

DAFTAR PUSTAKA

Artikel Jurnal

- Bellini, A. (2018, March). Industrial Relations and Creative Workers. Overall Report. ResearchGate.
https://www.researchgate.net/publication/326040070_Industrial_relations_and_creative_workers_Overall_report
- BSA The Software Alliance. (2016, May). Seizing Opportunity Through License Compliance. Author.
http://globalstudy.bsa.org/2016/downloads/studies/BSA_GSS_US.pdf#page=5
- Collins, J. C. and Porras, J. I. (1996) *Built to Last: Successful Habits of Visionary Companies*. London: Century.
- Elkington, J. (2001) *The Chrysalis economy: How Citizen CEOs and Corporations can Abuse Values and Value Creation*. Oxford: Capstone
- Fajri, C. (2012). Tantangan Industri Kreatif-*Game Online* di Indonesia. *Jurnal ASPIKOM*, 1(5), 443. <https://doi.org/10.24329/aspikom.v1i5.47>
- Fussler, C. and James, P. (1996) *Driving Eco-innovation: A Breakthrough Discipline for Innovation and Sustainability*. London: Pitman.
- Gunawan, P. R., & Bahaduri, B. A. (2020). KAJIAN REPRESENTASI INDONESIA PADA KARAKTER GATOTKACA DALAM GIM *MOBILE LEGENDS* MENGGUNAKAN METODE TRIANGULASI. *Serat Rupa Journal of Design*, 4(2), 111–134.
<https://doi.org/10.28932/srjd.v4i2.2038>
- Henry Bastian, & Khamadi. (2018). *Dampak Digital Game Terhadap Perkembangan*.
<https://doi.org/http://dx.doi.org/10.33633/andharupa.v2i01.1075>
- Hudrasyah, H., Briantono, N., Fatima, I., & Rahadi, R. A. (2019). MARKETING STRATEGY FOR *GAME DEVELOPER* BASED ON MICRO AND MACRO ENVIRONMENT IN INDONESIA. In *Journal of Global Business and Social Entrepreneurship (GBSE)* (Vol. 5, Issue 14). www.gbse.com.my
- Khanz, A. H. (2017). Strategi Cool Japan Indonesia di Sektor Hiburan. *Interdependence Journal*, 5(2), 65–74.
<http://ejournals.unmul.ac.id/index.php/JHII/article/view/1350>

- Kong, N., Salzmann, O., Steger, U. and Ionescu-Somers, A. (2002) Moving business/industry towards sustainable consumption: The role of NGOs. *European Management Journal*, 20(2): 109–127.
- Muhammad Syafii. (2022, December 4). *Metode Penelitian Kualitatif adalah*. Universitas Muhammadiyah Sumatera Utara .
- Mulachela, A., Rizki, K., & Wahyudin, Y. A. (n.d.). Analisis Perkembangan Industri *Game* di Indonesia Melalui Pendekatan Rantai Nilai Global (Global Value Chain). In *IJGD: Indonesian Journal of Global Discourse* (Vol. 2, Issue 2).
- Nirawati, L., Samsudin, A., Auliya, F. N., Rakhmad, F. F., Fauzy H., M., & Isna, A. H. (2023). Sistem Kerja Keuangan Internasional International Financial Work System. *El-Mal: Jurnal Kajian Ekonomi & Bisnis Islam*, 4(5), 1451–1458. <https://doi.org/10.47467/elmal.v4i5.2942>
- Rheinhard, F. (1999) Bringing the environment down to earth. *Harvard Business Review*, 77(4): 149–158.
- Sari, N. I. P., & Kusuma, A. A. G. A. D. (2020). PENGATURAN PERLINDUNGAN HAK CIPTA PERMAINAN VIDEO. *Kertha Semaya : Journal Ilmu Hukum*, 8(8), 1129. <https://doi.org/10.24843/ks.2020.v08.i08.p01>
- SustainAbility (2002) Good News & Bad: The Media, *Corporate Social Responsibility and Sustainable Development*.
- Steger, U. (1998) *The Strategic Dimensions of Environmental Management: Sustaining the Corporation during the Age of Ecological Discovery*. Houndmills, UK: Macmillan Press
- Steger, U. (1998) *Discovering the New Pattern of Globalization*. Ladenburg, Germany: Daimler–Benz Foundation.
- Winter, M. and Steger, U. (1998) *Managing Outside Pressure: Strategies for Preventing Corporate Disasters*. Chichester, UK: John Wiley & Sons.
- Zadek, S. (2001) *The Civil Corporation: The New Economy of Corporate Citizenship*. London: Earthscan

