

### Bibliography:

- Adams, Kimberly. "It turns out 2020 may have been a good year for the Japanese animation industry." *The Marketplace*. December 31, 2020. <https://www.marketplace.org/2020/12/31/it-turns-out-2020-may-have-been-a-good-year-for-the-Japanese-animation-industry/>.
- Al-Farouqi, Akhmad. "The Law of Japanese animation: Otaku, Copyright, Fair Use, and It's Infringements in Indonesia." *Journal of Intellectual Property* 1, no. 1 (2020): 46-47.
- Arba, Alexandru. "Leading Motivations of Indonesian Tourists to Visit Japan 2019." *Statista*. May 25, 2021. <https://www.statista.com/statistics/1069646/japan-leading-travel-motivations-indonesian-tourists/>.
- Bekins, Linn and Sean Williams. "Positioning Technical Communication for the Creative Economy." *Technical Communications* 53, no. 3 (2006): 2-5.
- Berke, Jeremy. "Japan is facing a 'death by overwork' problem – here's how companies are combatting it." *Business Insider*. March 25, 2018. <https://www.businessinsider.in/japan-is-facing-a-death-by-overwork-problem-heres-how-companies-are-combatting-it/articleshow/63454262.cms>.
- Büthe, Tim and Helen V. Milner. "The Politics of Foreign Direct Investment into Developing Countries: Increasing FDI through International Trade Agreements?." *American Journal of Political Science* 52, no. 4 (2008): 741-762.
- Burhanudin, Muhammad and Wiwiek Rindayanti. "Analysis of Creative Industries Development in Indonesia," *International Journal of Sciences: Basic and Applied Research* 49, no. 1 (2020): 2-5.
- CNN. "Meneropong Hari Pahlawan lewat animasi Battle of Surabaya" *CNN Indonesia*. November 10, 2020. <https://www.cnnindonesia.com/hiburan/20201110140948-220-568085/meneropong-hari-pahlawan-lewat-animasi-battle-of-surabaya>.
- De Wit, Alex. "Japanese animation industry grew to record \$24.1 Billions in 2019, says trade body." *Cartoon Brew*. November 27, 2020. [https://www.cartoonbrew.com/business/Japanese\\_animation-industry-grew-to-record-24-1-billion-in-2019-says-trade-body-199002.html](https://www.cartoonbrew.com/business/Japanese_animation-industry-grew-to-record-24-1-billion-in-2019-says-trade-body-199002.html).

- Dikta, Pradika. "Pop-Culture in Public Diplomacy: Japanese animation and Manga as Japan's Soft power in Indonesia." Undergraduate Thesis. President University, 2017.
- Dooley, Ben. "Japanese animation is booming. So why are animators living in poverty?" *The New York Times*. February 24, 2021. <https://www.nytimes.com/2021/02/24/business/japan-Japanese-animation.html>.
- Doxsee, Luke. *Final Report on the Troubles in Japan's Japanese animation Industry*. Peoria: Bradley University, 2018.
- Grossman, Gene M. and Elhanan Helpman. "Outsourcing in a Global Economy." *Review of Economic Studies* 72, no. 1 (2005): 135-139.
- Hijrah, Surya. "5 Japanese animation populer yang ikut dikerjakan studio ubud, buat RI bangga." *IDN Times*. September 12, 2020. <https://www.idntimes.com/hype/entertainment/sultan-yardi-hijrah/Japanese-animation-populer-yang-ikut-dikerjakan-studio-ubud-c1c2>.
- Japan Ministry of Economy, Trade and Industry. 2012. "Cool Japan Strategy (Modified Version of The Interim Report Submitted to The Cool Japan Advisory Council)". Tokyo.
- Kemendikbud. N.d. "Film, Animasi dan Video". Jakarta.
- Kemendikbud. 2021. "Siaran Press: Mendikbud Apresiasi Terus Hadirnya Film Animasi Buatan Anak Bangsa".
- Kusumanto, Dody. "Si Huma akan Kembali." *Kaori Nusantara*. July 16, 2021. <https://www.kaorinusantara.or.id/newsline/168569/si-huma-akan-kembali>.
- Latief, Muhammad. "Indonesia Berpeluang Besar Kembangkan Industri Animasi." *Kompas*. August 15, 2016. <https://edukasi.kompas.com/read/2016/08/15/12213111/indonesia.berpeluang.besar.kembangkan.industri.animasi>.
- Lee, Hye-Kyung. "Introduction: Animation industry at a crossroads." *Creative Industries Journal* 3, no. 3 (2011): 183-187.
- McCarthy, Ian Paul and Angela Anagnostou. "The impact of outsourcing on the transaction costs and boundaries of manufacturing." *International Journal of Production Economics* 88, no. 1 (2004): 61-71.
- Norris, Craig. *Manga, Japanese animation and visual art culture*. Cambridge: Cambridge University Press, 2009.

