

DAFTAR PUSTAKA

Buku

- Abdussamad, Z. (2021). *Metode Penelitian Kualitatif*. Syakir Media Press.
- Adorno, T. W., & Bernstein, J. M. (2001). *The Culture Industry : Selected Essays On Mass Culture*. Routledge.
- Alexandra, F., & Mujiono, D. I. K. (2019). Pengantar Diplomasi; sejarah, Teori dan studi kasus. In *Universitas Mulawarman*.
- Burchill, S., Linklater, A., Donnelly, J., Paterson, M., Reus-smit, C., & True, J. (2005). *Theories of International Relations*.
- Burhan, Z. (2022). *Seni, Kota dan Diplomasi Budaya* (Issue July).
- Dinnie, K. (2008). Nation Branding: Concepts, Issues, Practice. In *Nation Branding: Concepts, Issues, Practice*. <https://doi.org/10.4324/9781003100249>
- Hamdi, A. S., & Bahrudin, E. (2015). Metode Kuantitatif Aplikasi Dalam pendidikan. In *Metode penelitian kuantitatif aplikasi dalam pendidikan*.
- Hennink, M., Hutter, I., B. A. (2019). *Qualitative Research Methods* (Second Edition). SAGE Publications Ltd. https://uk.sagepub.com/sites/default/files/upm-assets/114917_book_item_114917.pdf
- Lenczowski, J. (2008). *Cultural Diplomacy, Political Influence, And Integrated Strategy*. In *The Institute of World Politics*. http://jmw.typepad.com/pdpw/files/jl_cultural_diplomacy_advance.pdf
- Moleong, L. J. (2010). *Metodologi penelitian kualitatif*. Remaja Rosdakarya.
- Nye, J. S. (2004). *Soft Power The Means To Success In World Politics*. Illustrate. Publicaffairs,
- Nye, J. S. (2008). *The Powers to Lead (Google eBook)*. Oxford University Press, USA.

Raimzhanova, A. (2018). Hard, Soft, and Smart Power – Education as a Power Resource. In *Hard, Soft, and Smart Power – Education as a Power Resource* (Issue January 2018). <https://doi.org/10.3726/b11642>

Journal

Adam, M. F. R., Iqbal, M., & Trihartono, A. (2017). View of Gastrodiplomacy Jepang di Indonesia Melalui Program Japan Halal Food Project (JHFP) Tahun 2013-2015 (. *E-Sospol*, Vol. IV(1), 12–19. <https://jurnal.unej.ac.id/index.php/E-SOS/article/view/5606/4176>

Alfirdaus, H. M. (2022). *Diplomacy Of Japanese Culture In Indonesia Through “Anime.”* Muhammadiyah Yogyakarta University. https://www.researchgate.net/publication/364345680_diplomacy_of_japanese_culture_in_indonesia_through_anime_diplomasi_budaya_jepang_di_indonesia_melalui_anime

Al Ayubi, R. F. (2019). *Kepentingan Indonesia Dalam Kerjasama Maritim Pada Indonesian-Japan Maritime Forum (Ijmf) Dengan Jepang.*

Aprillianty, F. D. C. (2022). The Impact of the Collaboration Between UNIQLO and Japanese Anime/Manga for its UT Collection Towards Brand Loyalty in Indonesia. *Asian Journal of Research in Business and Management*.

Aruni A., Simanjuntak R. T., Herginasari. P. (2022). *Cool Japan ' S Role As A Japanese Public Diplomacy Strategy Through The Asia Kakehashi*. *Eduvest*, 2(8), 587–596.

