

Daftar Pustaka:

- Abbas, B., Jasim, I., & Nsaif, W. (2019). *A Comparative Study of the Growth of Electronic Sports in the World and the Important Global E-Sports Achievements . A Comparative Study of the Growth of Electronic Sports in the World and the Important Global E-Sports Achievements .*
- Amalia, E. (2022). Apa Dampak Esports di SEA Games Hanoi? (2022). <https://hybrid.co.id/post/dampak-esports-di-sea-games>
- Anh, P. Q. (2021). *Shifting the Focus to East and Southeast Asia: A Critical Review of Regional Game Research. Fudan Journal of the Humanities and Social Sciences*, 14(2). <https://doi.org/10.1007/s40647-021-00317-7>
- Anholt, S. (2006). *Public diplomacy and place branding: Where's the link? Place Branding*, 2(4). <https://doi.org/10.1057/palgrave.pb.6000040>
- Anugerah, P. (2018). *E-Sports masuk Asian Games, tapi bisakah disebut sebagai olahraga?* <https://www.bbc.com/indonesia/majalah-44933705>
- Arikunto Suharsimi. (2007). *Prosedur Penelitian Suatu Pendekatan Praktek Edisi Revisi VI*. In *Jakarta: Rineka Cipta*.
- Bahar, Y. (2023). *Interview dengan direktur kerja sama sosial budaya ASEAN (KEMLU)*.
- Bainvel, S. (2005). *Sport and Politics: A study of the relationship between International Politics*. <https://liu.diva-portal.org/smash/record.jsf?pid=diva2%3A20629&dswid=-3009>
- Bhandari, P. (2021). An introduction to quantitative research methods in history. *Journal of the Association for History and Computing*, 6(2).
- Bloomsbury. (2021). *Global esports: Transformation of Cultural Perceptions of Competitive Gaming* (J. Yong, Ed.).
- Copeland, B. J. (2004). The Essential Turing Seminal Writings in Computing, Logic, Philosophy, Artificial Intelligence, and Artificial Life plus The Secrets of Enigma. *Cryptologia*, 29.
- Cowan, G., & Arsenault, A. (2008). Moving from monologue to dialogue to collaboration: The three layers of public diplomacy. *Annals of the American Academy of Political and Social Science*, 616(1). <https://doi.org/10.1177/0002716207311863>
- Creswell, J. W. (2012). Educational research: Planning, conducting, and evaluating quantitative and qualitative research. In *Educational Research* (Vol. 4).
- Crozier, G., Denzin, N., & Lincoln, Y. (1994). Handbook of Qualitative Research. *British Journal of Educational Studies*, 42(4). <https://doi.org/10.2307/3121684>
- Denzin, N. K. (2012). Triangulation 2.0 . *Journal of Mixed Methods Research*, 6(2).
- Djelantik, S. (2008). Diplomasi antara Teori dan Praktik. In *Graha Ilmu*.
- Egenfeldt-Nielsen, S., Smith, J. H., & Tosca, S. P. (2009). Understanding Video Games: The Essential Introduction. In *Understanding Video Games: The Essential Introduction*. <https://doi.org/10.4324/9780203930748>
- Foroughi, C. K., Ambinder, M., Armijo, A., Kozachuk, J., & Woo, H. (2018). Human factors and video game research: A discussion panel. *Proceedings of the Human Factors and Ergonomics Society*, 3. <https://doi.org/10.1177/1541931218621462>

Muhammad Azel Phrabuedirja, 2024

DAMPAK E-SPORTS TERHADAP KERJASAMA KAWASAN REGIONAL ASIA TENGGARA STUDI KASUS: KEIKUTSERTAAN ASIA TENGGARA PADA ASIAN GAMES 2018,2020,2022

UPN Veteran Jakarta, Fakultas Ilmu Sosial dan Ilmu Politik, S1 Hubungan Internasional

[www.upnvj.ac.id-www.library.upnvj.ac.id-www.repository.upnvj.ac.id]

