Daftar Pustaka

E-book dan Jurnal:

Adris, Vivi. T. (2008). *Fenomena Kawaii Bunka Dalam Perilaku Konsumen Anak Muda Jepang (1990-2008)*. Depok: Universitas Indonesia.

Allison, A. (2006). *Millennial Monsters: Japanese Toys and the Global Imagination* (1st ed.). University of California Press. http://www.jstor.org/stable/10.1525/j.ctt1ppk4p

Andelina, I. R. (2020). *KAJIAN DESAIN KARAKTER PERSONA 4 BERDASARKAN PENDEKATAN ARCHETYPE DAN MANGA MATRIX*. *7*. https://doi.org/10.2241/narada.2020.v7.i1.005

Arikunto, S. (2010). Prosedur Penelitian Suatu Pendekatan Praktik. Jakarta: Rineka Cipta.

Arikunto, S. (2017). Pengembangan Instrumen Penelitian dan Penilaian Program. Yogyakarta: Pustaka Pelajar.

Bîrlea, O. M. (2021). "CUTE STUDIES". *KAWAII* ("CUTENESS") – A NEW RESEARCH FIELD. *Philobiblon*, *26*(1), 83–100. https://doi.org/10.26424/philobib.2021.26.1.05

Borries, F.V., Walz, S.P., & Böttger, M. (2007). Space time play : computer games, architecture and urbanism : the next level.

Chang, Eddy Y.L. (2017*). Let the Yuru Chara do the Job: Japan's Mascot Character Frenzy and its Socioeconomic Implications. Mirai Estudios Japoneses*, Vol.1 h.237-252.

Consalvo, M., & Dutton, N. (2006). Game analysis: Developing a methodological toolkit for the qualitative study of games. Retrieved from gamestudies.org: http://gamestudies.org/06010601/articles/consalvo_dutton

Dale, J. (2019). *Cuteness Studies in Japan. Reasearch gate,* 320-330. DOI: 10.4324/9781315179582-32. ISBN: 9781315179582.

Daniel Cervone, Lawrence A. Pervin, (2018). Kepribadian : Teori dan Penelitian, Penj: Aliya Tusyani, dkk, (Jakarta : Salemba Humanika, 2011)

Devita Setyarini, W., Lusiana, Y., & Suryadi, Y. (2021). Representasi *Kawaii* dan Omotenashi pada Yuru-kyara Prefektur Nara (Analisis Semiotika Roland Barthes). *Janaru Saja*.

Febriani Setiawati Prasetya, X., & Lani Anggapuspa, M. (2022). ANALISIS VISUAL DESAIN KARAKTER XIAO DALAM *GAME* GENSHIN IMPACT. *Jurnal Barik*, 185-198.

Fiske, John. (1990).Cultural and Communications Studies. Yogyakarta: Jalasutra

Gee, James Paul. "Learning and Games." The Ecology of Games: Connecting Youth, Games, and Learning. Edited by Katie Salen. The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning. Cambridge, MA: The MIT Press, 2008. 21–40. doi: 10.1162/dmal.9780262693646.021

Heller, E. and Chamorro Mielke, J. (2017). *Color psychology*. Barcelona: Gustavo Gili.

Hiroshi Aoyagi. Idols and Celebrity in Japanese Media Culture, *Social Science Japan Journal*, Volume 16, Issue 2, Summer 2013, Pages 340–343, https://doi.org/10.1093/ssjj/jyt022

Hiroshi Nittono et al., (2012). *The Power of Kawaii: Viewing Cute Images Promotes a Careful Behavior and Narrows Attentional Focus*. in PLoS ONE, 7(9): e46362 (2012). DOI: https://doi.org/10.1371/journal.pone.0046362.

Iwabuchi Koichi (2002) *Recentering Globalization: Popular Culture and Japanese Transnationalism*. Durham, NC: Duke University Press.