Assmann, S. (2017). *Global recognition and domestic containment: Culinary soft power in Japan*. *Feeding Japan: The Cultural and Political Issues of Dependency and Risk*, 113–137. https://doi.org/10.1007/978-3-319-50553-4_5

- Budianto, F. (2014). *Anime, Cool Japan, Dan Globalisasi Budaya Populer Jepang*. 179–185.
- Chariri, A. (2009). Landasan filsafat dan metode penelitian kualitatif. *Workshop Metodologi Penelitian Kuantitatif Dan Kualitatif, Laboratorium Pengembangan Akuntansi (LPA), Fakultas Ekonomi Universitas Diponegoro Semarang, 31 Juli – 1 Agustus 2009*.
- Darmawan, M. I., Mutiarsih Jumhur, H., & Tantra, T. (2022). SEIKO : Journal of Management & Business Pengaruh Social Media Marketing Instagram dan Brand Passion Sebagai Mediasi Terhadap Minat Beli Masyarakat Produk Uniqlo Di Indonesia. *SEIKO : Journal of Management & Business*, 4(3), 8–17.
- Dinnie, K. (2015). *Nation Branding : Concepts, Issues, Practice*. Routledge.
<https://doi.org/10.4324/9781315773612>
- Evan, P. S. (2021). Diplomasi Kebudayaan Jepang Di Indonesia Melalui the Japan Foundation Tahun 2015-2018. *Jom Fisip*, 8(Januari-Juni), 1–13.
- Everlin, S., Erlyana, Y., & Gunawan, C. (2021). Analisis Semiotika Brand Value melalui Artist - Brand Collaboration Uniqlo UT. *Jurnal Desain*, 9(1), 64.
<https://doi.org/10.30998/jd.v9i1.10293>
- Fan, Y. (2010). *Branding the nation: towards a better understanding*. March.
<https://doi.org/10.1057/pb.2010.16>
- Farina, F. (2018). Japan’s gastrodiplomacy as soft power: Global Washoku and national food security. *Journal of Contemporary Eastern Asia*, 17(1), 152–167.
- Fadli, R. M. (2021). Memahami desain metode penelitian kualitatif. *Humanika*, 21(1), 33–54. <https://doi.org/10.21831/hum.v21i1.38075>

- H Goeltom, V. A., Nonot Yuliantoro, V., Calista Oktaviani, Jesslyn Angriawan, Calista Oktaviani, D., & Angriawan, J. (2021). *Pelatihan Pembuatan Japanese Fruit Sando di SML UMKM Centre BSD City*. 3(2).
- Harari, D. (2013). *Japan's economy: from the "lost decade" to Abenomics*.
- Hartley, J., Wen, W., & Li, H. (2015). Creative Economy and Culture: Challenges, Changes and Futures for the Creative Industries. *Creative Economy and Culture: Challenges, Changes and Futures for the Creative Industries*.
- Harisal. (2019). *Potensi Onsen Sebagai Representasi Wisata Budaya Di Jepang Dalam Menarik Wisatawan*. 13(11). <http://ejurnal.binawakya.or.id/index.php/>
- Hassan, S., & Mahrous, A. A. (2019). Nation Branding: The Strategic Imperative For Sustainable Market Competitiveness. *Journal of Humanities and Applied Social Sciences*, 1(2), 146–158. <https://doi.org/10.1108/jhass-08-2019-0025>
- Hernández, Á. (2018). The Anime Industry, Networks of Participation, and Environments for the Management of Content in Japan. *Arts*, 7(3), 42.
- Holsti, K. J. (1970). National Role Conceptions in the Study of Foreign Policy. *International Studies Quarterly*, 14(3), 233–309. <https://doi.org/10.2307/3013584>
- Indrawati, R. (2022). Peran Diplomasi Kebudayaan Jepang Dalam Perkembangan Perekonomian Jepang Melalui JAK Japan Matsuri Di Indonesia Pada Tahun 2017-2019. *Global Insight Journal*, 7(2).
- Irwana, T. M., & Hermawan, D. (2022). Cultural Identity of Attack On Titan Fans on Social Media Twitter in Indonesia. *IZUMI*, 11(2), 74–82. <https://doi.org/10.14710/izumi.11.2.74-82>
- Iwabuchi, K. (2015). *Pop-culture diplomacy in Japan: soft power, nation branding and the question of 'international cultural exchange*. 21(4), 419–432.