- Goh, Z. (2023). *Esports make historic medal debut at 19th Asian Games in Hangzhou*. <https://olympics.com/en/news/esports-historic-medal-debut-19th-asian-games-hangzhou-schedule-live>
- J. Supranto. (2000). Statistik Teori Dan Aplikasi. In *Statistik* (Vol. 3).
- Jackson, S. J. (2013). The contested terrain of sport diplomacy in a globalizing world. *International Area Studies Review*, 16(3). <https://doi.org/10.1177/2233865913498867>
- Jones. (2003). *The Study Habits Of Students Playing Game Online In Seturan Sleman*. (2nd ed., Vol. 1).
- Kelly. (2020). *Newzoo's Global Esports Market Report: .* <https://newzoo.com/insights/articles/global-esports-market-report-2020-light-version/>
- Kenneth. (2018). *Road To Asian Games*. <https://www.aesf.com/Road-To-Asian-Games-2018/index.html>
- Kruckeberg, D., & Vujnovic, M. (2005). Public relations, not propaganda, for US public diplomacy in a post-9/11 world: Challenges and opportunities. In *Journal of Communication Management* (Vol. 9, Issue 4). <https://doi.org/10.1108/13632540510621641>
- Laksono, G. (2022). *Hasil Lengkap Esports di SEA Games 2021*. <https://kincir.com/game/mobile-game/hasil-lengkap-esports-di-sea-games-2021-xgd9i5lyxnah2/>
- Levrante, bashim. (2020). *World Electronic Sports Games 2018 Southeast Asia Finals*. https://liquipedia.net/dota2/World_Electronic_Sports_Games/2018/Southeast_Asia_Finals#References
- Lim, R. (2021). *Wilayah Asia Tenggara Bentuk Federasi Esports Regional .* <https://esports.id/other/news/2021/11/74e1ed8b55ea44fd7dbb685c412568a4/wilayah-asia-tenggara-bentuk-federasi-esports-regional>
- Manny, eildhart. (n.d.). *What Makes Asia an Esports Powerhouse (2022)*. . Retrieved September 14, 2022, from <https://asiasportstech.com/portfolio/asia-esports-domination/>
- Melissen, J. (2005). The New Public Diplomacy: Between Theory and Practice. In *Studies in Diplomacy and International Relations*. https://doi.org/10.1057/9780230554931_1
- Mellisen, J. (2006). The New public diplomacy: soft power in international relations. *Choice Reviews Online*, 44(03). <https://doi.org/10.5860/choice.44-1781>
- Miles, Huberman, & Saldaña. (2014). Miles and Huberman (1984). \, 12(01).
- Mustofa, A. (2019). *Brunei Darussalam Dirikan Asosiasi Esports untuk Dukung Gamer Profesional*. <https://hybrid.co.id/post/brunei-darussalam-dirikan-asosiasi-esports-untuk-dukung-gamer-profesional>
- Newman, J. (2020). *Newzoo report on SEA esports audience:.*
- Novak, A. R., Bennett, K. J. M., Pluss, M. A., & Fransen, J. (2020). Performance analysis in esports: modelling performance at the 2018 League of Legends World Championship. *International Journal of Sports Science and Coaching*, 15(5–6). <https://doi.org/10.1177/1747954120932853>
- Parker, B. (2022). *Asian Games 2022*. https://lol.fandom.com/wiki/2022_Asian_Games
- Pineda, C. (2021). *Esports at the 2021 SEA Games*. https://en.wikipedia.org/wiki/Esports_at_the_2021_SEA_Games

Muhammad Azel Phrabuedirja, 2024

DAMPAK E-SPORTS TERHADAP KERJASAMA KAWASAN REGIONAL ASIA TENGGARA STUDI KASUS: KEIKUTSERTAAN ASIA TENGGARA PADA ASIAN GAMES 2018,2020,2022

UPN Veteran Jakarta, Fakultas Ilmu Sosial dan Ilmu Politik, S1 Hubungan Internasional

[www.upnvj.ac.id-www.library.upnvj.ac.id-www.repository.upnvj.ac.id]