Jenkins, H. (2006). Dalam H. Jenkins, S. Ford, & J. Green, Spreadable Media: Creating Value and Meaning in a Networked Culture (Postmillennial Pop) by Henry Jenkin. New York University press.

Jesse Schell (2015). *The Art of Game Design: A Book of Lenses*. CRC Press, Boca Raton, second edition, 2015. ISBN 978-1-4665-9864-5.

Joel, Gn. (2016). *A Lovable Metaphor: On the Affect, Language and Design of Cute*. East Asian Journal of Popular Culture, vol. 2 no. 1, 50.

Kelts, Roland. (2006). Japanamerica : How Japanese Pop Culture has Invaded the U.S. New York :Palgrave Macmillan, 2006.

Kinsella, Sharon. (1995). *Cuties in Japan*. In L. Skov, & B. Moeran (Eds.), Women, media, and consumption in Japan. h. 220-254. Honolulu, HI: University of Hawaii Press.

Kinsella, Sharon (2000) *Adult Manga: Culture and Power in Contemporary Japanese Society*. Richmond, Surrey: Curzon Press.

Koichi Iwabuchi (2015) *Pop-Culture Diplomacy in Japan: Soft Power, Nation Branding and The Question of 'International Cultural Exchange'*, International Journal of Cultural Policy, 21:4, 419-432, DOI: 10.1080/10286632.2015.1042469

Komatsu, T., & Ohkura, M. (2011). Study on Evaluation of *Kawaii* Colors Using Visual Analog Scale. Dalam *LNCS* (Vol. 6771).

Kumara, D., & Murfiantż, F. (2020). *Analisis Visual Karakter Sri Asih Celestial Goddess Dengan Teori Manga Matrix*.

Lebra, T.S. (1976). Japanese patterns of behavior.

Lieber-Milo, S., & Nittono, H. (2019). *From a Word to a Commercial Power-A Brief Introduction to the Kawaii Aesthetic in Contemporary Japan 1*.

Mackintosh, J. D. (2008). Review: Roland Kelts, Japanamerica: How Japanese Pop Culture Has Invaded the US. Palgrave Macmillan, 2006. 238 pp., 16 col. illus. ISBN 1—4039—7475—6. Animatison, 3(1), 97–100. https://doi.org/10.1177/17468477080030010603

Nittono, Hiroshi. (2016). *The Two-layer Model Of 'Kawaii': A Behavioural Science Framework For Understanding Kawaii And Cuteness. East Asian Journal of Popular Culture*, Vol.2 nomor 1-2016, h.79-95.

Northwood, B. M. (2018). *The influence of Japanese popular culture on learning Japanese.* East Asian Journal of Popular Culture, *4*(2), 189–204. https://doi.org/10.1386/eapc.4.2.189_1.

Oyama, Tadau.dkk. (1963. Color-Affection and Color-Symbolism in Japanese and American Students. *The Japanese Journal of Psychology,* Vol.34 nomor 3 h.109-121.

Pratama, W., Setiarso, I., Mintorini, E., Rizky Gardianto, G., & Artikel, R. (t.t.). PERANCANGAN DESAIN KARAKTER SAKUYA DENGAN PENDEKATAN METODE MANGA MATRIX INFO ARTIKEL ABSTRAK. *Jurnal Citrakara*, *3*(3), 355–362.

Prusinski, L. (2013). *Wabi-Sabi, Mono no Aware, and Ma: Tracing Traditional Japanese Aesthetics Through Japanese History*.

Putri, F., & Indrawati, I. (2020). Diplomasi dua budaya: Studi kasus perbandingan strategi diplomasi pop culture Korea Selatan dan Jepang di Indonesia. Global Insight Journal, 4(2), 1-29. https://doi.org/10.52447/gij.v4i2.3734.

Schell, J. (2008). Seni Desain Game: Buku Lensa. Burlington, MA: Penerbit Morgan Kaufmann.

