

REFERENCES

- Abrams, M. H. (1999). *A Glossary of Literary Terms* (7th ed.). Heinle & Heinle.
- Aslin, H. J., & Bennett, D. H. (2000). Wildlife and world views: Australian attitudes toward wildlife. *Human Dimensions of Wildlife*, 5(2), 15–35. <https://doi.org/10.1080/10871200009359177>
- Australian Government Department of Agriculture Fisheries and Forestry. (2024, July). Forestry. Retrieved August 14, 2024, from <https://www.agriculture.gov.au/agriculture-land/forestry>
- Balela, M. S., & Mundy, D. (2015). Analysing cultural heritage and its representation in video games. *DiGRA 2015 - Proceedings of the 2015 DiGRA International Conference: Diversity of Play*.
- Battaglia, S. (2019). Pink Lotus. Retrieved from <https://salvatorebattaglia.com.au/blogs/mongraphs/pink-lotus>
- Behm-Morawitz, E., & Ta, D. (2014). Cultivating Virtual Stereotypes?: The Impact of Video Game Play on Racial/Ethnic Stereotypes. *Howard Journal of Communications*, 25(1), 1–15. <https://doi.org/10.1080/10646175.2013.835600>
- Blocos Afros da Bahia. Samba do Mar Humboldt. (n.d.). <https://www.sambadomarhumboldt.org/education/resources/blocos-afros-da-bahia>
- Cameron, K. (2023). Lotus: Unearthing Valorant's Lost City. <https://playvalorant.com/en-us/news/dev/lotus-unearthing-valorant-s-lost-city>
- Consalvo, M., & Dutton, N. (2006). Game analysis: Developing a methodological toolkit for the qualitative study of games. *Game Studies*, 6(1). Retrieved from http://gamestudies.org/0601/articles/consalvo_dutton

- Costikyan, G. (2002). *I Have No Words & I Must Design: Toward a Critical Vocabulary for Games*. CGDC Conf.
- Creswell, J. W. (2007). *Qualitative inquiry and research design: Choosing among five approaches* (2nd ed.). Sage Publications, Inc.
- Cultural expression - vocab, definition, and must know facts*. Fiveable. (n.d.). Retrieved from <https://library.fiveable.me/key-terms/ap-art-history/cultural-expression>
- Datuin, S. (2023). *Who is New Valorant Angeleno Agent? Esports Illustrated*. Retrieved from <https://www.si.com/esports/valorant/angeleno-valorant-agent>
- Eberhard, W. (2006). *Dictionary of Chinese Symbols: Hidden Symbols in Chinese Life and Thought*. Routledge.
- Excell, J. (2009). *Games without frontiers*. In *Engineer* (Vol. 294, Issue 7774). <https://doi.org/10.4324/9781003144106-19>
- Frans, M. (2008). *An Introduction to Game Studies*. Sage Publications Ltd.
- Fullerton, T. (2008). *Game Design Workshop A Playcentric approach to creating innovative games* 2nd, Burlington: Morgan Kaufman Publisher.
- Gitlin, T. (1979). *Prime Time Ideology: The Hegemonic Process in Television Entertainment*. *Social Problems*, 26(3), 251–266. <https://doi.org/10.2307/800451>
- Hall, S. (1997). *Representation: Cultural representations and signifying practices*. Sage Publications, Inc; Open University Press.
- Hall, S. (1998). *Notes on deconstructing the popular*. In J. Storey (Ed.), *cultural theory and popular culture*. London: Prentice Hall
- Hall, S. (2005). *Culture, Media, Language*. CCCS: Birmingham.

- Hall, S. (2018). Popular culture, politics and history. *Cultural Studies*, 32(6), 929–952. <https://doi.org/10.1080/09502386.2018.1521623>
<https://www.insightvacations.com/blog/moroccan-architecture/>
- Johansson, T. R. (2022). In defence of multiculturalism—theoretical challenges. *International Review of Sociology*, 0(0), 1–15. <https://doi.org/10.1080/03906701.2022.2045141>
- Johnson, Richard & Chambers, Deborah & Raghuram, Parvati & Tincknell, Estella. (2004). *The Practice of Cultural Studies*. <https://doi.org/10.4135/9781446218655>
- Kaptchuk, T. J. (2000). *The Web That Has No Weaver: Understanding Chinese Medicine*. McGraw-Hill.
- Kellner, D. (2014). *Cultural Studies, Multiculturalism, and Media Culture*.
- Keverne, R. (2000). *Jade*. Lorenz Books.
- Kliś-Brodowska, A. (2017). Multiculturalism in video game studies: An inquiry into the current research and perspectives for study. *Second Language Learning and Teaching*, 9783319610481, 139–155. https://doi.org/10.1007/978-3-319-61049-8_11
- Langevin, H. M., Badger, G. J., Povolny, B. K., Davis, R. T., Johnston, A. C., Sherman, K. J., Kahn, J. R., & Kaptchuk, T. J. (2004). Yin scores and yang scores: A new method for quantitative diagnostic evaluation in traditional Chinese medicine research. *Journal of alternative and complementary medicine* (New York, N.Y.), 10(2), 389–387. <https://doi.org/10.1089/107555304323062392>
- Lippmann, W. (1992). *Public Opinion* (1st ed.). Routledge. <https://doi.org/10.4324/9781315127736>
- Liu, G., & An, R. (2021). Applying a Yin-Yang Perspective to the Theory of Paradox: A Review of Chinese Management. *Psychology research and*

