

DAFTAR PUSTAKA

Buku

- Budiardjo, Miriam. Dasar-dasar Ilmu Politik. Jakarta: Gramedia Pustaka Utama, 2003.
- Castells, Manuel. The Rise of the Network Society: The Information Age Economy, Society, and Culture. Vol. 1. Cambridge, Mass.: Blackwell Publishers, 2011.
<https://archive.org/details/riseofnetworksoc0000cast>.
- Creswell, John W. Qualitative Inquiry and Research Design: Choosing Among Five Approaches. Thousand Oaks, CA: SAGE Publications, 2007.
- Crossman, Ashley. "Anthony Giddens – Biografi Sosiolog Inggris." Accessed May 26, 2025. <https://id.eferit.com/anthony-giddens/>.
- Drummond, Lisa, and Mandy Thomas. Consuming Urban Culture in Contemporary Vietnam. London: Routledge, 2005.
https://books.google.co.id/books/about/Consuming_Urban_Culture_in_Contemporary.html?id=4VVxa_9xorsC.
- Dung, Tran Viet. "State Practice of Asian Countries in International Law." Asian Yearbook of International Law 24 (2018): 388–401.
https://doi.org/10.1163/9789004379633_024.
- Forshee, Jill. Between the Folds: Stories of Cloth, Lives, and Travels from Sumba. Honolulu: University of Hawai'i Press, 2001.
https://www.google.co.id/books/edition/Between_the_Folds/5haENVnNELQC.
- Gainsborough, Martin. Vietnam: Rethinking the State. London: Zed Books, 2013.
<https://www.google.co.id/books/edition/Vietnam/DYpjDgAAQBAJ>.
- Jamieson, Neil L. Understanding Vietnam. Berkeley: University of California Press, 2023.
https://www.google.co.id/books/edition/Understanding_Vietnam/bU_hEAAAQBAJ?hl=id&gbpv=0.
- Kartomi, Margaret. Musical Journeys in Sumatra. Urbana: University of Illinois Press, 2012.
- Luong, H. V. The Vietnamese Revolution. History, Political Science, 2001.
<https://doi.org/10.1016/B978-0-08-097086-8.62072-X>.
- McLeod, Mark W., dan Thi Dieu Linh Nguyen. Culture and Customs of Vietnam. 2001.
<https://doi.org/10.5040/9798216963851>.
- Nasir, Drs. Muhammad, dan Zulfian Arman. Ilmu sosial & budaya dasar. Nas Media Pustaka, 2024.
https://www.google.co.id/books/edition/Ilmu_sosial_budaya_dasar/XET9EAAAQBAJ?hl=id&gbpv=0.

- Palmberg, Mai. National Identity and Democracy in Africa. Human Sciences Research Council of South Africa. 1999. https://www.google.co.id/books/edition/National_Identity_and_Democracy_in_Africa/ZeaWzPZb54AC?hl=id&gbpv=0.
- Ryan, Ishak. Karakteristik Tumbuhan Bahan Baku dan Pewarna Alami Noken pada Masyarakat Suku Damal. Deepublish. 2021.
- Simandjuntak, Deasy. "Digital Indonesia: Connectivity and Divergence." ISEAS Publishing, 295–xxi. 2017. https://www.academia.edu/92192959/Edwin_Jurri%C3%ABns_and_Ross_Tapsee_eds_Digital_Indonesia_Connectivity_and_Divergence_Singapore_ISEAS_Publishing_2017_295_xxi_p ISBN 978 981 47 6299 1?utm_source=.
- Sugiarto, Agus. Mengenal Ekonomi Digital. Jakarta: PT Kompas Media Nusantara, 2022. Diakses Juni 1, 2025. https://books.google.co.id/books/about/Mengenal_Ekonomi_Digital.html?id=9_HZzwEACAAJ&redir_esc=y.
- Tapscott, Don. The Digital Economy: Promise and Peril in the Age of Networked Intelligence. McGraw-Hill, 1995. <https://archive.org/details/digitaleconomypr00taps/page/n5/mode/2up>.
- Thanh, Phan Thanh. Asianization, Imagination, Fan Culture and Cultural Capital of Vietnamese Youth: A Case Study of K-Pop Cover Dance Groups in Hanoi. Chiang Mai: Chiang Mai University Press, 2014. https://core.ac.uk/download/pdf/235949554.pdf?utm_source=.
- Thomas, Mandy, dan Russell H. K. Heng. Stars in the Shadows: Celebrity, Media and the State in Vietnam. Singapore: Institute of Southeast Asian Studies, 2001. https://researchers.westernsydney.edu.au/en/publications/stars-in-the-shadows-celebrity-media-and-the-state-in-vietnam?utm_source=.

Jurnal

- Adaniyah, Nur Aviatul, S. Sarjono, and Joni Agung Sudarmanto. "Instagram, TikTok, dan YouTube Telah Menjadi Wadah Ekspresi Budaya yang Sangat Dinamis, Terutama di Kalangan Anak Muda Indonesia Berusia 15–30 Tahun yang dalam Banyak Penelitian Digolongkan sebagai Generasi Digital." *JoLLA Journal of Language Literature and Arts*, 2023, 1732–1752. <https://doi.org/10.17977/UM064V3I122023P1732-1752>.
- Amelia, Diaz Putri, Dinie Anggraeni Dewi, and Rizky Saeful Hidayat. "Integrasi Literasi Budaya dan Kewargaan Melalui Media Sosial pada Generasi Z di Era Digitalisasi." *IMEIJ: Indo-MathEdu Intellectuals Journal*, 2024, 944–956.
- Andini, Anita Yuliani, and Ade Yunita Mafruhah. "Peluang Transformasi Pekerja Informal Menuju Pekerja Formal di Kota Bandung." *Bandung Conference Series: Economics Studies*, 2024, 8–14. <https://doi.org/10.29313/BCSES.V4I1.9710>.