- Potter, E. H. (2008). Branding Canada: Projecting Canada's soft power through public diplomacy. In *Branding Canada: Projecting Canada's Soft Power through Public Diplomacy*.
- Pratama, K., & Pertiwi, W. (n.d.). Cabor E-sports Sumbang 6 Medali di SEA Games 2021 Artikel ini telah tayang di Kompas.com dengan judul "Cabor E-sports Sumbang 6 Medali di SEA Games 2021." 2022. Retrieved October 21, 2023, from https://tekno.kompas.com/read/2022/05/23/08020027/cabor-e-sports-sumbang-6-medali-di-sea-games-2021?page=all#google_vignette
- Priyambodo, D. (2022). *SEA Games 2021: Daftar Lengkap Peraih Medali Cabor Esport*. <https://skor.id/post/sea-games-2021-daftar-lengkap-peraih-medali-cabor-esport-01420064>
- Rachman, J. B., Adityani, S., Suryadipura, D., Prawira Utama, B., Aprilia, B., Suherman, A., Alfaizi, K., & Author, C. (2020). Esport Sebagai Sumber Soft Power Indonesia: Sosialisasi Kepada Anak Muda. *CARADDE: Jurnal Pengabdian Kepada Masyarakat*, 3(1).
- Ross, C. (2003). Pillars of Public Diplomacy. In *Harvard International Review* (Vol. 25, Issue 2).
- Rukin. (2022). Metodologi Penelitian Kualitatif. In *Rake Sarasin* (Issue March).
- Saleh, N. (2023). *Ini 7 Nomor Game Esports yang Akan Dipertandingkan di Asian Games Hangzhou Editor*. <https://sport.tempo.co/read/1729467/ini-7-nomor-game-esports-yang-akan-dipertandingkan-di-asian-games-hangzhou>
- Sawyer, K. (2021). *SEA E-Sports organizations* . <https://wec.iesf.org/countries>
- Sidharta, C. (2023). *Interview dengan DIrektur Kerja sama Eksternal ASEAN*.
- Sidharta, C., Wirajuda, A., & Bahar, Y. (2023). *Interview Sekretariat ASEAN dan juga KEMLU* .
- Simon, D. (2020). *World Esports IESF* .
- Stelzner, M. (2019). *2019 Southeast Asian Games Esports Event closes with record stream numbers*. <https://press.razer.com/esports-partnerships/2019-southeast-asian-games-esports-event-closes-with-record-stream-numbers/>
- Sweeney, K., Tuttle, M. H., & Berg, M. D. (2021). Esports Gambling: Market Structure and Biases. *Games and Culture*, 16(1). <https://doi.org/10.1177/1555412019872389>
- Syahrin, A. (2023). *ANALISIS TURNAMEN DOTA 2 TAHUN 2019 SEBAGAI BENTUK DIPLOMASI PUBLIK DI TIONGKOK*. University Islam Indonesia.
- Tjandradewi, K., & Marcotullio, A. (2012). What role do museums and art institutions play in international relations today and specifically in the development of what Joseph Nye called "soft power"? *Institute for Cultural Diplomacy*, August.
- Wang, J., & Goodman, M. B. (2006). Journal of Business Strategy Public diplomacy and global business. *Journal of Business Strategy Journal of Business Strategy Iss Journal of Business Strategy*, 27(3).
- Wirajuda, A. (2023). *Interview dengan DIrektur Kerja sama Ekonomi ASEAN (KEMLU)*.
- Wong, U., & Hodgins, D. C. (2014). Development of the game addiction inventory for adults (GAIA). *Addiction Research and Theory*, 22(3). <https://doi.org/10.3109/16066359.2013.824565>
- Wu, Y. (2019). *The possibility analysis of Esports becoming an Olympic Sport*. <https://www.theseus.fi/handle/10024/267651>

Muhammad Azel Phrabuedirja, 2024

DAMPAK E-SPORTS TERHADAP KERJASAMA KAWASAN REGIONAL ASIA TENGGARA STUDI KASUS: KEIKUTSERTAAN ASIA TENGGARA PADA ASIAN GAMES 2018,2020,2022

UPN Veteran Jakarta, Fakultas Ilmu Sosial dan Ilmu Politik, S1 Hubungan Internasional

[www.upnvj.ac.id-www.library.upnvj.ac.id-www.repository.upnvj.ac.id]

Yakimenko, S. (2018). *Most popular tournaments of 2018*. <https://escharts.com/news/top-tournaments-2018>

YENİŞEHİRLİOĞLU, E., Çağrı, E., Sedat, Ş., & ULAMA, Ş. (2018). A Conceptional Research on Determining the Tourism Potential of Electronic Sports Events: e-Sports Tourism. *The Journal of Kesit Academy*, 4(16).

Muhammad Azel Phrabuedirja, 2024

DAMPAK E-SPORTS TERHADAP KERJASAMA KAWASAN REGIONAL ASIA TENGGARA STUDI KASUS: KEIKUTSERTAAN ASIA TENGGARA PADA ASIAN GAMES 2018,2020,2022

UPN Veteran Jakarta, Fakultas Ilmu Sosial dan Ilmu Politik, S1 Hubungan Internasional

[www.upnvj.ac.id-www.library.upnvj.ac.id-www.repository.upnvj.ac.id]