UNIVERSITAS
GADJAH MADA
Representasi Budaya Jepang dalam Game Monster Hunter Rise sebagai Soft Power Jepang
Justin Ashley, Najih Imtihani, S.S., M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

DAFTAR RUJUKAN

Angelina Earley. (2013). Bowing. Flickr. https://www.flickr.com/photos/daedrius/8536075048

Azka, M. N. (2025). Representasi Budaya Perancis dan Inggris dalam *Game* Genshin Impact di Negara Fontaine. S1 - Sarjana thesis, Universitas AMIKOM Yogyakarta.

Cabinet Office, Japan. *Cool Japan Strategy*.

Computer Entertainment Supplier's Association (CESA). (2021). *Japan Game Awards:2021*.

Computer Entertainment Supplier's Association (CESA). (2020). *TOKYO GAME SHOW 2020.*

Capcom. (2021). *Monster Hunter Rise Dev Interview*. *Monster Hunter*. https://www.monsterhunter.com/mha/en/mhr_interview/. Diakses pada 23 Mei 2026.

Capcom. (2022). *Monster Hunter Series to be Utilized in Osaka Prefecture's Traffic Safety Awareness Campaign for the First Time!*. Capcom. https://www.capcom.co.jp/ir/english/news/html/e220628.html. Diakses pada 15 Juni 2026.

Capcom. (2024). *Monster Hunter* 20th Anniversary Director Interview: 2021-2022. YouTube. https://www.youtube.com/watch?v=uN4mh-H_lls. Diakses pada 13 Juni 2026.

Cartwright, M. (2019). A Traditional Japanese House. *World History Encyclopedia*. https://www.worldhistory.org/article/1426/a-traditional-japanese-house/. Diakses pada 25 Mei 2026.

Computer Entertainment Supplier's Association. (2024). *CESA Game Industry Report 2024*. CESA.

Drost, E. (2013, February 23). Candy Apples at the West Side Market. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Candy_Apples_at_the_West_Side_Market_(8504377510).jpg

Fg2. (2005, April 24). Kamado4816.jpg. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Kamado4816.jpg

Fg2. (2019). Traditional Japanese Hearth [Photograph]. World History Encyclopedia. https://www.worldhistory.org/image/11014/traditional-japanese-hearth/

Foster, M. D., & Kijin, S. (2015). *The Book of Yokai: Mysterious Creatures of Japanese Folklore*. University of California Press.

Gaijin Goombah. (2021). *Goss Harag's Japanese Folklore Origins in Monster Hunter Rise! - Gaijin Goombah*. YouTube. https://www.youtube.com/watch?v=xuyZ8oGIDU8. Diakses pada 14 Juni 2026.

Hall, S. (1997). *Representation: Cultural representations and signifying practices*. London: SAGE Publications.

Hendry, J. (1995). *Understanding Japanese society* (2nd ed.). Routledge.

UNIVERSITAS
GADJAH MADA
Representasi Budaya Jepang dalam Game Monster Hunter Rise sebagai Soft Power Jepang
Justin Ashley, Najih Imtihani, S.S., M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

Hidayatullah, S. (2024). MEDIA SOSIAL SEBAGAI ALAT SOFT POWER DALAM DIPLOMASI DIGITAL: STUDI KASUS NEGARA-NEGARA ASEAN. *Sciential: Journal of Social Sciences and International Relations*, *1*(2), 91-102.

Iqbal, C. I. (2016). BUDAYA POPULER *GAME* POKEMON GO SEBAGAI SOFT DIPLOMACY JEPANG. *Izumi*, *5*(2), 1-9.

Japanese Station. (2015, March 5). *Ringo ame, jajanan populer dari Jepang*. https://japanesestation.com/japan-travel/culinary/ringo-ame-jajanan-populer-dari-jepang

Karakasa.jpg. (n.d.). Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Karakasa.jpg

Kimball, D. (2019). Winter by the Irori | The Charm of Traditional Japanese Hearths. *A Different Side of Japan*. https://donnykimball.com/irori-c29f8b111068. Diakses pada 25 Mei 2026.

KimonBerlin. (2007, November 19). A tanuki near the Path of Philosophy (Kyoto). Wikimedia Commons. https://commons.wikimedia.org/wiki/File:A_tanuki_near_the_Path_of_Philosophy_(Kyoto)_(2634768677).jpg

Koentjaraningrat. (2009). *Pengantar ilmu Antropologi*. Rineka Cipta.

Krabbe, E. (2021). *Meet the Beasts! How Monster Hunter Rise's Monsters Were Inspired by Japanese Folklore*. IGN. https://sea.ign.com/feature/168810/meet-the-beasts-how-monster-hunter-rises-monsters-were-inspired-by-japanese-folklore. Diakses pada 19 Juni 2026.

Lakeybakey. (2021). *Monster Hunter Rise: What the Game Teaches us About Japanese Folklore*. Reddit. https://www.reddit.com/r/MonsterHunter/comments/minvpb/monster_hunter_rise_what_the_*game*_teaches_us/. Diakses pada 19 Juni 2026.