- Andrew, Alex M. "Tim Berners-Lee." *Kybernetes*, 1998, 86–87. <https://doi.org/10.1108/K.1998.06727HAG.002>.
- Anh, Nguyễn Tuấn. Kinship as Social Capital: Economic, Social and Cultural Dimensions of Changing Kinship Relations in a Northern Vietnamese Village. 2005. https://www.semanticscholar.org/paper/0ab5f3fea36620de1fd95affb5b97ef14a457742?utm_source=.
- Bui, Toan Huu, and Van Phuoc Nguyen. "The Impact of Artificial Intelligence and Digital Economy on Vietnam's Legal System." *International Journal for the Semiotics of Law - Revue internationale de Sémiotique juridique* (2022): 969–989.
- Cristea, Cristina-Oana. "The Political Economy of the Gifts on TikTok." *Expert Projects Publishing House* 22, no. 2 (2024): 29–50. <https://revistasociologieromaneasca.ro/sr/article/download/1809/1732/>.
- Cunningham, Stuart, and David Craig. "Being 'Really Real' on YouTube: Authenticity, Community and Brand Culture in Social Media Entertainment." *Media International Australia* (2017): 71–85. <https://journals.sagepub.com/doi/10.1177/1329878X17709098>.
- Cuong, Le Tuan. "Preservation and Promotion of the Traditional Chèo in Vietnam Today." *VNU Journal of Science: Policy and Management Studies* (2020): 22–31. <https://js.vnu.edu.vn/PaM/article/download/4242/3923/>.
- Degim, I. A. "Identity Construction in Facebook: A Lacanian Analysis of Profiles and Facebook Generated Games." 2009. <https://www.semanticscholar.org/paper/a9056bf685e1c1133353b22117fd9dee94d1b10f>.
- Divon, Tom, Taylor Annabell, and Catalina Goanta. "Children as Concealed Commodities: Ethnographic Nuances and Legal Implications of Kidfluencers' Monetisation on TikTok." *Law Innovation and Technology Regulation and Enforcement (RENFORCE)*, 2025. <https://research-portal.uu.nl/en/publications/children-as-concealed-commodities-ethnographic-nuances-and-legal>.
- Duc, Tran Minh. "Research on Acculturation and Vietnamese National Identity in the Process of Globalization." *Contemporary Studies in Social Sciences* (2024): 180–192. <https://doi.org/10.31559/CSSS2024.2.2.6>.
- Fahmi, Teuku. "Transformasi Digital dan Pengaruhnya terhadap Budaya Organisasi: Tinjauan Literatur Sistematis." *Jurnal Manajemen Akuntansi dan Ilmu Ekonomi* (2024): 101–109.
- Gupta, Amar, and Elisa Mattarelli. "Towards the 24-Hour Knowledge Factory: Offshore-Onsite Team Dynamics." *ERN: Management of Technological Innovation & R&D in Developing Economies (Topic)* (2007): 1–24.
- Ha, Nguyen Thi Ngoc. "The Development of the Digital Economy in Vietnam." *VNU Journal of Science: Economics and Business* 36 (2020): 50–59. <https://js.vnu.edu.vn/EAB/article/view/4462>.

- Hai, Pham Thi Tanh, and Nguyen Thi Duc Nguyen. "Policy Transformations about ICT Applying in Learning and Teaching in Vietnamese General Educational System." *VNU Journal of Science: Education Research* (2020): 18–28.
- He, Zheng, Fengchang Yang, and Erica Jinyi Yue. "Role of International Organizations in Conflicts of the Powers: Case Study in US-China Trade War and Ukraine-Russian War." *Lecture Notes in Education Psychology and Public Media* (2023): 131–143.
- Hidayat, Taufik, Rahutomo Mahardiko, and Mudrik Alaydrus. "Mobile Cellular Technology Forecast for the Indonesian Telecommunications Industry." *Journal of Telecommunications and the Digital Economy* (2020): 37–48.
- Hollman, Angela, Timothy Obermier, Paul Burger, and Adam Spanier. "Rural Measures: A Quantitative Study of the Rural Digital Divide." *Journal of Information Policy* (2020): 1–17.
- Ivana Valencia Erwen et al., "Cultural Commodification and Its Implication in Tourism: Systematic Literature Review," *Kepariwisata: Jurnal Ilmiah* 19, no. 2 (Mei 2025): 188–199.
<https://ejournal.stipram.ac.id/index.php/kepariwisataan/article/view/757/345>
- Laili, Yuniarum Fatin, dan Achma Hendra Setiawan. "Analisis Faktor-Faktor yang Mempengaruhi Pendapatan UMKM Sentra Batik di Kota Pekalongan." *Diponegoro Journal of Economics* 9 (2020). <https://doi.org/10.14710/djoe.29052>.
- Lindemann, Björn Alexander. "Case Study 4: The United Nations (UN) and Its Specialized Agencies." In *Cross-Strait Relations and International Organizations*, 253–254. 2014. https://link.springer.com/chapter/10.1007/978-3-658-05527-1_7.
- Loan, Tu Thi Cam. "Cultural Heritage in Vietnam With the Requirements of Sustainable Development." *International Relations and Diplomacy* (2019). <https://doi.org/10.17265/2328-2134/2019.04.004>.
- Loo, Mark Kam Loon. "Enhancing Financial Inclusion in ASEAN: Identifying the Best Growth Markets for Fintech." *Journal of Risk and Financial Management* (2019): 1–21.
- Mahetaji, Kaushar, dan David B. Nieborg. "Where my AI apps at? A historiographic approach to analyzing platform tools." *Association of Internet Researchers* (2024): 1–4. <https://www.kausharmahetaji.com/publication/aoir2024/>.
- Manalu, Adriman, dan Mesra. "Analisis Produk Kerajinan Lampu Hias dari Batok Kelapa pada Perajin Wak Jek Art (WJA) di Medan Ditinjau dari Bentuk." *Gorga : Jurnal Seni Rupa* 8, no.1 (2019). <https://doi.org/10.24114/GR.V8I1.13638>.
- Marginson, Simon. "Bright Networks and Dark Spaces: Implications of Manuel Castells for Higher Education." *American Association of University Professors* 90, no. 3 (2004): 37–41. <http://www.jstor.org/stable/40252632>.
- Mawatdah, Depi. "Pengaruh Budaya K-Pop Terhadap Perubahan Gaya Hidup Mahasiswa Studi Kasus Mahasiswa Fakultas Ushuluddin dan Filsafat UIN Ar-Raniry Banda Aceh." 2022. 1–88. <https://repository.ar->