- Jonathan, M. (2019). *A Global Ranking of Soft Power (2019)*. 123.
- Kawasaty, I. (2019). *Teknik Pengumpulan Data Metode Kualitatif*. 21(58), 1–17.
<https://doi.org/10.31227/osf.io/2myn7>
- Khatrunada, S. A., & Alam, G. N. (2019). Diplomasi Budaya Indonesia melalui International Gamelan Festival 2018 di Solo. *Padjadjaran Journal of International Relations*, 1(2), 104.
- Kilduff, K., & Núñez Tabales, J. M. (2017). Country Branding and its effect on the consumer in the global market. *Cuadernos de Gestion*, 17(1), 83–104.
<https://doi.org/10.5295/cdg.150543kk>
- Kimura, T. (2016). *Japan's soft power: A case study of Uniqlo & AKB48* (pp. 40–46). Finders University.
- Kotler, P., Haider, D., & Rein, I. (1993). *Marketing places : attracting investment, industry, and tourism to cities, states and nations*. Free Press.
- Lee, G. (2009). *A Theory of Soft Power and Korea ' s Soft Power Strategy*. 2(2), 205–218.
- Listiani, W. (2022). Trajektori Hanami sebagai Diplomasi Budaya Jepang. *Institut Seni Budaya Indonesia Bandun*, 32(4).
- Lusiana, Y., Laksono, P. M., & Hariri, T. (2020). Self-Styling, Popular Culture, and the Construction of Global-Local Identity among Japanese Food Lovers in Purwokerto. *International Journal of Indonesian Popular Culture and Communication*, 1(1), 21–40.
- Margareth, F. K., & Utomo, T. C. (2017). Identitas Dalam Hubungan Internasional : Dilema Kebijakan Luar. *Dauliyah*, No. 2(No. 2), 213–236.

- Matahari, G. O. (2014). *Analisis Implementasi Strategi Diplomasi Budaya Populer Jepang di Indonesia Tahun 2008-2013*. 3(2), 491–510.
- McGray, D. (2002). *Japan's Gross National Cool*. 130(130), 44–54.
- Morikawa, T. (2015). Hello! Exploring the world of Japanese Americans through Hello Kitty. *American Quarterly*, 67(4), 1217–1223.
- Mustaqim, S. A. (2018). Upaya Jepang Dalam Mempopulerkan Program Cool Japan Sebagai Nation Branding. *EJournal Ilmu Hubungan Internasional*, 6(4), 1405–1418.
- Ng, Wai-ming, B. (2001). *The Hello Kitty Craze in Singapore: a Cultural and Comparative Analysis - DocsLib*. Chinese University of Hong Kong. <https://docslib.org/doc/11561392/the-hello-kitty-craze-in-singapore-a-cultural-and-comparative-analysis>
- Nugraha, H. (2017). *Upaya The Japan Foundation Dalam Meningkatkan Hubungan Kerjasama Indonesia-Jepang Di Bidang Budaya*. 5(4), 1133–1148.
- Nugroho, D. R. (2022). *Praktik Diplomasi Di Negara Jepang*. https://www.researchgate.net/publication/364346993_praktik_diplomasi_di_negara_jepang
- Otmazgin, N. (2012). Japan imagined: popular culture, soft power, and Japan's changing image in Northeast and Southeast Asia*. *Contemporary Japan*, 24(1), 1–19. <https://doi.org/10.1515/cj-2012-0001>
- Park, E. (2017). *Korea's Soft Power and Public Diplomacy* (Issue December).
- Putri, C. D. R. (2021). Anime Menjadi Diplomasi Budaya yang Diambil Jepang dalam Menarik Kesan Positif dalam Soft Pownya. *Universitas Muhammadiyah Yogyakarta*.