- behavior management, 14, 1591–1601.
<https://doi.org/10.2147/PRBM.S330489>
- Máiz, R., & Requejo, F. (Eds.). (2004). *Democracy, Nationalism and Multiculturalism* (1st ed.). Routledge.
<https://doi.org/10.4324/9780203313923>
- Paano, C. (2023) *Knowing The Player And Questioning The Game: Challenging Diversity And Representation In Video Games*.
<https://openresearch.ocadu.ca/id/eprint/4034>
- Parekh, B. (2001). Rethinking Multiculturalism: Cultural Diversity and Political Theory. *Ethnicities*, 1(1), 109-115.
<https://doi.org/10.1177/146879680100100112>
- Pedey, K. (2008). *The Metaphorical World of Archery*. In *Bhutan: Ways of Knowing* (pp. 95–103). Information Age Publishing. Retrieved 2024.
- Phuntsho, K. (2017). *Mandala collections texts. Archery: Bhutan's National Game*.
<https://texts.mandala.library.virginia.edu/text/archery-bhutans-national-game>
<https://teamliquid.com/news/how-riot-makes-their-black-characters>
- Rollings, A., & Morris, D. (2004). *Game architecture and design: a new edition*. New Riders Publisher.
- Rosella, A., & Fajar, D. A. (2023). Asean Multiculturalism Reflected in "Raya and the Last Dragon" Movie. *Prosiding Konferensi Ilmiah ...*, 3.
<https://proceeding.unikal.ac.id/index.php/kip/article/view/1470%0Ahttps://proceeding.unikal.ac.id/index.php/kip/article/download/1470/1198>
- Rudy, L. J. (2019). *What is Candomblé? Beliefs and History*. *Learn Religions*.
<https://www.learnreligions.com/candomble-4692500>
- Shirey, H. (2012). *Candomblé beads and identity in Salvador da Bahia, Brazil*. *Nova Religio*, 16(1), 36–60. <https://doi.org/10.1525/nr.2012.16.1.36>

- Šisler, V. (2008). Digital Arabs: Representation in video games. *European Journal of Cultural Studies*, 11(2), 203-220. <https://doi.org/10.1177/1367549407088333>
- Smith, W. (2013). flag of Bhutan. *Encyclopedia Britannica*. <https://www.britannica.com/topic/flag-of-Bhutan>
- Tan, S. L. (2019). *Psychology of Music in Multimedia*. Oxford University Press.
- Waldek, S. (2021). The Rich History of Moorish Design. <https://www.housebeautiful.com/design-inspiration/a36009865/moorish-design>
- Williams, D., Martins, N., Consalvo, M., & Ivory, J. D. (2009). The virtual census: Representations of gender, race and age in video games. *New Media & Society*, 11(5), 815–834. <https://doi.org/10.1177/1461444809105354>
- Wolf, M. J. P., & Perron, B. (2014). The Routledge Companion to Video Game Studies. *The Routledge Companion to Video Game Studies*, 1–518. <https://doi.org/10.4324/9780203114261>
- Yonnetti, E. (2011). Like the Roar of a Thousand Thunders: Instrumental Music and Creativity in Tibetan Buddhist Ritual, 24–25. https://digitalcollections.sit.edu/isp_collection
- Baldwin Wallace University. (2016, March 21). Exploring the Latino Metropolis: Boyle Heights. Exploring the Latino Metropolis: A Brief Urban Cultural History of US Latinos. <https://scalar.usc.edu/works/latino-metropolis-a-brief-urban-cultural-history-of-us-latinos---1/boyle-heights>
- Tuting, K. (2022, January 29). *Vanille Velasquez believes representation matters in video games, here's why*. ONE Esports. <https://www.oneesports.gg/valorant/vanille-velasquez-neon-representation/>

- Koh, W. (2022, October 25). *How Indian mythology and popular culture shaped the design of harbor*. ONE Esports. <https://www.oneesports.gg/valorant/indian-mythology-harbor-design/>
- Allen, A. (2022, November 14). From Islamic to art deco: A rich history of Moroccan architecture. Insightful.
- Rodriguez, M. (2022, December 13). *It's official: "Valorant" characters raze and killjoy are queer and in Love*. Them. <https://www.them.us/story/valorant-raze-killjoy-couple>
- Ray, N. (2024, February 26). *How Riot makes their black characters*. Team Liquid Newsroom.
- Pitt, L. M. (2024, September 9). Los Angeles. Encyclopedia Britannica. <https://www.britannica.com/place/Los-Angeles-California>