raniry.ac.id/id/eprint/25447/1/Depi%20Mawatdah%2C%20170305013%2C%20FUF%2C%20SA.pdf.

Mesenbourg, Thomas L. "Measuring the US Digital Economy." *Advances in Business Statistics, Methods and Data Collection* (2000): 105-124.

Muharram, Yusuf Aulia Pratama, Yudi Sukmayadi, dan Hafizhah Insani Midyanti. "Efektivitas Penggunaan VSTi Suling Sunda dalam Meningkatkan Kreativitas dan Pengenalan Budaya pada Non-Musisi." *Jurnal Sosial dan Teknologi (SOSTECH)* (2024): 729-739.

Nasution, Muhammad Lathief Ilhamy. "Digital Payment: Probability in Millennial (Case Study of UINSU FEBI Students)." *JHSS (Journal of Humanities and Social Studies)* 4, no. 2 (2020): 91-95. <https://doi.org/10.33751/JHSS.V4I2.2447>.

Nguyễn, Di Hựu. "De-Sanctification in Folk Beliefs of Central Vietnam: A Qualitative Study on Taoism-Related Rituals and Magic." *Journal of Social Sciences and Humanities* (2023). <https://doi.org/10.26459/hueunijssh.v13i2i6B.7180>.

Nguyen, Phuong Thanh, Minh Tuan Phung, Thi Minh Ly Pham, Than Lac Thien Vo, and Le Bao Tran. "Factors Affecting Vietnamese Consumers' Intention to Continue Using E-Wallet: A Case Study of MoMo." *Ministry of Science and Technology, Vietnam*, 29–44. 2024 https://consensus.app/papers/factors-affecting-vietnamese-consumers-%E2%80%99-intention-to-nguyen-phung/8f5eb370b3145057a0fb15355d2a4d07/?utm_source=.

Nguyen, Thi Ha. "Preserving and Promoting National Cultural Identity for Students Majoring in the University of Greenwich Vietnam's Graphic and Digital Design in an International University Environment." *Proceedings of the International Conference on Research in Education*, 37–43. 2024 <https://doi.org/10.33422/icreconf.v1i1.605>.

Noviadhista, Ulwan Fakhri, Bambang Dwi Prasetyo, and Antoni. "Komodifikasi Identitas Tionghoa dalam Humor: Studi Encoding/Decoding Stuart Hall tentang Pertunjukan Stand-Up Comedy Ernest Prakasa." *PAPATUNG: Jurnal Ilmu Administrasi Publik, Pemerintahan dan Politik*. 2019 https://doi.org/10.54783/japp.v2i3.28?utm_source=.

Pack, Sam, Michael Eblin, and Carrie Walther. "Water Puppetry in the Red River Delta and Beyond: Tourism and the Commodification of an Ancient Tradition." *ASIANetwork Exchange: A Journal for Asian Studies in the Liberal Arts* 19 (2): 22–31. 2012. <https://doi.org/10.16995/ane.24>.

Pham, Becky. "Public Reception of Young K-pop Fans in Vietnam." *Transformative Works and Cultures* 19. 2011. <https://doi.org/10.3983/twc.2022.2061>.

Pham, Hai Chung, and Barry Richards. "Western Brands in the Minds of Vietnamese Consumers." *Journal of Consumer Marketing*, 1–22. 2015. https://www.studocu.vn/vn/document/truong-dai-hoc-anh-quoc-vietnam/marketing-management/pham2015-research-tren-gg-scholar/121645412?utm_source=.