- Praditya, H. T., & Arisanto, P. T. (2021). Cool Japan Initiative Sebagai Multitrack Diplomacy Jepang Dalam Menyebarkan Budayanya di Indonesia 2011-2019. *Global and Policy Journal of International Relations*, 9(1), 107–119.
- Rachmawati, I. (2019). Film Sebagai Diplomasi Budaya? *Jurnal Studi Diplomasi Dan Keamanan*, 11, 11–18.
<http://jurnal.upnyk.ac.id/index.php/jsdk/article/download/2915/2352>
- Raimzhanova, A. (2015). Power In Ir: Hard, Soft, And Smart. December. 1–20.
- Ramadhani, S. L. (2021). *Cool Japan Strategy as an Instrument of Japanese Public Diplomacy (Cool Japan Strategy Sebagai Instrumen Diplomasi Publik Jepang)*. October, 0–6.
- Rijal, Khairul, N. (2019). *Pink Globalization: Hello Kitty sebagai Instrumen Soft-Diplomacy Jepang*.
- Rivas, C.V. (2007). Representing Cultural Diplomacy: Soft Power, Cosmopolitan Constructivism and Nation Branding in Mexico and Sweden. Rivas. Växjö University Press.
- Roslina, L., Hesti, I. E., Trahutami, & Noviana, F. (2017). *Pengenalan Budaya Merangkai Bunga Ala Jepang (Ikebana)*. 1(1).
- Rudiawan, S. A. (2022). Diplomasi Kebudayaan Jepang di Indonesia melalui Japan Cultural Weeks 2021 oleh Japan Foundation Jakarta. *Jurnal Hubungan Internasional*, 15(2), 381–397. <https://doi.org/10.20473/jhi.v15i2.36293>
- Ryniejska – Kiełdanowicz, M. (2009). Cultural diplomacy as a form of International Communication. *Institute for Public Relations*, ??(??), 1–21.
http://www.instituteforpr.org/wp-content/uploads/Ryniejska_Kieldanowicz.pdf.

- Safafa Shofa, F. (2017). *The Efforts Of Japan To Rebuild The Image Post World War Ii By Using Manga And Anime*.
- Saraswati, P. A., & Yogyakarta, U. M. (2021). *The Jak-Japan Matsuri Program in Japan 's Soft Power Diplomacy Practice with Indonesia (Program Jak-Japan Matsuri dalam Praktik Soft Power Diplomacy Jepang dengan Indonesia)*. October, 0–6.
- Sahib, H. (2020). *The Nation Branding Dimensions , Perspectives & Elements. Administrative Sciences, Institute of Social Sciences, Istanbul, Turkey, July, 1–5*.
- Schneider, C. P. (2003). *Diplomacy that works: Best Practices in Cultural Diplomacy. Center for Arts and Culture, 1–16*.
- Snow, N. (2019). *Teppanyaki: A Japanese cooking tradition made in America*.
- Sun, Q. (2009). *An Analytical Model of the Determinants and Outcomes of Nation Branding*. University Of North Texas
- Tao, R. (2018). *“Cool Japan” as the Next Future of Post-industrial Japan? 1–14*.
<https://doi.org/10.2307/3183487.4>
- Toi, Y. (2020). *Kepopuleran dan Penerimaan Anime Jepang Di Indonesia. Ayumi : Jurnal Budaya, Bahasa Dan Sastra, 7(1)*. <https://doi.org/10.25139/ayumi.v7i1.2808>
- Urrahmah, N. (2022). *Upaya Diplomasi Publik Jepang Melalui Industrial Anime dan Manga di Indonesia. Muhammadiyah University of Yogayakarta*.
- Valaskivi, K. (2013). *A Brand New Future? Cool Japan and The Social Imaginary of The Branded Nation. 25(4), 485–504*. <https://doi.org/10.1080/09555803.2012.756538>
- Wahidati, L., Kharismawati, M., & Mahendra, A. O. (2018). *Pengaruh Konsumsi Anime Dan Manga Terhadap Pembelajaran Budaya Dan Bahasa Jepang. 7(1)*.

Wentz, J. (2016). Revisiting Japan's Gross National Cool: Exporting Japanese Animation in the International Marketplace. *Senior Honors Theses*.
<https://digitalcommons.liberty.edu/honors/584>

Yamin, M. (2020). Implementasi Konsep Nation Branding Anholt dalam Penyelenggaraan Asian Games Jakarta-Palembang 2018. *Indonesian Journal of International Relations*, 4(2), 114–141.

