

## REFERENCES

- Anderson, B. (1983). *Imagined communities: reflections on the origin and spread of nationalism*. Verso.
- Bennett, M. J. (1986). A developmental approach to training for intercultural sensitivity. *International Journal of Intercultural Relations*, 10(2), 179–196. [https://doi.org/10.1016/0147-1767\(86\)90005-2](https://doi.org/10.1016/0147-1767(86)90005-2)
- Bille, H. (2020). *Those Who Fight Further: FF7 and the Climate Crisis*. [www.gamedeveloper.com](http://www.gamedeveloper.com). <https://www.gamedeveloper.com/design/those-who-fight-further-ff7-and-the-climate-crisis>
- Boellstorff, T., Nardi, B., Pearce, C., & Taylor, T. L. (2012). *Ethnography and Virtual Worlds: A Handbook of Method*. In *JSTOR*. Princeton University Press. <https://www.jstor.org/stable/j.cttq9s20>
- Bray, J. (2019, April 30). *Lessons Learned From Games: Final Fantasy IV and Redemption*. SuperNerdLand. <https://supernerderland.com/article/lessons-learned-from-games-final-fantasy-iv-and-redepmtion/>
- de Aguilera, M., & Mendiz, A. (2003). Video games and education. *Computers in Entertainment*, 1(1), 10. <https://doi.org/10.1145/950566.950583>
- de Carvalho, C. V., & Coelho, A. (2022). Game-Based learning, gamification in education and serious games. *Computers*, 11(3), 36. <https://doi.org/10.3390/computers11030036>
- Frans Mäyrä. (2012). *An introduction to game studies : games in culture*. Sage.
- Fuglesang, A. (1982). *About Understanding: Ideas And Observations On Cross Cultural Communication*. Dag Hammarskjöld Foundation.
- Heaney, D. (2023). *FINAL FANTASY XIV: Stormblood: An introduction to Ala Mhigo* | Square Enix Blog. [Square-Enix-Games.com](http://Square-Enix-Games.com). [https://www.square-enix-games.com/en\\_EU/news/final-fantasy-xiv-stormblood-ala-mhigo](https://www.square-enix-games.com/en_EU/news/final-fantasy-xiv-stormblood-ala-mhigo)
- Huber, W. (2022). *Japanese Role-Playing Games* (R. Hutchinson & J. Pelletier-Gagnon, Eds.; pp. 255–276). Rowman & Littlefield.
- Law, E. (2023, August 24). *10 Years Ago, Final Fantasy 14 Found the Answers to the Biggest MMORPG Conundrum in History*. Game Rant. <https://gamerant.com/final-fantasy-14-realm-reborn-10-year-anniversary-mistakes-popularity-future/>
- MMO Population. (2024). *FINAL FANTASY XIV: A Realm Reborn - MMO Populations & Player Counts*. [Mmo-Population.com](http://Mmo-Population.com). <https://mmo-population.com/r/ffxiv>
- Nutt, C. (2011). *Fixing Final Fantasy XIV: The Yoshida Interview*. [www.gamedeveloper.com](http://www.gamedeveloper.com). <https://www.gamedeveloper.com/business/fixing-i-final-fantasy-xiv-i-the-yoshida-interview>
- O'Dwyer, D., & Jayne, J. (2017). *FINAL FANTASY XIV Documentary*. Youtube. <https://www.youtube.com/watch?v=Xs0yQKI7Yw4&t=2s>

- Pirker, J., Rattinger, A., Drachen, A., & Sifa, R. (2018). Analyzing player networks in Destiny. *Entertainment Computing*, 25(1875-9521), 71–83. <https://doi.org/10.1016/j.entcom.2017.12.001>
- Square Enix. (2013). *Final Fantasy XIV: A Realm Reborn* [Video Game]. Square Enix.
- Square Enix. (2015). *Final Fantasy XIV: Heavensward* [Video Game]. Square Enix.
- Square Enix. (2017). *Final Fantasy XIV: Stormblood* [Video Game]. Square Enix.
- Square Enix. (2019). *Final Fantasy XIV: Shadowbringers* [Video Game]. Square Enix.
- Square Enix. (2021). *Final Fantasy XIV: Endwalker* [Video Game]. Square Enix.
- Square Enix. (2024). *Final Fantasy XIV: Dawntrail* [Video Game]. Square Enix.
- Stone, S. (2024, February 16). *How Final Fantasy Changed RPGs Forever*. Den of Geek. <https://www.denofgeek.com/games/how-final-fantasy-changed-rpgs-forever/>
- Vitale, B. (2021). *Final Fantasy X's message of overcoming loss resonates with me far more now, 20 years later* | RPG Site. [www.rpgsite.net](http://www.rpgsite.net). <https://www.rpgsite.net/feature/11486-final-fantasy-xs-message-of-overcoming-loss-resonates-with-me-far-more-now-20-years-later>
- Wallach, O. (2020, November 27). *The history of the gaming industry in one chart*. World Economic Forum. <https://www.weforum.org/agenda/2020/11/gaming-games-consels-xbox-play-station-fun/>
- Woo, G. (2019). *Final Fantasy XIV: Shadowbringers Review - Dancer In The Dark*. GameSpot. <https://www.gamespot.com/reviews/final-fantasy-xiv-shadowbringers-review-dancer-in-/1900-6417212/>
- Woodcock, J., & Gregory, K. J. (2022). *How to Conduct Ethnographies of Massively Multiplayer Online Role-Playing Games*. SAGE Publications, Ltd. <https://doi.org/10.4135/9781529610109> (Original work published 2022)
- Zakaria, M. H. F., Ali, A., & Aziz, A. (2022). Online Gaming: Exploratory of the Communication Process and Current Scenario of Virtual Community Development. *International Journal of Academic Research in Business and Social Sciences*, 12(11). <https://doi.org/10.6007/ijarbss/v12-i11/14739>
- Zapata-Barrero, R. (2018). Transnationalism and Interculturalism: Overlapping Affinities. *Diversity and Contestations over Nationalism in Europe and Canada*, 89–122. [https://doi.org/10.1057/978-1-137-58987-3\\_4](https://doi.org/10.1057/978-1-137-58987-3_4)