- Rachman, Rahmia, Elyezer Hamonangan Silalahi, and Intje Safira Dahlan. "Perspektif Hukum Terhadap Tindak Pidana Online Fraud Dalam E-Commerce: Peran Kebijakan Internasional." *Yurispruden: Jurnal Fakultas Hukum Universitas Islam Malang* 8 (1): 118–141. 2025. <https://doi.org/10.33474/yur.v8i1.22911>.
- Rustiadi, Sonny, and Nina Arina. "Indonesian Weaving Culture Innovation: A Study of Collaboration and Individual Actors." *Jurnal Kewirausahaan dan Bisnis* (Universitas Sebelas Maret), 66–80. 2019. <https://doi.org/10.20961/JKB.V24I14.35638>.
- Schlehe, Judith. "Cultural Politics of Representation in Contemporary Indonesia." *European Journal of East Asian Studies* 10, no. 2 (2011): 149–167. https://brill.com/view/journals/ejea/10/2/article-p149_4.xml?utm_source=.
- Slaughter, Steven. "The G20 and Climate Change: The Transnational Contribution of Global Summitry." *Global Policy*, 285–293. 2017. <https://doi.org/10.1111/1758-5899.12442>.
- Suparman, Atwi. "Enhancing Learning Support System through the Use of Information and Communication Technology: A Case at Universitas Terbuka." *Revista Brasileira de Aprendizagem Aberta e a Distância*. 2008. <https://doi.org/10.17143/RBAAD.V5I0.174>.
- Susanto, Dedi, Risnita, dan M. Syahrani Jailani. "Teknik Pemeriksaan Keabsahan Data Dalam Penelitian Ilmiah." *QOSIM: Jurnal Pendidikan, Sosial & Humaniora*, 53–61. 2023.
- Tan, Si Ying, Araz Taeihagh, dan Kritika Sha. "How Transboundary Learning Occurs: Case Study of the ASEAN Smart Cities Network (ASCN)." *Sustainability*, 1–19. 2021.
- Tran, Lam Quynh Trang, Dai Thich Phan, dan Manh Tuan Nguyen. "Digital Economy: A Comparative Study in ASEAN." *Theory, Methodology, Practice*, 83–92. 2022.
- Trung, Nguyen Sy, dan Vu Hong Van. "Educating Traditional Cultural Values in Vietnam Universities." *South Asian Research Journal of Humanities and Social Sciences* 2, no. 3 (2020): 210–215. https://sarpublication.com/media/articles/SARJHSS_23_210-214.pdf?utm_source=.
- Untari, A. D., dan A. Millatus Sa'adiyyah. "Implementation of Blended Learning Through Google Classroom in Generation Z." *Proceedings of the 1st International Multidisciplinary Conference on Education, Technology, and Engineering (IMCETE 2019)*. 2020. <https://doi.org/10.2991/assehr.k.200303.039>.
- Vu, Hong Van. "The Influence of Taoism on the Folk Beliefs of the Vietnamese." *The Russian Journal of Vietnamese Studies* 6 (2022): 51–60. <https://doi.org/10.54631/VS.2022.64-111099>.

We Are Social HOOTSUITE. Digital 2019: Vietnam. Global Overview, Vietnam: Data Reportal. 2019. https://datareportal.com/reports/digital-2019-vietnam?utm_source=.

Xue, Hong. "Intellectual Property Protection on E-Commerce Platforms: New Legal Initiatives." *Law & Digital Technologies* 1 (1): 3–8. 2023. <https://doi.org/10.18254/s278229070031785-9>.

Yusup, Ujang Maulana. "Reinterpretasi Estetika Tradisional dan Etika Kontemporer dalam Tarian Daerah." *Journal of International Multidisciplinary Research* 2, no. 9 (2024): 53–60. <https://doi.org/10.62504/jimr867>.

Laporan Resmi Pemerintah

———. "Digital 2024: Global Overview Report." 31 Januari 2024. Diakses 26 Mei 2025. <https://datareportal.com/reports/digital-2024-global-overview-report>.

———. "Vietnam's Economic Growth Slows Due to Global Headwinds and Internal Constraints." Siaran Pers, 2023.

———. Individuals Using the Internet (% of Population) – Viet Nam. n.d. https://data.worldbank.org/indicator/IT.NET.USER.ZS?locations=VN&utm_source=.

———. Merdeka Belajar untuk Revitalisasi Bahasa Daerah yang Terancam. April 16. 2023. Diakses Juni 2, 2025. <https://setkab.go.id/merdeka-belajar-untuk-revitalisasi-bahasa-daerah-yang-terancam/>.

———. Pemerintah Dorong Pemulihan Ekonomi Lebih Cepat dengan Optimalkan Potensi Ekonomi Digital. 28 Februari 2023. Diakses 1 Juni 2025. <https://www.ekon.go.id/publikasi/detail/4957/pemerintah-dorong-pemulihan-ekonomi-lebih-cepat-dengan-optimalkan-potensi-ekonomi-digital>.

———. Survei APJII Pengguna Internet di Indonesia Tembus 215 Juta Orang. March 10, 2023. Accessed June 1, 2025. <https://apjii.or.id/berita/d/survei-apjii-pengguna-internet-di-indonesia-tembus-215-juta-orang>.

———. The *World Bank* in Viet Nam. Mei 9, 2025. Diakses Juni 2, 2025. <https://www.worldbank.org/en/country/vietnam/overview>.

———. World Development Indicators Database. 2023.

Anh, Phương. "Khoán 10 - Liên Hệ Khoản 10 vs. Quy Luật Sản Xuất." Studocu, 1988. https://www.studocu.vn/vn/document/truong-dai-hoc-su-pham/kinh-te-chinh-tri-mac-lenin/khoan-10-lien-he-khoan-10-vs-quy-luat-san-xuat/110878963?utm_source=.

ASEAN Secretariat. The ASEAN ICT Masterplan 2020. Jakarta: The Association of Southeast Asian Nations, 2016. https://www.asean.org/wp-content/uploads/images/2015/November/ICT/15b%20--%20AIM%202020_Publication_Final.pdf.