Situs Pemerintah:

Cool Japan / Creative Industries Policy / METI Ministry of Economy, Trade and Industry. (n.d.). METI. Retrieved January 6, 2023, from https://www.meti.go.jp/english/policy/mono_info_service/creative_industries/creative_industries.html

Cool Japan Strategy Promotion Council. (2015). *Cool Japan Strategy Public-Private Collaboration Initiative*. 4–10.
https://www.cao.go.jp/cool_japan/english/pdf/published_document2.pdf

Cool Japan Strategy - Cabinet Office Home Page. (2015). Cabinet.
https://www.cao.go.jp/cool_japan/english/index-e.html

Diplomatic Bluebook. (2005). *MOFA: Diplomatic Bluebook 2005*.
<https://www.mofa.go.jp/policy/other/bluebook/2005/index.html>

METI. (2012). *Promotion of the Cool Japan Strategy and the Creative Tokyo Project Creative Industries Division Ministry of Economy, Trade and Industry*.

MOFA. (2017). *Diplomatic Bluebook 2017*.
<https://www.mofa.go.jp/policy/other/bluebook/2017/html/chapter3/c030402.html>

Japan Foundation. (2021). *Japan Cultural Weeks — Japan Foundation Jakarta*.

<https://ja.jpf.go.jp/id/JCW2021/>

JETRO. (2005). *'Cool' Japan's economy warms up*. (2005).

<https://catalogue.nla.gov.au/Record/3704366/Details>

JNTO. (2022). *Makanan Pinggir Jalan Favorit & Restoran Murah di Jepang*.

<https://www.japan.travel/id/gastronomy/local-street-food-favorites-budget-restaurant-japan/>

Artikel Internet

Ananda, P. (2019). *Belajar Budaya dan Berburu Kuliner Jepang di Festival Ennichisai*

2019 : *Okezone Travel*.

<https://travel.okezone.com/read/2019/06/22/406/2069696/belajar-budaya-dan-berburu-kuliner-jepang-di-festival-ennichisai-2019>

Angelia, D. (2022). *Platform Video Streaming Paling Digemari Masyarakat Indonesia*

2022 - *GoodStats*. <https://goodstats.id/article/platform-video-streaming-paling-digemari-masyarakat-indonesia-2022-qzfPB>

Aryana, W. (2021). *Ikebana, Seni Merangkai dan Memaknai Bunga dari Jepang*.

<https://kreativv.com/ikebana-adalah/view-all/>

Astarina, S. (2020). *Pengalaman Beli Buku Online di Kinokuniya Jakarta | Sintia*

Astarina. <https://www.sintiaastarina.com/pengalaman-beli-buku-online-di-kinokuniya-jakarta/>

Business Insider. (2021). *How Clothing Chain Uniqlo Is Taking Over The World |*

BusinessInsider India. <https://www.businessinsider.in/retail/how-clothing-chain-uniqlo-is-taking-over-the-world/slidelist/21151903.cms>

- Cheevi, D. (2021). *UNIQLO and adidas top SEA charts as best* / *Marketing-Interactive*. Marketing Interactive. <https://www.marketing-interactive.com/uniqlo-and-adidas-top-sea-charts-as-best-fashion-retailers-says-yougov>
- Cool Japan Fund. (2013). *Cool Japan Fund*. Cool Japan Fund. <https://www.businessinsider.com/cool-japan-fund-2013-11>
- Databoks. (2022). *Indonesia Masuk Daftar 10 Negara Pengguna Internet Terbesar di Asia*. Databoks. <https://databoks.katadata.co.id/datapublish/2022/12/22/indonesia-masuk-daftar-10-negara-pengguna-internet-terbesar-di-asia>
- Data Indonesia. (2022). *Netflix Jadi Aplikasi Streaming Film Terfavorit di Indonesia*. <https://dataindonesia.id/digital/detail/netflix-jadi-aplikasi-streaming-film-terfavorit-di-indonesia>
- Dianawanti, V. (2022). *Merayakan Hadirnya Jujutsu Kaisen 0: The Movie dengan 4 Koleksi UT UNIQLO Terbaru, Yang Mana Favoritmu?* - *Fashion Fimela.com*. <https://www.fimela.com/fashion/read/4897694/merayakan-hadirnya-jujutsu-kaisen-0-the-movie-dengan-4-koleksi-ut-uniqlo-terbaru-yang-mana-favoritmu>
- Dihni, A. V. (2022). *10 Merek Fesyen Favorit Masyarakat Indonesia, Siapa Juaraanya?* Databoks. <https://databoks.katadata.co.id/datapublish/2022/03/15/10-merek-fesyen-favorit-masyarakat-indonesia-siapa-juaranya>
- Fun Japan. (2017). *Buka Buku, Buka Dunia Berkunjung ke Perpustakaan The Japan Foundation Jakarta*. <https://www.fun-japan.jp/id/articles/3154>
- Harahap, A. D. (2022). *Mengenal Cosplay, 4 Jenis Cosplay yang Berkembang di Indonesia* - *Gaya Tempo.co*. <https://gaya.tempo.co/read/1602944/mengenal-cosplay-4-jenis-cosplay-yang-berkembang-di-indonesia>

