- Albert, E. (2018, February 9). *China's big bet on Soft Power*. Council on Foreign Relations (CFR). https://www.cfr.org/backgrounder/chinas-big-bet-soft-power
- Anholt, Simon, 2008. *Why Nation Branding does not Exist*. Retrieved July 16, 2023, from http://www.europaregina.eu/downloads/orangecontest/SimonAnholtNation Branding.pdf
- Animator Dormitory 2nd Channel. (2023, Febuary 27). Why Anime Is on the Rise Even Though the Industry Is so Poor [Video]. YouTube. https://youtu.be/iExwO1v_V-s
- Aronczyk, Melissa. (2013). Branding the nation: The global business of national identity. Oxford: Oxford University Press.
- Ayu, S. F. (2011). Kebijakan-Kebijakan Ekonomi Park Chung Hee Dalam Industrialisasi Di Korea Selatan Periode 1961-1979 (Thesis). Universitas Indonesia.
- Bilibili. (2023, July 10). In *Wikipedia.* https://en.wikipedia.org/w/index.php?title=Bilibili&oldid=1162291444
- Cartwright, M. (2017, June 27). Ancient Japanese & Chinese Relations. World History Encyclopedia. Retrieved from https://www.worldhistory.org/article/1085/ancient-japanese--chinese-relations/
- Chen, Jason D. (2011) "The Globalizing Effect of Korean Pop Culture," Mountaineer Undergraduate Research Review: Vol. 3, Article 7.
- Crawford, R. J. (2014, August 1). *Reinterpreting the Japanese Economic Miracle*. Harvard Business Review. Retrieved June 5, 2023 from: https://hbr.org/1998/01/reinterpreting-the-japanese-economic-miracle
- Dennison, S. (2020). Introduction: The Soft Power of Film. In Cinema and Soft Power (pp. 1–16). Edinburgh University Press. https://doi.org/10.3366/edinburgh/9781474456272.003.0001
- Forward Intelligence (Qianzhan). (January 1, 2022). Total output value of animation industry in China from 2013 to 2020 (in billion yuan) [Graph]. In *Statista*. Retrieved July 10, 2023, from https://www.statista.com/statistics/943698/chinatotal-output-value-of-animation-industry/
- Gaines, J. (2018, March 4). *China's belt and road initiative heightens debt risks in eight countries, points to need for better lending practices*. Center For Global Development. https://www.cgdev.org/article/chinas-belt-and-road-initiative-heightens-debt-risks-eight-countries-points-need-better
- Hasibuan, L. (2020, September 22). BTS Luar Biasa! Bakal Pidato di Sidang PBB Untuk Kali ke-2. CNBC Indonesia. Retrieved June 14, 2023 from: https://www.cnbcindonesia.com/lifestyle/20200922105033-33-188475/bts-luarbiasa-bakal-pidato-di-sidang-pbb-untuk-kali-ke-2

- Hoad, P. (2023, March 29). Manga-nifique! how France became obsessed with Japanese anime. The Guardian. Retrieved June 13, 2023 from: https://www.theguardian.com/film/2023/mar/29/france-manga-anime-murakamimacron
- Iglesias, J. A. S. (2018). The anime connection. Early Euro-Japanese co-productions and the animesque: Form, rhythm, design. *Arts*, 7(4), 59. https://doi.org/10.3390/arts7040059
- Iwabuchi, Koichi. (2015). Pop-culture diplomacy in Japan: soft power, nation branding and the question of 'international cultural exchange', *International Journal of Cultural Policy*, 21:4, 419-432, DOI: 10.1080/10286632.2015.1042469
- Khoiri, N. (2018). *Metodologi penelitian pendidikan: ragam, model, dan pendekatan*. Semarang: Southeast Asian Publishing.
- Kim, Byung Kook, and Ezra F Vogel. (2011). The Park Chung Hee Era: The Transformation of South Korea. Harvard University Press.
- KOFICE. (2022). 2022 Global Hallyu Trends (English version). Korean Foundation for International Cultural Exchange.
- Liu, M. (2021). Management economics in the development of Bilibili. *Proceedings of* the 2021 3rd International Conference on Economic Management and Cultural Industry (ICEMCI 2021), 203, 579. https://doi.org/10.2991/assehr.k.211209.096
- Mas'oed, Mochtar. (1990). Ilmu Hubungan Internasional: Disiplin dan Metodologi. LP3ES.
- Naughton, Barry. (2007). The Chinese Economy: Transitions and Growth. MIT Press.
- NEWZOO. (n.d.). *Top 10 Countries/Markets by Game Revenues*, Retrieved July 10, 2023, from https://newzoo.com/insights/rankings/top-10-countries-by-game-revenues/
- Nikopartners. (2020, January 29). *China gaming regulator to introduce New Approval Process this month*. Niko Partners. Retrieved April 4, 2023, from https://nikopartners.com/china-gaming-regulator-to-introduce-new-approvalprocess-this-month/
- Onemu, Uyoyo. (2020). The Economies of Anime: Anime as a soft power, a cultural product and a (trans)national medium (Thesis). Brunel University.
- Osamu, S., & Umezawa, T. (2020, June). *Eksporing the Attractions of "Cool Japan."* (Wawancara), Public Relation Office Goverment of Japan. Retrieved June 14, 2023, from https://www.govonline.go.jp/eng/publicity/book/hlj/html/202006/202006_01_en.html
- Pager, S.A & Priest, E. (2022) The Chinese Copyright Dream. *Pepperdine Law Review*, 49(3), 733. https://digitalcommons.pepperdine.edu/plr/vol49/iss3/5
- Parc, J. (2022, August 9). *Korea's cultural ekspors and soft power: Understanding the true scale of this trend*. Asialink Unimelb. Retrieved June 13, 2023 from:

https://asialink.unimelb.edu.au/insights/koreas-cultural-ekspors-and-soft-powerunderstanding-the-true-scale-of-this-trend

- Pempel, T. J. (1999). The politics of economic change in postwar Japan and West Germany: Macroeconomic conditions and policy responses. Cornell University Press.
- Prof. Dr. A. Muri Yusuf, M.Pd. (2017). Metode Penelitian : Kuantitatif, Kualitatif dan Penelitian Gabungan (Edisi Pertama, Cetakan ke-4). Jakarta: Kencana.
- SCMP. (January 18, 2023). Number of license approvals granted to video games in China from 2017 to 2022 [Graph]. In *Statista*. Retrieved July 10, 2023, from https://www.statista.com/statistics/1198719/china-license-approval-number-ofvideo-games/
- Sevakis, J. (2019, January 17). *Answerman why were anime budgets so big in the '80s?* Anime News Network. Retrieved June 13, 2023 from: https://www.animenewsnetwork.com/answerman/2019-01-16/.142132
- Shirley, A. (2010). A Look at Nihonjinron: Theories of Japaneseness. 大手前大学論 集 (Otemae Journal), 10, 33–42. http://id.nii.ac.jp/1160/00000079/
- Storey, J. (2018). Cultural Theory and Popular Culture: An Introduction (8th ed.). Routledge.
- Su, C., & Flew, T. (2021). The rise of Baidu, Alibaba and Tencent (BAT) and their role in China's Belt and Road Initiative (BRI). *Global Media and Communication*, 17(1), 67–86. https://doi.org/10.1177/1742766520982324
- The Association of Japanese Animations. (2023, Januari 26). Overseas revenue of the animation industry in Japan from 2012 to 2021 (in trillion Japanese yen) [Graph]. In *Statista*. Retrieved June 23, 2023, from https://www.statista.com/statistics/688961/japan-animation-industry-overseassales/
- TJSomething. (2021, Maret 02). *Chart of Number of Anime Per Year Over Time*. Reddit. https://www.reddit.com/r/anime/comments/lvvexe/chart_of_number_of_anime_ per year over time/
- Trent, F.J., & Dixon, C. (2021, July 8). HomeComic Books Prolific Batman Writer Chuck Dixon Explains Why Manga Is Wiping The Floor With American Comics (Wawancara), Bounding Into Comics. Retrieved July 10, 2023, from https://boundingintocomics.com/2021/07/08/prolific-batman-writer-chuck-dixonexplains-why-manga-is-wiping-the-floor-with-american-comics/
- Truong, Brian. (2014). The Korean Wave: Cultural Ekspor and Implications. Middle Ground Journal.
- Turner, G., & Duckham, M.F. (2006). Film as Social Practice (4th ed.). Routledge.
- Van Ham, Peter. (2001). The Rise of the Brand State: The Postmodern Politics of Image and Reputation. Foreign Affairs, 80(5), 2–6. doi:10.2307/20050245
- Video Games Worldwide. (n.d.). Retrieved June 5, 2023, from https://www.statista.com/outlook/dmo/digital-media/video-games/worldwide

- Wang, T. (2021). Analysis on the influential factors of Japanese economy. *E3S Web* of Conferences, 233, 1–4. https://doi.org/10.1051/e3sconf/202123301156
- Wei, L. (2022, September 27). *China reins in its belt and road program, \$1 trillion later*. The Wall Street Journal. https://www.wsj.com/articles/china-belt-road-debt-11663961638
- World Bank. (2023). *GDP Ranking*. Retrieved June 13, 2023 from: https://datacatalog.worldbank.org/search/dataset/0038130/GDP-ranking).
- World Bank. (n.d.). *International tourism, number of arrivals Korea, rep.* World Bank Open Data. Retrieved April 20, 2023 from: https://data.worldbank.org/indicator/ST.INT.ARVL?locations=KR
- Yoshitaka, Mori. (2011), The Pitfall Facing the Cool Japan Project: The Transnational Development of the Anime Industry under the Condition of Post-Fordism. *International Journal of Japanese Sociology*, 20: 30-42.