- ASEAN. ASEAN Digital Masterplan 2025. 2021. Accessed June 1, 2025. <https://asean.org/wp-content/uploads/2021/09/ASEAN-Digital-Masterplan-EDITED.pdf>.
- Asian Development Bank (ADB). Asia Small and Medium-Sized Enterprise Monitor 2022: Volume I—Country and Regional Reviews. Vol. 1. Manila: Asian Development Bank, 2022. <https://www.adb.org/publications/asia-sme-monitor-2022-volume-1>.
- Asosiasi Penyelenggara Jasa Internet Indonesia (APJII). APJII Jumlah Pengguna Internet Indonesia Tembus 221 Juta Orang. February 7, 2024. Accessed May 28, 2025. <https://apjii.or.id/berita/d/apjii-jumlah-pengguna-internet-indonesia-tembus-221-juta-orang>.
- Asosiasi Penyelenggara Jasa Internet Indonesia (APJII). Membangun Kembali Impian Indonesia Jadi Hub Internet Dunia. Jakarta: Buletin APJII, 2021. https://apjii.or.id/assets/media/buletin_apjii_edisi_84_-_april_2021_bulletin.pdf.
- Fintech Vietnam. 2020 Fintech Vietnam Report and Startup Map: Fintech Startups Tripled since 2017. November 24, 2020. Accessed June 1, 2025. <https://fintechnews.sg/45354/vietnam/2020-fintech-vietnam-report-and-startup-map>.
- Google, Temasek, and Bain and Company. e-Conomy SEA 2020. 2016. <https://www.temasek.com.sg/content/dam/temasek-corporate/news-and-views/resources/reports/e-conomy-sea-2020-report.pdf>.
- Hien, Do Lap. E-Government Policy of Vietnam. The Socialist Republic of Vietnam, 2017.
- International Telecommunication Union (ITU). "Global Offline Population Steadily Declines to 2.6 Billion People in 2023." Laporan Statistik, 2023. <https://www.itu.int/itu-d/reports/statistics/2023/10/10/ff23-internet-use>.
- International Trade Administration. "Digital Economy." Country Commercial Guides, September 19, 2024. Accessed May 27, 2025. <https://www.trade.gov/country-commercial-guides/indonesia-digital-economy>.
- ITU. Measuring Digital Development: Facts and Figures 2020. Laporan Statistik. International Telecommunication Union, 2020. <https://www.itu.int/en/ITU-D/Statistics/Documents/facts/FactsFigures2020.pdf>.
- Kemendikbud. Gerakan Literasi Nasional. Jakarta, 2017. chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://storage.googleapis.com/microlearning-public-production/document/aac76b50-8bde-4584-ac5b-be8c92147af3-literasi-BUDAYA-DAN-KEWARGAAN.pdf?utm_source=.
- Kementerian Kominfo. "Siaran Pers No. 07/HM/KOMINFO/01/2024 tentang Tingkatkan Literasi Digital, Kominfo Latih Lebih dari 24 Juta Orang." Siaran Pers, Jakarta, 2024. Diakses 1 Juni 2025. <https://www.komdigi.go.id/berita/siaran-pers/detail/siaran-pers-no-07-hm-kominfo-01-2024-tentang-tingkatkan-literasi-digital-kominfo-latih-lebih-dari-24-juta-orang>.

- Kementerian Koordinator Bidang Perekonomian Republik Indonesia. Luncurkan Buku Putih Strategi Nasional Pengembangan Ekonomi Digital Indonesia 2030, Pemerintah Siapkan 3 Fase Transformasi Digital Nasional. 6 Desember 2023. Diakses 1 Juni 2025. <https://ekon.go.id/publikasi/detail/5533/luncurkan-buku-putih-strategi-nasional-pengembangan-ekonomi-digital-indonesia-2030-pemerintah-siapkan-3-fase-transformasi-digital-nasional>.
- Kementerian Pendidikan Dasar dan Menengah. "80.000 ASN Kemendikbudristek Perkuat Literasi Digital Melalui Program LDSP Kemenkominfo." Siaran Pers, 26 Maret 2024. Diakses 26 Mei 2025. <https://www.kemendikdasmen.go.id/siaran-pers/9152-80-000-asn-kemendikbudristek-perkuat-literasi-digital-melalu>.
- Kementerian Perindustrian Republik Indonesia. Making Indonesia 4.0: Strategi dan Peta Jalan Implementasi Industri 4.0 di Indonesia. Jakarta: Kementerian Perindustrian Republik Indonesia, 2018. <https://kemenperin.go.id/download/18384>.
- Kemp, Simon. "Digital 2020: Global Digital Overview." 30 Januari 2020. Diakses 26 Mei 2025. https://datareportal.com/reports/digital-2020-global-digital-overview?utm_source=.
- Manyika, James, Susan Lund, Jacques Bughin, Jonathan Woetzel, Kalin Stamenov, dan Dhruv Dingra. Digital Globalization: The New Era of Global Flows. Laporan Penelitian. McKinsey & Company, 2016.
- McAuliffe, Marie, dan Linda Adhiambo Oucho. World Migration Report 2024. Geneva: International Organization for Migration, 2024.
- Ministry of Science and Technology Vietnam. "Vietnam aims to become a digital society by 2030." 5 Juni 2020. Diakses 28 Mei 2025. https://english.mic.gov.vn/vietnam-aims-to-become-a-digital-society-by-2030-197142430.htm?utm_source=.
- Moore Corporation. Vietnam Digital Landscape 2015. 21 Juni 2016. Diakses Juni 2025. https://www.slideshare.net/slideshow/vietnam-digital-landscape-2015-63273892/63273892?utm_source=.
- Nuriyyah, Zuhud An. "Kolaborasi Kementerian Komunikasi dan Informatika dan IBM Indonesia untuk Kemajuan Digital Indonesia." Oktober 9, 2024. Diakses Juni 1, 2025. https://bpsdm.kominfo.go.id/berita-kolaborasi-kementerian-komunikasi-dan-informatika-dan-ibm-indonesia-untuk-k-46-2111?utm_source=.
- Organisation for Economic Co-operation and Development (OECD). "Growth of Digital Economy Outperforms Overall Growth across OECD." Mei 14, 2024. Diakses Mei 26, 2025. https://www.oecd.org/en/about/news/press-releases/2024/05/growth-of-digital-economy-outperforms-overall-growth-across-oecd.html?utm_source=.
- Pollard, William. "Ekonomi Digital, The New Face of Indonesia Economy." Januari 29, 2024. Diakses Juni 1, 2025. https://setneg.go.id/baca/index/ekonomi_digital_the_new_face_of_indonesias_economy.