- Highlighting Japan. (2017). *Japanese Festivals: Hanami | All About Japan*.
<https://allabout-japan.com/en/article/4382/>
- J Study. (2021). *Makna Budaya Handuk Basah (Oshibori) di Jepang - J Study*.
<https://jepang-indonesia.co.id/oshibori/>
- Jaelani, D. (2017). *Wow, Surabaya dan Jakarta Masuk 19 Besar Kota Penggemar Anime di Dunia!* Duniaku.Com. <https://duniaku.idntimes.com/anime-manga/anime-lain/doni-jaelani/kota-penggemar-anime>
- Jakarta Post. (2018). *Ennichisai 2018 to return to Blok M, Jakarta this weekend - Art & Culture - The Jakarta Post*.
<https://www.thejakartapost.com/life/2018/06/27/ennichisai-2018-to-return-to-blok-m-jakarta-this-weekend.html>
- KAJI. (2022). *Sakura Matsuri Ke-9 (2022) 第9回さくら祭 - KAJI*.
<https://kaji.or.id/2022/05/24/sakura-matsuri-ke-9-2022>
- Kusumanto, D. (2017). *Diskusi Ilmiah Mengenal Cool Japan: Asal-Usul, Perkembangan dan Tujuan Strategi Ekonomi Kreatif Jepang - KAORI Nusantara*.
Kaorinusantara.Co.Id. <https://www.kaorinusantara.or.id/newsline/23003/diskusi-ilmiah-mengenal-cool-japan-asal-usul-perkembangan-dan-tujuan-strategi-ekonomi-kreatif-jepang>
- Licorice. (2020). *Indonesian Very Love With Manga and Anime, Why? | Licorice*.
<http://report.licorice.pink/blog/indonesia/indonesian-very-love-with-manga-and-anime-why/>
- Lin, B. (2021). *The Most Popular Anime Around the World*. Retrieved January 7, 2023, from <https://diamondlobby.com/geeky-stuff/most-popular-anime/>

- Marici, A. (2022). *Perangi Polusi Laut, UNIQLO Luncurkan Kampanye Join: The Power of Clothing - Fashion Fimela.com.*
<https://www.fimela.com/fashion/read/5032382/perangi-polusi-laut-uniqlo-luncurkan-kampanye-join-the-power-of-clothing>
- Miyashita, Y. (2018). *Nihon no Matsuri 11(Universitas Telkom Bandung) – ｽｶｽｳｷ*.
<https://www.sukasuki.org/2018/04/nihon-no-matsuri-11universitas-telkom-bandung/>
- Monica, Vita. , Y. Asri. , V. N. T. (2021). *Public Relations: Sebuah Pengantar – LPPM.*
 CV. Penerbit Qiara Media. <https://lppm.petra.ac.id/books/public-relations-sebuah-pengantar/>
- Medina, M. (2022). *Fans Screening Anime Semakin Marak di Indonesia, Apa Maksudnya?* <https://ggwp.id/media/geek/anime-manga/fans-screening>
- Permana, A. (2022). *Unit Kebudayaan Jepang ITB Kembali Selenggarakan “Bunka no Hi” - Institut Teknologi Bandung.* <https://www.itb.ac.id/berita/unit-kebudayaan-jepang-itb-kembali-selenggarakan-bunka-no-hi/58720>
- Pratama, F. A. (2012). *Kerjasama Indonesia Kreatif dan Cool Japan Menguntungkan - TribunNews.com.* TribunNews.Com.
<https://www.tribunnews.com/bisnis/2012/10/11/kerjasama-indonesia-kreatif-dan-cool-japan-menguntungkan>
- Prihtiyani, E. (2012). *Indonesia dan Jepang Kembangkan Industri Kreatif.* Kompas.Com.
<https://tekno.kompas.com/read/2012/10/10/08263069/indonesia.dan.jepang.kembangan.industri.kreatif>