Buku

- Ahlstrom, D., & Bruton, G. D. (2010). *International Management: Strategy and Culture in the Emerging World*. Cengage Learning.
<https://doi.org/10.4324/9781135987077>
- Cavusgil, S. T., Knight, G., & Riesenberger, J. R. (2019). *International Business: The New Realities* (4th ed.). Pearson.
<https://doi.org/10.4324/9781315527646>
- Chalfin, B. (2010). *Neoliberal Frontiers: An Ethnography of Sovereignty in West Africa*. University of Chicago Press.
<https://doi.org/10.7208/chicago/9780226100626.001.0001>
- Creswell, J. W., & Creswell, J. D. (2018). *Research Design : Qualitative, Quantitative, and Mixed Methods Approaches Fifth Edition*. SAGE Publications, Inc.
- Creswell, J. W. (2013). *Research design: Qualitative, quantitative, and mixed methods approaches*. SAGE Publications.
- Cohen, S. D. (2007). *Multinational Corporations and Foreign Direct Investment UNSimplified* (Vol. 1). Oxford University Press.
<https://doi.org/10.1093/acprof:oso/9780195179354.001.0001>
- Cucuel, Q. (2011). The Video *Game* Industry: Explaining the Emergence of New Markets. *Otago Management Graduate Review*, 9(2), 1–23.
<http://www.yieldopedia.com/paneladmin/reports/3c811282457503a09d3a959405408e55.pdf>
- Dhankar, Raj. S., Agarwala, Tanuja., Global Science and *Technology* Forum., Annual International Conference on Enterprise Marketing and Globalization (2011 : Penang, M., & Annual International Conference on Business Strategy and Organizational Behaviour (2011 : Penang, M. (2011). *Proceedings of the Annual International Conference on Enterprise Marketing and Globalization [and] Business Strategy and Organizational Behaviour : 7-8 April 2011, Hotel Equatorial Penang, Malaysia*. Research Pub. Services.
- Gertschen, A., & Muojama, O. G. (2022). Multinational enterprises. In *The Routledge Handbook on the History of Development* (pp. 278–296). Routledge. <https://doi.org/10.4324/9780429356940-26>

- Harney, S. (2006). *State Work: Public Administration and Mass Intellectuality*. Duke University Press.
<https://doi.org/10.1215/9780822388156>
- Hofstede, G., Hofstede, G. J., & Minkov, M. (2010). *Cultures and Organizations: Software of the Mind* (3rd ed.). McGraw-Hill.
<https://doi.org/10.4324/9781003077228>
- Kline, J. M. (2010). *Ethics for International Business: Decision Making in a Global Political Economy*. Routledge.
<https://doi.org/10.4324/9780203882582>
- Peng, M. W. (2021). *Global Business* (5th ed.). Cengage Learning.
<https://doi.org/10.4324/9780357507053>
- Steger, U. (n.d.). *Corporate Diplomacy The Strategy for a Volatile, Fragmented Business Environment*.
- Saner, R., Yiu, L., & Søndergaard, M. (2000). Business *Diplomacy* management: A core competency for global companies. *Academy of Management Executive*, 14(1), 80–91.
<https://doi.org/10.5465/ame.2000.2909841>
- Van Tulder, R., & van Mil, E. (2022). *Principles of Sustainable Business: Frameworks for Corporate Action on the SDGs*. Routledge.
<https://doi.org/10.4324/9781003021374>

Dokumen Resmi

- United States District Court. (2017). united states district court central district of california, 2017. Complaint for; complaint for copyright infringement, trademark infrengement, false designation of origin demand for jury trial. case no 2:17-cv-4986 (2:17-cv-4986).
- Pemerintah Indonesia Undang-Undang (UU) Nomor 202 Tahun 2017 tentang Pelaksanaan Perlakuan Pajak Penghasilan Yang Didasarkan Pada Ketentuan Dalam Perjanjian Interfasional. Peraturan Menteri Keuangan Republik Indonesia No. 010. Jakarta.
- Pemerintah Indonesia Undang-Undang (UU) Nomor 55 Tahun 2022 tentang Penyesuaian Pengaturan di Bidang Pajak Penghasilan. Peraturan Pemerintah No. 231. Jakarta.

Pemerintah Indonesia Undang-Undang (UU) Nomor 36 Tahun 2008 tentang Perubahan Keempat Atas Undang-Undang Nomor 7 Tahun 1983 tentang Pajak Penghasilan. Peraturan Pemerintah No. 133. Jakarta.

Pemerintah Indonesia Undang-Undang (UU) Nomor 11 Tahun 2022 tentang Keolahragaan. Pemuda dan Olahraga No. 71. Jakarta.

Curtin, T. (2000) *Green Issues*. Houndmills, UK: Macmillan Press.

Website

Agung Pratnyawan, & Rezza Dwi Rachmanta. (2021, August 12). *Sebaran Pemain Mobile Legends Indonesia, Terbanyak di Pulau Ini*. Arkadia Digital Media .

Akbar Priono. (2019, January 29). *Dukung Atlet di Penjuru Indonesia, Piala Presiden Esports 2019 Resmi Diselenggarakan!* HYBRID.CO.ID.