- Putri, Nadia Khadijah. "Google, Temasek, dan Bain & Company Terbitkan Laporan e-Conomy SEA 2023, Apa Isinya?" November 7. 2023. Diakses Mei 26, 2025. https://wartaekonomi.co.id/read519506/google-temasek-dan-bain-company-terbitkan-laporan-e-conomy-sea-2023-apa-isinya?utm_source=.
- Rizkinaswara, Leski. "Palapa Ring – Ditjen Aptika." Januari 28. 2020. Diakses Mei 26, 2025. https://aptika.kominfo.go.id/2020/01/palapa-ring/?utm_source=.
- Sekretariat Kabinet RI. "Menteri PANRB: Layanan SPBE di Indonesia Terus Tuai Capaian Positif." Berita. 2024. <https://setkab.go.id/menteri-panrb-layanan-spbe-di-indonesia-terus-tuai-capaian-positif/>.
- Shahbaz, Adrian, Allie Funk, dan Andrea Hackl. Special Report 2020: User Privacy or Cyber Sovereignty? n.d. Diakses Juni 2, 2025. https://freedomhouse.org/report/special-report/2020/user-privacy-or-cyber-sovereignty?utm_source=.
- Socialist Republic of Vietnam. Approval for the National Strategy for Development of Digital Economy and Digital Society by 2025, Orientation Towards 2030. 2022. Hanoi: Thư Viện Pháp Luật. <https://thuvienphapluat.vn/van-ban/EN/Thuong-mai/Decision-411-QD-TTg-2022-the-national-strategy-for-development-of-digital-economy/511614/tieng-anh.aspx>.
- Temasek dan Google. E-Conomy SEA 2018: Southeast Asia's Internet Economy Hits an Inflection Point. 2018. https://www.thinkwithgoogle.com/qs/documents/6847/Report_e-Conomy_SEA_2018_by_Google_Temasek2.pdf.
- The Government of Vietnam. Elaborating a Number of Articles of the Law on Cybersecurity of Vietnam. Dekrit. Hanoi: Socialist Republic of Vietnam, 2022. https://thuvienphapluat.vn/van-ban/EN/Cong-nghe-thong-tin/Decree-53-2022-ND-CP-elaborating-the-Law-on-cybersecurity-of-Vietnam/527750/tieng-anh.aspx?utm_source=.
- UNESCO, Intangible Cultural Heritage. Language, Dance and Music of the Garifuna. Periodic Reporting, National Garifuna Council. 2009. <https://ich.unesco.org/en/RL/wayang-kulit-00001>.
- UNESCO. World Heritage Committee 2024. n.d. Diakses Mei 26, 2025. https://www.unesco.org/en/world-heritage/committee-2024?utm_source=.
- United Nations Conference on Trade and Development. Digital Economy Report 2024. 2024.
- Venturra. "Vietnam: Southeast Asia's Next Digital Powerhouse." 2021. <https://unfolded.venturra.com/vietnam-southeast-asias-next-digital-powerhouse/>.
- World Bank. "Beyond Unicorns: Harnessing Digital Technologies for Inclusion in Indonesia." 2021. https://www.worldbank.org/en/country/indonesia/publication/beyond-unicorns-harnessing-digital-technologies-for-inclusion-in-indonesia?utm_source=.

Website

1000StartupDigital. Gerakan Nasional 1000 Startup Digital. 2016.

Aiyar, Shekhar, and Anna Ilyina. "Charting Globalization's Turn to Slowbalization After Global Financial Crisis." February 8, 2023. Accessed May 26, 2025. <https://www.imf.org/en/Blogs/Articles/2023/02/08/charting-globalizations-turn-to-slowbalization-after-global-financial-crisis>.

Ang, Vivien. "Global Digital Economy Will Hit US\$16.5 Trillion by 2028: Report." The Business Times, August 19, 2024. Accessed June 2, 2025. https://www.businesstimes.com.sg/international/global/global-digital-economy-will-hit-us16-5-trillion-2028-report?utm_source=.

Angle, Judy. "Inviting Ancestors Home for Tet: A Vietnamese Tradition." Say Hello Vietnam, January 28, 2025. Accessed June 2, 2025. https://sayhellovietnam.com/inviting-ancestors-home-for-tet-a-vietnamese-tradition/?utm_source=.

Annur, Cindy Mutia. "Indonesia Masih Rajai Ekonomi Digital di Asia Tenggara pada 2023." Databoks Katadata, November 3, 2023. Accessed June 1, 2025. <https://databoks.katadata.co.id/ekonomi-makro/statistik/fdfe5c268edd510/indonesia-masih-rajai-ekonomi-digital-di-asia-tenggara-pada-2023>.

Annur, Cindy Mutia. "Indonesia Masuk 3 Besar Negara dengan Kasus Kebocoran Data Terbanyak Dunia." Databoks Katadata, September 13, 2022. Accessed May 27, 2025. <https://databoks.katadata.co.id/teknologi-telekomunikasi/statistik/3f6a7dc0c5d0b7e/indonesia-masuk-3-besar-negara-dengan-kasus-kebocoran-data-terbanyak-dunia>.

Baihaqi, Bari. "Pengguna E-Wallet Disebut Meningkat 92%." Neraca.co.id, March 21, 2024. Accessed June 2, 2025. <https://www.neraca.co.id/article/196149/pengguna-e-wallet-disebut-meningkat-92>.

Bass, Thomas. "Workers of the World, Get Wired!" WIRED, 1996. Accessed June 1, 2025. <https://www.wired.com/1996/05/workers-of-the-world-get-wired>.

