

## DAFTAR PUSTAKA

- Arrekusa JP. (2021, Oktober 21). *i'm so happy, i'm so sad*. Diambil kembali dari YouTube: <https://youtu.be/iSV5ylj61qk>
- Asanuma, M. (2022, September). We are working to consolidate our knowledge in the visual, music, and live event businesses; to facilitate rapid business initiatives; and to leverage Group strengths as the center of the IP axis strategy. Bandai Namco Holdings. Diambil kembali dari <https://www.bandainamco.co.jp/en/ir/interview/entry7849.html>
- Bob Franklin, M. H. (2005). *Key Concepts in Journalism Studies*. SAGE Publications.
- Boyd, D., & Ellison, N. B. (2007). Social network sites: Definition, history, and scholarship. *Journal of Computer-Mediated Communication*, 13(1), 210-230.
- Chambers, S. N. (2012). Anime: From Cult Following to Pop Culture Phenomenon. *Elon Journal of Undergraduate Research in Communications*, 3(2).
- Chin, B., & Morimoto, L. H. (2013). Towards a theory of transcultural fandom. *Participations: Journal of Audience & Reception Studies*, 10(1), 92-108.
- Consalvo, M. (2016). Convergence and Globalization in the Japanese Videogame. Dalam P. Galbraith, & J. Karlin, *Media Convergence in Japan* (hal. 90). Connecticut: Kinema Club.
- Creswell, J. W. (2009). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches. *Journal of Social and Administrative Sciences*.
- Enami, H. (2006, Juli 6). *Show biz exploits 'volunteerism' image in packaging of latest teen idol*. Diambil kembali dari The Japan Times: <https://www.japantimes.co.jp/news/2006/07/06/national/show-biz-exploits-volunteerism-image-in-packaging-of-latest-teen-idol/>
- Ferdiansyah, M. (2019, Juli 1). *Lagu-Lagu LoveLive! Dapat Didengar di Indonesia, Tanpa Region Lock!* Diambil kembali dari Media Formasi: <https://mediaformasi.com/2019/07/lagu-lagu-lovelive-dapat-didengar-di-indonesia-tanpa-region-lock/>
- Fidler, R. (2012). *Mediamorphosis: Understanding New Media*. California: Pine Forge Press.
- Fiske, J. (2010). *Understanding Popular Culture* (2nd ed.). New York: Routledge.

- Flew, T. (2014). *New media: An introduction* (4th ed.). South Melbourne: Oxford University Press.
- Flew, T. (2023, Agustus 7). *Media Convergence | Definition, Impact & Examples*. Diambil kembali dari Britannica: <https://www.britannica.com/topic/media-convergence>
- Galbraith, P. W., & Karlin, J. G. (2012). *The Mirror of Idols and Celebrity*. New York: Palgrave Macmillan.
- Grunebraum, D. (2010, Oktober 7). *As Japan Ages, Pop 'Idols' Aren't as Spry as They Used to Be*. Diambil kembali dari The New York Times: <https://www.nytimes.com/2010/10/08/arts/08iht-Idols.html>
- Hall, S. (2007). Encoding and Decoding in the Television Discourse. Dalam *CCCS Selected Working Papers* (hal. 128-138). London: Routledge.
- Haqu, R. (2020, April). Era Baru Televisi dalam Pandangan Konvergensi Media. *Jurnal Rekam*, 16(1), 15-20.
- Hermawan, A., & Yusran, H. L. (2017). *Penelitian Bisnis: Pendekatan Kuantitatif*. Jakarta: Kencana.
- Hughes. (2004). Web Theory: An Introduction. *Media International Australia*, 111(1).
- Hutauruk, R. (2022). Pengaruh Anime *Love Live! Sunshine!!* terhadap Pariwisata Kota Numazu. Depok, Jawa Barat, Indonesia: Universitas Indonesia. Fakultas Ilmu Pengetahuan dan Budaya. Diambil kembali dari <https://lib.ui.ac.id/detail?id=20519426&lokasi=lokal>
- Iger, B. (2022, Desember 1). 'Avatar' and the Mystery of the Vanishing Blockbuster - It was the highest-grossing film in history, but for years it was remembered mainly for having been forgotten. Why? (J. L. Keilee, Pewawancara) *The New York Times Magazine*. Dipetik Juni 12, 2023, dari *The New York Times Magazine*: <https://www.nytimes.com/2022/11/30/magazine/avatar-franchise.html>
- Ito, M. (2006). *The Gender Dynamics of the Japanese Media Mix*. Paper, UCLA.
- Jenkins, H. (2006). *Convergence culture: Where old and new media collide*. New York: New York University Press.
- Kietzmann, J., Hermkens, K., McCarthy, I. P., & Silvestre, B. (2011). Social Media? Get Serious! Understanding the Functional Building Blocks of Social Media. *Business Horizons*, 54(3), 241-251.
- Kraut, R., Mukhopadhyay, T., Szczypula, J., Kiesler, S., & Scherlis, B. (1999, Desember). Information and Communication: Alternative Uses of the