- Nurjati, Eka and Yan Rianto. "Indonesian Animation Industry: Its Mapping and Strategy Development." *International Journal of Research and Innovation in Social Science* 4, no. 8 (2020): 224-225.
- Nye, Joseph and Robert Keohane. "Transnational Relations and World Politics." *International Organization* 25, no. 1 (1971): 2-5.
- Otmazgin, Nissim. *Regionalizing Culture: The Political Economy of Japanese Popular Culture in Asia*. Hawaii: University of Hawaii Press, 2013.
- Quintinio, Marianne. "Top 10 Countries Where Japanese animation is Most Popular and Why?" Epic Dope. October 22, 2020. <https://www.epicdope.com/top-10-countries-where-japanese-animation-is-most-popular-and-why/>.
- Reichert, Corinne. "Studio Ghibli theme park revealed through new concept art." Cnet. June 7, 2021. <https://www.cnet.com/news/studio-ghibli-theme-park-revealed-through-new-concept-art/>.
- Ristola, Jacqueline. "Blood, Sweat, Ink, and Tears: Exploitations of Labour in the Japanese Animation Industry." (2017).
- Schilling, Mark. "Japanese Companies Outsourcing Japanese animation." Variety. Variety, January 28, 2012. <https://variety.com/2012/digital/news/japanese-companies-outsourcing-japanese-animation-1118049388/>.
- Sharma, Aaryan. "The need for Japanese animation piracy." Epic Dope. November 2, 2020. <https://www.epicdope.com/the-need-for-japanese-animation-piracy/>.
- Statista. "Sales revenue of the animation industry in Japan in 2019, by segment." Statista. April 26, 2021. <https://www.statista.com/statistics/1093754/japan-animation-industry-revenue-by-segment/>.
- Surya, Andre and Freddy Nindan. *Minat Belajar Animasi di Indonesia Meningkatkan*. 2016.
- Tavassi, Guido. *Storia Dell'Animazione Giapponese*. Latina: Tunue, 2013.
- The Economist. "Streaming and covid-19 have entrenched Japanese animation's global popularity." The Economist. June 5, 2021. <https://www.economist.com/business/2021/06/05/streaming-and-covid-19-have-entrenched-japanese-animations-global-popularity>.
- The Association of Japanese Animations. 2021. "Anime Industry Report 2020". Tokyo.
- Wahyuni, Kartikasari. "The Role of Japanese animation and Manga in Indonesia-Japan Cultural Diplomacy." *Tsukuba Gakuin University Bulletin* 13, no. 1 (2018): 41-46.



UNIVERSITAS  
GADJAH MADA

**The Potential of Japanese Animation in Triggering the Early Emergence of Indonesia's Creative Industry**

M FARREL ARSENNO, Dra. Siti Daulah Khoiriyati, M.A.

Universitas Gadjah Mada, 2021 | Diunduh dari <http://etd.repository.ugm.ac.id/>

Wai-Ming, Ng. "The Impact of Japanese Comics and Animations in Asia." *Journal of Japanese Trade & Industry* 1, no. 1 (2002): 1-4.

Wikayanto, Andrian. *Representasi Budaya dan Identitas Nasional Pada Animasi Indonesia in: International Conference on Art for Technology, Science and Humanities*. Bandung: UPT Balai Informasi Teknologi LIPI, 2018.