Chen, Emily. "Vietnam's Economic Transformation: From Conflict to Global Manufacturing Hub." The Financial Analyst, November 4, 2024. Accessed June 1, 2025. <https://thefinancialanalyst.net/2024/11/04/vietnams-economic-transformation-from-conflict-to-global-manufacturing-hub>.

Dewi, Ayu Intan Purnama. "Tri Hita Karana di Mata Generasi Muda dalam Menggali Kearifan Lokal untuk Masa Depan Berkelanjutan." Kompasiana, June 28, 2024. Accessed June 2, 2025. <https://www.kompasiana.com/ayu78138/667e2aaeed641525804a9714/tri-hita-karana-di-mata-generasi-muda-dalam-menggali-kearifan-lokal-untuk-masa-depan-berkelanjutan>.

- Dharmaraj, Samaya. Vietnam: Innovating Education While Preserving Cultural Values. May 15, 2025. Accessed May 26, 2025. <https://opengovasia.com/2025/05/15/vietnam-innovating-education-while-preserving-cultural-values/>.
- Digitalent. Digital Talent Scholarship. Accessed May 27, 2025. <https://digitalent.komdigi.go.id/program>.
- Duita, Rifki Ambari. "Literasi Digital, Kunci Emas di Era Disrupsi Teknologi." Good News from Indonesia, February 17, 2024. Accessed May 26, 2025. <https://www.goodnewsfromindonesia.id/2024/02/17/literasi-digital-kunci-emas-di-era-disrupsi-teknologi>.
- Duong, Bach. "Vietnam's Digital Economy Targets 20.5% GDP Contribution in 2025." VnEconomy, December 30, 2024. Accessed June 2, 2025. <https://en.vneconomy.vn/vietnams-digital-economy-targets-20-5-gdp-contribution-in-2025.htm>.
- Emspak, Jesse, and Kim Ann Zimmermann. "Internet History Timeline: ARPANET to the World Wide Web." LiveScience, April 8, 2022. Accessed May 26, 2026. <https://www.livescience.com/20727-internet-history.html>.
- Febriari, Silvana. "Sepanjang 2023, Ada 403 Juta Serangan Siber ke Indonesia." MetroTVNews, June 23, 2024. Accessed June 1, 2025. <https://www.metrotvnews.com/play/b1oC9wGX-sepanjang-2023-ada-403-juta-serangan-siber-ke-indonesia>.
- Fikrie, Muhammad, and Jofie Yordan. "Game Horor Karya Anak Bangsa 'DreadOut 2' Resmi Dirilis, Harga Rp 98 Ribu." Kumparan Tech, February 23, 2020. Accessed May 28, 2025. <https://kumparan.com/kumparantech/game-horor-karya-anak-bangsa-dreadout-2-resmi-dirilis-harga-rp-98-ribu-1staxG2YTwd>.
- Flexe.io. "Pemasaran Blockchain: Panduan Utama pada Tahun 2025." January 9, 2025. Accessed May 26, 2025. <https://flexe.io/id/blog/panduan-pemasaran-blockchain>.
- Forrester Research. Predictions 2024: Automation Influenced by LLMs, Regulators, and Enterprise App Vendors. October 26, 2023. Accessed May 28, 2025. <https://www.forrester.com/blogs/predictions-2024-automation>.
- Forum, Vietnam Law and Legal. "Vietnam's Digital Tech Sector Boasts Nearly 74,000 Companies." Vietnam Law Magazine, January 24, 2025. Accessed May 28, 2025. <https://vietnamlawmagazine.vn/vietnams-digital-tech-sector-boasts-nearly-74000-companies-73423.html>.
- Greeners. "Noesa, Kemasan Budaya Negeri dalam Ragam Aksesori." Greeners.co, August 29, 2021. Accessed June 2, 2025. <https://www.greeners.co/gaya-hidup/noesa-kemasan-budaya-negeri-dalam-ragam-aksesori>.
- Hannany, Zeta, and Dhika Priambodo. "Volume Transaksi QRIS Melonjak 175,2% di 2024." IDN Financials, January 15, 2025. Accessed June 2, 2025.

<https://www.idnfinancials.com/id/news/52068/volume-transaksi-qlis-melonjak-175-2-di-2024>.

Indonesia Media. "Lestarikan Budaya Indonesia: Go Digital!" Media Indonesia, May 22, 2025. Accessed May 26, 2025. <https://mediaindonesia.com/humaniora/774607/lestarikan-budaya-indonesia-go-digital>.

Iqbal, Muhammad. "Tolong Pak Jokowi, 12.500 Desa RI Belum Dapat Akses Internet." CNBC Indonesia, November 12, 2020. Accessed May 27, 2025. <https://www.cnbcindonesia.com/tech/20201112131959-37-201322/tolong-pak-jokowi-12500-desa-ri-belum-dapat-akses-internet>.

Kencana, Maulandy Rizky Bayu. "Menko Airlangga: Indonesia Punya 2.477 Startup, 9 Unicorn dan 2 Decacorn." Liputan6, 1 Februari 2023. Diakses 29 Mei 2025. https://www.liputan6.com/bisnis/read/5195823/menko-airlangga-indonesia-punya-2477-startup-9-unicorn-dan-2-decacorn?utm_source=.

Khatri, Hardik. Indonesia Mobile Network Experience Report. Juli 2020. Diakses 26 Mei 2025. https://www.opensignal.com/reports/2020/07/indonesia/mobile-network-experience?utm_source=.