Ampri Irfana Ilysia Aliya, S. A. M. S. M. (2024). *Game On: Indonesia's New Regulation Targets Greater Slice of Gaming Industry Profits*.

Assegaf Hamzah. (2024). *Ready, Set, Go! Updates to Indonesia's Gaming Industry*.

Bernadetha Aurelia Oktavira, S. H. (2022, April 22). *Ini Dasar Hukum E-Sports di Indonesia*. Hukumonline.Com.

Cindy Mutia Annur, & Desy Setyowati. (2019, April 17). *Putaran Bisnis Esports Rp 9,8 Triliun, Peran Gim Lokal Masih Minim Artikel ini telah tayang di Katadata.co.id dengan judul " Putaran Bisnis Esports Rp 9,8 Triliun, Peran Gim Lokal Masih Minim " , <https://katadata.co.id/digital/teknologi/5e9a51a6a6cbd/putaran-bisnis-esports-rp-98-triliun-peran-gim-lokal-masih-minim> Penulis: Cindy Mutia Annur Editor: Desy Setyowati*. Katadata.Co.Id.

Craig Chapple. (2020, January). *Mobile Legends Revenue Passes \$500 Million as Southeast Asia Powers Explosive Growth*. Mobile Insights Strategist.

GameLevelOne. (2016, December 1). Indonesia is where all the *mobile gaming* action is. <http://www.gamelevelone.com/indonesia-mobile-gaming-action/>

Gereffi, G., & Fernandez-Stark, K. (2016, July). *Global Value Chain Analysis: A Primer*, Second Edition. ResearchGate.

https://www.researchgate.net/publication/305719326_Global_Value_Chain_Analysis_A_Primer_2nd_Edition

Gelar Kompetisi Esport, Pemerintah Targetkan Gamers Tanah Air Berkelas Dunia. (2019, January 28). KOMINFO.

Heppy Ratna Sari, & Ade Irma Junida. (2016, June 3). Bekraf gandeng Telkom-MIKTI jalankan program “Bekup.” *Antara, Kantor Berita Indonesia* .

iespaWPeditor1. (2021, February 12). *Sah! IESPA Resmi Menginduk ke PBESI.* Indonesia Esports Assosiation.

Joshua Ramoti Ariesto, & Rizky Prakoso. (2024, April 23). *Advancing Indonesian Gaming Industry: Government Gets Involved!* ARFP Lawyers.

Kotila, S. (2018, January 28). GDLC [*Game Development Life Cycle*]. Unity3dtechguru.Com. <http://www.unity3dtechguru.com/2018/01/gdlc-gamedevelopment-life-cycle.html>

Kusumadara, A. (2016, March 29). Problems of Enforcing Intellectual Property Laws in Indonesia. International Association of Law Schools. https://www.ialsnet.org/meetings/business/Kusumadara_Afifah-Indonesia.pdf

Leo, A., Dellyana, D., & Setiadi, I. (2011). The Commercialization of Indonesian *Game Developer* to International Market. Proc. of the Annual International Conference on Enterprise Marketing and Globalization, 1(1), 50–54.
https://www.researchgate.net/publication/308265974_THE_COMMERCIALIZATION_OF_INDONESIAN_GAME_DEVELOPER_TO_INTERNATIONAL_MARKET

Lukman, E. (2013, October 2). Yahoo: tablet owners in Indonesia prefer local news to celebrity gossip. TechinAsia.
<https://www.techinasia.com/yahoo-tablet-ownersindonesia-prefer-local-news-celebrity-gos>

Martin, M. (2010, February 4). Matahari Studios closes doors. *GamesIndustry.Biz*. <https://www.gamesindustry.biz/articles/matahari-studios-closes-doors>

Moriarty, C. (2013, October 16). The Real Cost of Gaming: Inflation, Time, and Purchasing Power. IGN.

<https://www.ign.com/articles/2013/10/15/the-real-cost-ofgaming-inflation-time-and-purchasing-power>

New Zoo. (2015, September 16). Indonesian Gaming Market 2015.
<https://newzoo.com/insights/infographics/newzoo-summer-series-21-indonesiangames-market/>

New Zoo. (2017, June 1). Indonesian Gaming Market 2017.
<https://newzoo.com/insights/infographics/the-indonesian-gamer-2017/>

Okezone. (2019, June 30). 5 Perusahaan *Game* Asal Indonesia yang Mendunia.
<https://economy.okezone.com/read/2019/06/28/320/2072187/5-perusahaangame-asal-indonesia-yang-mendunia>

Matt Martin. (2010, February 4). Matahari Studios closes doors.
GamesIndustry.Biz.

Nathasya Sangayu Puteri. (2022, May 10). *Lagi, Riot Games Gugat Moonton karena Mobile Legends: Bang Bang*. Skor.Id .

Yudono Yanuar, & Antara. (2019, March 27). *Industri Gaming di Indonesia Tumbuh 40 Persen*. Tempo.Co.