

DAFTAR PUSTAKA

Sumber Buku

- Azuma, Hiroki. 2009. *Otaku: Japan's Database Animals*, (E.Abel, Jonathan). Univ Of Minnesota Press
- Feldman J. 2003. *The Simplicity Principle in Human Concept Learning*. Current Directions in Psychological Science
- Galbraith, Patrick W. dkk. 2015. *Debating Otaku in Contemporary Japan: Historical Perspectives and New Horizons*. Bloomsbury Academic
- Galbraith, Patrick W. 2008. *The Otaku Encyclopedia*. Kodansha
- . 2012. *Otaku Spaces*. Chin Music Press
- Irwanto. 2002. *Psikologi Umum, (Buku PANDUAN Mahasiswa)*. Jakarta: PT:Prehallindo
- James, Oliviera. 2015. *The Otaku Killer: Miyazaki Tsutomu*
- Kamm, Björn-Ole, 2015, *Opening the Box of the 1989 Otaku Discourse*, London: Bloomsbury Academic,
- Kelts, Roland. 2006. *Japanamerica: How Japanese Pop Culture Has Invaded the U.S.*, St. Martin
- Kinsella, Sharon. 1998. *Japanese Subculture in the 1990s: Otaku and the Amateur Manga Movement*. Cambridge: The Society of Japanese Studies
- Lexy J. Moleong. 2005. *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosdakarya
- Nakano, Hitori. 2004. *Densha Otoko*. Sinchosa
- Okada, Toshio. 1996. *Otakugaku Nyuumon*. Toukyou: Oota Shuppan.
- . 2008. *Otaku wa Sude ni Shindeiru*. Toukyou: Shinchosa
- Petridis, Sotiris. 2014. *A Historical Approach to the Slasher Film*. Film International
- Robbins, Stephen P., 2003. *Perilaku Organisasi*. Jakarta: PT. Index Kelompok.
- Robbins, Stephen P., Judge, Timothy A. 2015. *Perilaku Organisasi*. Jakarta: Penerbit Salemba Empat
- Roland Kelts, 2006, *Japanamerica: How Japanese Pop Culture Has Invaded the U.S.*, St. Martin Press.
- Saryono. 2010. *Metode Penelitian Kualitatif*. PT. Alfabeta, Bandung.

- Sigit, Soeharto. 2003. *Perilaku Organisasional*. Yogyakarta: Lukman Offset
- Sugihartono. dkk. 2007. *Psikologi Pendidikan*. Yogyakarta: UNY Pers.
- Sugiyono. 2003. *Metode Penelitian*. Bandung: Alfabeta.
- Sobur, Alex. 2003. *Psikologi Umum*. Bandung: Pustaka Setia
- Waidi. 2006. *The Art of Re-engineering Your Mind for Success*. Jakarta: Gramedia
- Walgito, Bimo. 2004. *Pengantar Psikologi Umum*. Yogyakarta Andi Offset
- Valaskivi, Katja. 2016. *Cool Nations: Media and the Social Imaginary of the Branded Country*. Routledge
- Zhang, YuJia. 2014. *Entering Post-Otaku – Approaching the Internet Era in the Light of Otaku*. Tesis. University of Jyväskylä

Laman Referensi

- Laman Berita Mengenai *Otaku* Secara Umum
<http://jurnalotaku.com/2014/04/24/apa-yang-terbersit-dalam-benak-orang-jepang-saat-mendengar-kata-otaku/>
- Laman Berita *Otaku* Mulai menjadi Tren di New York
<https://www.nytimes.com/2002/02/24/magazine/do-you-otaku.html>
- Kamus Besar Bahasa Jepang Online. <https://dictionary.goo.ne.jp/> diakses pada 7 Maret 2018 pukul 17.50
- Laman Panduan Wisata Jepang <https://www.japan-guide.com/e/e3003.html> diakses pada 7 Juli 2018 pukul 11.48 WIB
- Laman Perusahaan Jepang yang Melakukan Penelitian terhadap *Otaku*
<https://www.dip-net.co.jp/news/press-release/2014/04/4075.html>
diakses pada 20 November 2017 pukul 22.27 WIB
- Laman Resmi Acara Comic Frontier <http://comifuro.net/>
- Laman Resmi Acara GJ UI <http://www.gelarjepang.com/>
- Laman Resmi Acara Nihon no Matsuri <https://nihonnomatsuri.org/>
- Laman Resmi Acara Mangafest <https://mangafest.net>
- Otaku* Mulai Dipandang Sebelah Mata <https://www.risamedia.com/perspektif/ketika-otaku-mulai-dipandang-hina/> diakses pada 6 Juli 2018 pukul 05.43 WIB

Sejarah Perkembangan *Otaku* di Indonesia
<https://www.risamedia.com/perspektif/sejarah-budaya-jejepangan-di-indonesia-bagian-2/> diakses pada tanggal 6 Juli 2018 pukul 05.49 WIB