- Rahma, I. (2022). *Mengenal Teppanyaki, Teknik Memasak Khas Jepang yang Oriental - Food Fimela.com.* <https://www.fimela.com/food/read/4969669/mengenal-teppanyaki-teknik-memasak-khas-jepang-yang-oriental>
- Rissanty, V. (2019). *Bersama Cool Japan Fund, Clozette Indonesia Hadirkan Ekosistem Bisnis Baru | Clozette Indonesia.* <https://www.clozette.co.id/article/page/bersama-cool-japan-fund-clozette-indonesia-hadirkan-ekosistem-bisnis-baru-1710>
- Rochmawati, Siti. , N. R. A. (2022). *10 Komik Best Seller hingga Bulan Juni 2022.* Gramedia.Com. <https://www.gramedia.com/blog/10-komik-best-seller/> The
- Sea Kyudo. (2022). *Countries | SEA Kyudo Network.* <https://www.sea-kyudo.com/pages/network-nations>
- Syatiri, A. S. (2014). *Pertemuan 30 Menit Jokowi dan Menlu Jepang.* Kompas.Com. <http://lipsus.kompas.com/gebrakanjokowibasuki/read/xml/2014/08/12/11105021/Per%0Atemuan.30.Menit.Jokowi.dan.Menlu.Jepan%0Ag>
- Tionardus, M. (2021). *Saat Haruka Eks JKT48 Dapat Penghargaan dari Kedubes Jepang Halaman all - Kompas.com.* <https://www.kompas.com/hype/read/2021/11/05/113613966/saat-haruka-eks-jkt48-dapat-penghargaan-dari-kedubes-jepang?page=all>
- Tobing, C. (2018). *Ini Dia 50 Komik Terlaris Elex Media Semester Ini!* Nawalakarsa.Id. <https://nawalakarsa.id/pop-kultur/ini-dia-50-komik-terlaris-elex-media-semester-ini/>
- UNIQLO. (2022). *UNIQLO INDONESIA | ONE PIECE.* <https://www.uniqlo.com/id/id/spl/ut-collection/one-piece>
- Yabai. (2018). *The Comforting Culture of Wet Towels (Oshibori) in Japan | YABAI - The Modern, Vibrant Face of Japan.* <http://yabai.com/p/4164>

Yano, R. C. (2015). *Hello Kitty and Japan's kawaii diplomacy | East Asia Forum*.

EastAsiaForum. <https://www.eastasiaforum.org/2015/10/10/hello-kitty-and-japans-kawaii-diplomacy/>

Kurniawan, S. (2015). *Kyudo, Olahraga Panahan dari Jepang – Enjoy Japan with Us!*

<https://yokosojepang.com/2015/12/13/kyudo-olahraga-panahan-dari-jepang/>

Yuliana, A. (2022). *Onsen Ranca Upas ini bikin ketagihan banget! - Lombok Insider*.

<https://www.lombokinsider.com/wisata-kuliner/pr-1553998395/jangan-coba-coba-telanjang-onsen-ranca-upas-ini-bikin-ketagihan-banget>

Yurista, A. (2020). *Ikebana, Seni Merangkai dan Memaknai Bunga dari Jepang*.

<https://kreativv.com/ikebana-adalah/view-all/>