- Internet in Households. *Information Systems Research*, 10(4), 287-303.  
Diambil kembali dari <http://www.jstor.org/stable/23011065>
- Loo, E. (2015, Desember 30). *Top-Selling Media Franchises in Japan: 2015*.  
Diambil kembali dari Anime News Network:  
<https://www.animenewsnetwork.com/news/2015-12-29/top-selling-media-franchises-in-japan-2015/.97051>
- Loo, E. (2016, Desember 29). *Top-Selling Media Franchises in Japan: 2016*.  
Diambil kembali dari Anime News Network:  
<https://www.animenewsnetwork.com/news/2016-12-29/top-selling-media-franchises-in-japan-2016/.110442>
- Loo, E. (2017, Desember 24). *Top-Selling Media Franchises in Japan: 2017*.  
Diambil kembali dari Anime News Network:  
<https://www.animenewsnetwork.com/news/2017-12-23/top-selling-media-franchises-in-japan-2017/.125682>
- Loo, E. (2018, Desember 20). *Top-Selling Media Franchises in Japan: 2018*.  
Diambil kembali dari Anime News Network:  
<https://www.animenewsnetwork.com/news/2018-12-19/top-selling-media-franchises-in-japan-2018/.141064>
- McAlpine, F. (2017, Juni 30). *The Japanese obsession with girl bands - explained*. Diambil kembali dari BBC Music:  
<https://www.bbc.co.uk/music/articles/84fd62c3-f5a4-49e6-9e3e-6f5217c1448c>
- Meifitri, M., & Susanto, E. (2020, Juni). Perubahan dari Media Lama ke Media Baru: Telaah Transformasi Platform Multimedia. *Jurnal Ilmu Komunikasi*, 9(3), 302-311.
- Melissa, E. (2010). *Budaya Digital dan Perubahan Konsumsi Media*. Fakultas Ekonomi dan Humaniora, Departemen Komunikasi dan Public Relations. Tangerang: Universitas Swiss German.
- Miles, M. B., Huberman, A. M., & Saldana, J. (2013). *Qualitative Data Analysis: A Methods Sourcebook*. New York: SAGE Publications, Inc.
- Nugroho, P. A., & Hendrastomo, G. (2017). Anime Sebagai Budaya Populer (Studi Kasus Komunitas Anime di Yogyakarta). *Jurnal Pendidikan Sosiologi*.
- Oi, M. (2016, Januari 26). *The dark side of Asia's pop music industry*. Diambil kembali dari BBC News: <https://www.bbc.com/news/world-asia-35368705>

- Peil, C., & Sparviero, S. (2017). *Media Convergence and Deconvergence*. (S. Sparviero, C. Peil, & G. Balbi, Penyunt.) Palgrave Macmillan, Cham. doi:10.1007/978-3-319-51289-1\_1
- Peters, M. (2023, Januari 25). *Jujutsu Kaisen Tops One Piece as Manga's Top Franchise of 2022*. Diambil kembali dari Comicbook: <https://comicbook.com/anime/news/jujutsu-kaisen-manga-anime-earnings/>
- Schodt, F. L. (1996). *Dreamland Japan: Writings on Modern Manga*. Berkeley: Stone Bridge Press.
- Sevakis, J. (2018, September 4). *Why Isn't Idol Culture Bigger In America?* Diambil kembali dari Anime News Network: <https://www.animenewsnetwork.com/answerman/2018-09-03/.136196>
- SiIvaGunner. (2016, Oktober 26). *Snow halation - Love Live!* Diambil kembali dari YouTube: <https://youtu.be/g1p5eNOsl7I>
- Statista. (2023, Januari). *Leading social networks worldwide as of January 2023, ranked by number of active users (in millions)*. Dipetik Mei 15, 2023, dari Statista: <https://www.statista.com/statistics/272014/global-social-networks-ranked-by-number-of-users>
- Steinberg, M. (2012). *Anime's Media Mix: Franchising Toys and Characters in Japan*. Minnesota: University of Minnesota Press.
- Storey, J. (2008). *Pengantar Komprehensif Teori dan Metode: Cultural Studies dan Kajian Budaya Pop*. Yogyakarta: Jalasutra.
- Strinati, D. (2004). *An Introduction to Theories of Popular Culture* (2nd ed.). New York: Routledge.
- Sugiyono. (2018). *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Syahrial, G. B. (2017, September). Fenomena Hiperrealitas pada Cosplayer Love Live (Studi Kasus Tim Allerish). *Japanology*, 6(1), 16-27.
- Tuominen, H. (2021). *Idol World in Mobile Games: A look into Japanese idol games and the world built in them*. Master's Thesis, Tampere University, Faculty of Information Technology and Communication Sciences.
- Walther, J. B. (1996). Computer-mediated communication: Impersonal, interpersonal, and hyperpersonal interaction. *Communication Research*, 39, 274-279.
- Webster, J. G. (2014). The convergence of media and communication studies. Dalam J. G. Webster, & E. J. R. K. Avery (Penyunt.), *Communication and media studies: An introduction* (hal. 45-63). New York: Routledge.

Yin, R. K. (2017). *Case Study Research and Applications: Design and Methods*. Los Angeles: SAGE Publications.

Yu, C. L. (2021). *Japanese Anime Idol Music in the Media Mix: A Case Study of the Love Live Idols*. Thesis, University of California San Diego, San Diego. Diambil kembali dari <https://escholarship.org/uc/item/2m63z7dr>