* (pp. 297–304). essay, Tōkyō Daigaku Shuppankai.
- P., W. M. J., & Perron, B. (2009). *The video game theory reader 2*. Routledge.
- Perron, B., & P., W. M. J. (2009). *The video game theory reader*. Routledge.
- Picard, M. (2013, December). *The Foundation of Geemu: A Brief History of Early Japanese video games*. *The International Journal of Computer Game*

- Research. Retrieved May 20, 2022, from <http://gamestudies.org/1302/articles/picard>
- Reid, A. J. (2014, April 10). *Video games as popular culture*. Medium. Retrieved July 24, 2022, from <https://medium.com/@ajreid93/video-games-as-popular-culture-49d22adbd091>
- Reider, N. T. (2010). 2 Shuten Dōji (Drunken Demon). In *Japanese demon Lore Oni, from ancient times to the present* (pp. 30–52). essay, Utah State University Press.
- SCHELL, J. (2008). *The Art of Game Design: A book of lenses*. CRC Press/Balkema.
- Spring, D. (2014). Gaming history: Computer and video games as historical scholarship. *Rethinking History*, 19(2), 207–221. <https://doi.org/10.1080/13642529.2014.973714>
- Sugiyono. (2008). *Metode Penelitian Pendidikan: (Pendekatan Kuantitatif, Kualitatif Dan R & D)*. Alfabeta.
- Turnbull, S. (2002). *The Samurai Sourcebook*. Cassell.
- Turnbull, S. (2002). *The Samurai Sourcebook*. Cassell.
- Video game history*. Smithsonian Institution. (n.d.). Retrieved May 4, 2022, from <https://www.si.edu/spotlight/the-father-of-the-video-game-the-ralph-baer-prototypes-and-electronic-games/video-game-history>
- Video games in Japan*. Video Game Sales Fandom. (n.d.). Retrieved July 24, 2022, from https://vgsales.fandom.com/wiki/Video_games_in_Japan#
- Wolf, M. J. P. (2008). *The video game explosion: A history from pong to PlayStation and beyond*. Greenwood Press.
- Yamamura, K. (2008). *The Cambridge History of Japan: Medieval Japan* (6th ed., Vol. 3, Ser. The Cambridge History of Japan). Cambridge University Press.
- Young, R. B. (2021, May 13). *Video Games as Literature: A defense of The Medium*. LitReactor. Retrieved May 7, 2022, from <https://litreactor.com/columns/video-games-as-literature-a-defense-of-the-medium>
- Zarzycki, A. (2015). Conference on Computer-Aided Architectural Design Research in Asia (CAADRIA) 2015. In *ResearchGate*. Daegu. Retrieved

May 7, 2022, from
https://www.researchgate.net/publication/277076223_VIDEO_GAME_NARRATIVES_BEYOND_THE_GAME-PLAY.

井伊直政の赤備えとは？『井伊の赤鬼』誕生エピソード: ゆるりと楽しく戦国時代！. (n.d.). Retrieved July 18, 2022, from <https://yururito-sengoku.com/sengokumangaituwa/sengokuinaomasa.html>

東建コーポレーション. (n.d.). 刀剣の専門サイト・バーチャル刀剣博物館「刀剣ワールド」. 刀剣ワールド. Retrieved July 18, 2022, from <https://www.touken-world.jp/>