Schell, J. (2014). The Art of *Game* Design: A Book of Lenses, Second Edition (2nd ed.). A K Peters/CRC Press. https://doi.org/10.1201/b17723

Senen, M., & Piri, E. (2019). *Analisis Penerapan Karakter "Kawaii Bunka" Dalam Kehidupan Masyarakat Jepang*.

Shirane, H. (ed.) (2007) Traditional Japanese Literature: An Anthology, Beginnings to 1600, New York: Columbia UP.

Sicart, M. (2009). *The Ethics of Computer Games*. MIT Press. https://doi.org/10.7551/mitpress/9780262012652.001.0001

Sugiyono (*2014*). Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D. Bandung: Alfabeta. Tarigan, B. (2012).

Sukmadinata, N.S. (2011). Metode Penelitian Pendidikan. Bandung: Remaja Rosadakarya.

Tekinbaş Katie Salen & Zimmerman Eric. (2003). *Rules of Play : Game Design Fundamentals*. MIT Press.

Tsukamoto, Hiroyoshi. (2006) Manga Matrix: Create Unique Characters Using the Japanese Matrix System, USA: Collins Design.

Yomota, I. (2006). "*Kawaii" ron.* Tokyo: Chikuma Shobou.

Yoshino, K. (1992). Cultural Nationalism in Contemporary Japan: A Sociological Enquiry (1st ed.). Routledge. https://doi.org/10.4324/9780203973455

Internet :

Abdurrahman, A. (2023, April 28). *Urutan Mainline Final Fantasy, dari Zaman Nintendo Jadul (NES) Sampai PS5*. https://www.kearipan.com/final-fantasy-mainline/, diakses pada 11 Juni 2023.

Arnold, M. (2022, April 4). *The Origin Of Final Fantasy, Explained*. Https://Www.Thegamer.Com/Final-Fantasy-Series-How-Started/, diakses pada 15 April 2023.

Ayiko. (2022, Januari 17). *Sejarah Game RPG Final Fantasy yang Bikin Lo Pengen Main!* https://mymovement.id/articles/sejarah-*game*-rpg-final-fantasy, diakses pada 9 Mei 2023.

Banton, C. (2022, August 2). *What Are Unit Sales? Definition, How to Calculate, and Example*. Https://Www.Investopedia.Com/Terms/u/Unitsales.Asp, diakses pada 11 Mei 2023.

Barnett, B., Garcia, J., & Harvey, A. (2020, April 10). *How to Unlock Limit Breaks and Effects*. https://www.ign.com/wikis/final-fantasy-7-*remake*/How_to_Unlock_Limit_Breaks_and_Effects, diakses pada 18 Mei 2023.

Bhagat, R. (n.d.). *The Beginner's Guide to Creating Cute Kawaii Art*. Https://Learn.Podium.School/Art/Kawaii-Art/, diakses pada 11 Juni 2023.

Derrick, J., & Xue, F. (2022, November 8). *How to Find Your Face Shape and the Most Flattering Hairstyles for It*. https://www.byrdie.com/is-your-face-round-square-long-heart-or-oval-shaped-345761, diakses pada 1 Juni 2023.

Final Fantasy 7 Remake Wiki. (2021, Juni 9). *Aerith Gainsborough | Final Fantasy 7 Remake Wiki.* https://finalfantasy7*remake*.wiki.fextralife.com/Aerith+Gainsborough, diakses pada 2 Mei 2023.

Final Fantasy Wiki. (2020, Mei 18). *Aerith Gainsborough.* https://finalfantasy.fandom.com/wiki/Aerith_Gainsborough, diakses pada 2 Mei 2023.

Firmansah, Y. A. (2020, June 7). *6 Hal Beda dari Final Fantasy VII (FF7) dan Versi Remake.* Https://Esportsnesia.Com/Kasual/6-Perbedaan-Final-Fantasy-7-Ff7-Remake/, diakses pada 5 Mei 2023.