Los Angeles County Museum of Art. (n.d.). Summer Kimono (Yukata) with Illustrations from the 1802 novel "Hizakurige" (Shank's Mare). Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Summer_Kimono_(Yukata)_with_Illustrations_from_the_1802_novel_%27Hizakurige%27_(Shank%27s_Mare)_by_Ikku_Jipensha_(1765-1831)_LACMA_M.2006.37.6_(1_of_9).jpg

Maakun. (n.d.). Hanami *Dango*. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Hanami_*Dango*.jpg

Mason, M. M. (2023). Popular culture in modern Japan. In L. Hein (Ed.), The New Cambridge History of Japan: Volume 3, The Modern Japanese Nation and Empire, c. 1868 to the Twenty-First Century (pp. 666–699). Cambridge University Press.

Meyer, M. (2013). *Youkai.com*. *Youkai*.com | The Illustrated Database of Japanese Folklore. https://*youkai*.com/. Diakses pada 15 Juni 2026.

Ministry of Economy, Trade and Industry. (2023). *コンテンツ産業の市場規模について* [About the market size of the content industry]. METI. https://www.meti.go.jp/statistics/toppage/report/minikaisetsu/hitokoto_kako/20231006hitokoto.html. Diakses pada 25 Mei 2026.

UNIVERSITAS
GADJAH MADA
Representasi Budaya Jepang dalam Game Monster Hunter Rise sebagai Soft Power Jepang
Justin Ashley, Najih Imtihani, S.S., M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

Mizuho Bank. (2022). コンテンツ産業の展望2022：ゲーム産業. みずほ産業調査, 69(1), 97–126. https://www.mizuhobank.co.jp/corporate/industry/sangyou/pdf/1069_05.pdf

Murti, W. H. A. K. (2025). Analisis Desain Visual Dalam *Game* "A Space For The Unbound" Sebagai Representasi Budaya Indonesia Tahun 90-an. Skripsi thesis, Institut Seni Indonesia Yogyakarta.

Ningyo no zu: A Flier of a Mermaid (1805). Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Ningyo-no-zu-Bunka02-05.jpg

Nye, J. S. (2004). *Soft power: The means to success in world politics.* PublicAffairs.

Otmazgin, N. K. (2008). Contesting soft power: Japanese popular culture in East and Southeast Asia. International Relations of the Asia-Pacific, 8(1), 73–101.

Payung, V. G. T., Simanjuntak, T. R., & Nau, N. U. W. (2025). Soft Power Korea Selatan Di Indonesia: Peran Drama Dan Musik Sebagai Instrumen Diplomasi Dalam Meningkatkan Wisatawan Dari Indonesia (2022-2023). *Jurnal Niara*, *17*(3), 94-107.

Picard, M. (2013). The Foundation of Geemu. *The International Journal of Computer Game Research*. 13(2).

Raphael2012. (2021). *Ichinose explains how new monsters were inspired by JP folklore*. Reddit. https://www.reddit.com/r/MonsterHunter/comments/llem3o/ichinose_explains_how_new_monsters_were_inspired/. Diakses pada 15 Juni 2026.

Ryuusai Kansai Masazumi. (1853). Kyoka Hyaku-Monogatari Kappa. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Kyoka_Hyaku-Monogatari_Kappa.jpg

Ryuusai Kansai Masazumi. (1853). Masasumi Kamaitachi. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Masasumi_Kamaitachi.jpg

Saputra, M & Andelina, Ika. (2023). Analisis Desain Monster "XENO'JIIVA" dari Gim *Monster Hunter* World. Citradirga : Jurnal Desain Komunikasi Visual dan Intermedia. 5. 36-46. 10.33479/cd.v5i01.715.

Sato, M. (2022). *Dango*: The Symbol of Japanese Culture and Society. ArcGIS StoryMaps.

TANAKA Juuyoh. (2011). Japanese traditional style house design. Flickr. https://www.flickr.com/photos/tanaka_juuyoh/5432961222

TATTER. (2023, April 12). *Katazome*. https://tatter.org/katazome/

Widiandari, A. (2019). Perkembangan dan Globalisasi *Video Game* Jepang. *KIRYOKU*, *3*(2), 71-76

Wiki Taro. (2017). Namahage the Japanese demonlike being 02. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Namahage_the_Japanese_demonlike_being_02.jpg

Yang, G. (2021). *Monster Hunter Rise Blends the Best of Feudal Japanese Culture*. WIRED. https://www.wired.com/story/monster-hunter-rise-japanese-influences-interview-ichinose/. Diakses pada 14 Juni 2026.

UNIVERSITAS
GADJAH MADA
Representasi Budaya Jepang dalam Game Monster Hunter Rise sebagai Soft Power Jepang
Justin Ashley, Najih Imtihani, S.S., M.A.
Universitas Gadjah Mada, 2026 | Diunduh dari http://etd.repository.ugm.ac.id/

Game

Capcom. (2021). [*Game*] *Monster Hunter Rise*. Capcom.