Freiberg, C., & Byrd, M. (2023, August 30). *Every Final Fantasy Game Ranked Worst to Best.* Https://Www.Denofgeek.Com/Games/Every-Final-Fantasy-Game-Ranked-Worst-to-Best/, diakses pada 10 Juni 2023

IGN JAPAN. (2020, December 10). *IGN JAPAN ゲームオブザイヤー2020 今年のベストゲームTOP 10.* Https://Jp.Ign.Com/Goty-2020/48764/Feature/Ign-Japan-2020-Top-10, diakses pada 14 Maret 2023.

Juego Studio. (2020, August 21). *Key Principles of Character Designing in Video Games.* Https://Www.Juegostudio.Com/Blog/Key-Principles-Character-Design-Video-Games, diakses pada 16 Juni 2023.

Knight, S. (2003, Oktober 13). *Tetsuya Nomura's 20s.* https://flare*game*r.com/b2article.php?p=81&more=1, diakses pada 2 Juni 2023.

Laukkonen, J. (2021, October 3). *What Is Final Fantasy?* Https://Www.Lifewire.Com/What-Is-Final-Fantasy-4157832, diakses pada 12 April 2023.

MACHKOVECH, S. (2021, December 16). *Final Fantasy VII Remake on PC: A gorgeous start, but where are the toggles?* Https://Arstechnica.Com/Gaming/2021/12/Final-Fantasy-Vii-Remake-on-Pc-a-Gorgeous-Start-but-Where-Are-the-Toggles/, diakses pada 3 Mei 2023.

Milne, E. (2022, Desember 2). *The History of Final Fantasy.* https://history-computer.com/final-fantasy-guide/, diakses pada 28 April 2023.

Mitra, R. (2021, April 27). *Final Fantasy 7 Remake: All Of The Abilities Of Aerith Weapons, Ranked.* https://*game*rant.com/final-fantasy-7-*remake*-aerith-weapon-ability-best/#reinforced-staff-atb-ward, diakses pada 21 Mei 2023.

Nelva, G. (2019, Juni 19). *Final Fantasy VII Remake Gets New Screenshots and Details on Content and Design on Famitsu.*

https://twinfinite.net/news/final-fantasy-vii-*remake*-famitsu/, diakses pada 22 Juni 2023.

outbythehighwind.tumblr.com. (2021). *Aerith & Tifa: Visual Design*. https://outbythehighwind.tumblr.com/post/634653001074802688/aerith-tifa-visual-design, diakses pada 2 April 2023.

Salon Prive Magazine. (2023, September). *Why is Japanese Culture so Popular?* Https://Www.Salonprivemag.Com/, diakses pada 22 Juni 2023.

Sanz, J. (2022, November 12). *Final Fantasy Saga: berjalan-jalan melalui franchise Square Enix*. https://eloutput.com/id/videojuegos/reportajes/final-fantasy/, diakses pada 1 Juni 2023.

Sinclair, B. (2020, November 6). *Final Fantasy 7 Remake, Avengers push Square Enix H1 sales up 43%*. Https://Www.*Game*industry.Biz/Final-Fantasy-Vii-Remake-Avengers-Push-Square-Enix-1h-Sales-up-43-Percent, diakses pada 10 Maret 2023.

Shipping Wiki. (2021, Januari 22). *Clerith*. https://shipping.fandom.com/wiki/Clerith#:~:text=Cloud%20first%20meets%20Aerith%20shortly,find%20Aerith%20standing%20over%20him, diakses pada 11 Juli 2023.

Suda Goichi. (2013). Game Design no Susume (Rekomendasi Desain Game). Tokyo: Asahi Shimbun Publications.

Takur, T. (2023, Mei 22). *14 Game Final Fantasy PC Dari Awal hingga Terbaru 2019*. https://sobat*game*.com/*game*-final-fantasy/, diakses pada 17 April 2023.

Tetsuya Nomura. (2015). Kingdom Hearts Character Report: The Artwork and Interviews - KH Ultimania. Tokyo: Square Enix.