Leda, Hen Ajo. "Bagaimana Langkah-Langkah Analisis Kualitatif Menurut Miles dan Huberman?" 18 Februari 2024. Diakses 1 Juni 2025. https://www.kompasiana.com/hen12684/65cb3df7c57afb69cf72ee02/bagaimana-langkah-langkah-analisis-kualitatif-menurut-miles-dan-huberman?page=all#goog_rewarded.

Lintasarta. "5 Kota di Indonesia yang Sudah Menerapkan Program Smart City." 15 September 2022. Diakses 2 Juni 2025. <https://www.lintasarta.net/blog/solution/smart-city/5-kota-di-indonesia-yang-sudah-menerapkan-program-smart-city/>.

Meilina, Kamila. "Investasi ke Startup Indonesia Anjlok Terdalam Se-ASEAN, Tak Ada Unicorn 2024." 21 Maret 2025. Diakses 2 Juni 2025. https://katadata.co.id/digital/startup/67dd1b7354af6/investasi-ke-startup-indonesia-anjlok-terdalam-se-asean-tak-ada-unicorn-2024?utm_source=.

Muamar, Abul. "Kominfo Terbitkan Surat Edaran terkait Etika Penggunaan AI." 13 Februari 2024. Diakses 2 Juni 2025. <https://greennetwork.id/unggulan/kominfo-terbitkan-surat-edaran-terkait-etika-penggunaan-ai/>.

Muhamad, Nabilah. "Mayoritas Penduduk Indonesia Beragama Islam pada Semester I 2024." 8 Agustus 2024. Diakses 26 Mei 2025. <https://databoks.katadata.co.id/demografi/statistik/66b45dd8e5dd0/mayoritas-penduduk-indonesia-beragama-islam-pada-semester-i-2024>.

Nguyen, Huong Dieu. Vietnam's Policies to Promote the Development of E-commerce. VECITA, 2017. https://www.unescap.org/sites/default/files/3.%20Vietnam%20Huong%20Dieu%20Nguyen_0.pdf.

- Nisa, Sahri An. “Estetika Keris dan Nilai Filosofis dalam Budaya Nusantara.” Maret 7, 2025. Diakses Mei 26, 2025. https://jatengkita.id/headline/estetika-keris-dan-nilai-filosofis-dalam-budaya-nusantara/?utm_source=.
- O’Grady, Michael. “Spending in 2025 Will Reach \$4.9 Trillion with Robust 5.6% Growth.” Februari 11, 2025. Diakses Juni 2, 2025. https://www.forrester.com/blogs/global-technology-spending-in-2025-will-reach-4-9-trillion-with-robust-5-6-growth/?utm_source=.
- O’Kane, Caitlin. “Catchy PSA about Coronavirus Turns into Viral TikTok Challenge about Washing Your Hands.” Maret 4, 2020. Diakses Juni 1, 2025. <https://www.cbsnews.com/news/coronavirus-prevention-vietnam-song-ghen-co-vy-tik-tok-challenge-about-washing-hands-quang-dang-john-oliver/>.
- Ortiz-Ospina, Esteban. “In 2022, the Sum of Imports and Exports across Countries Amounted to 63% of Global GDP - Our World in Data.” Agustus 1, 2024. Diakses Mei 2025. https://ourworldindata.org/data-insights/in-2022-the-sum-of-imports-and-exports-across-countries-amounted-to-63-of-global-gdp?utm_source=.
- Our World in Data. “Internet History and ICT Adoption.” 2025. Diakses Mei 26, 2025. <https://ourworldindata.org/grapher/ict-adoption>.
- Portal Informasi Indonesia. “Indonesia Salip Vietnam dan Malaysia, Jadi Tujuan Investasi Digital Terbesar Kedua di ASEAN.” Agustus 11, 2024. Diakses Juni 2, 2025. https://indonesia.go.id/kategori/editorial/8490/indonesia-salip-vietnam-dan-malaysia-jadi-tujuan-investasi-digital-terbesar-kedua-di-asean?lang=1&utm_source=.
- Raharjo, Sahid. “Triangulasi Sebagai Teknik Pengumpulan Data – Konsistensi.” Februari. 2013. Diakses Juni 1, 2025. https://www.konsistensi.com/2013/04/triangulasi-sebagai-teknik-pengumpulan.html?utm_source=.
- Richter, Felix. “Chart: The Smartphone Price Gap | Statista.” Juni 2, 2016. Diakses Mei 27, 2025. https://www.statista.com/chart/4954/smartphone-average-selling-prices/?utm_source=.
- Rizki, Ameliah, Adi Hegara Rangga, and Rahmawati Indriani. “Status Literasi Digital di Indonesia: Ringkasan Eksekutif.” Indeks Literasi Digital Indonesia, 1–73. 2021. <https://katadata.co.id/StatusLiterasiDigital>.
- Roberto. “ASEAN Internet: Selami Lebih Dalam Konektivitas, Pertumbuhan, dan Transformasi Digital – ASEAN Media.” Januari 15, 2025. Diakses Mei 26, 2025. https://aseanmediadirectory.com/ase-internet/?utm_source=.
- Scheeres, Julia. Asia, the Emerging Net Giant. Februari 9, 2001. Diakses Juni 2, 2025. https://www.wired.com/2001/02/asia-the-emerging-net-giant/?utm_source=.
- Setyowati, Desy. Transaksi Shopee hingga TikTok Shop Tokopedia di RI Rp 867 Triliun. Juli 15, 2024. Diakses Juni 2, 2025. <https://katadata.co.id/digital/e-commerce/6694e1bf09ec8/transaksi-shopee-hingga-tiktok-shop-tokopedia-di-ri-rp-867-triliun>.

- Shkolnyk, Inna, dan Andrii Semenog. Formation of the Digital Economy Theory in the Works of N. Negroponte and D. Tapscott. 2019. https://elartu.tntu.edu.ua/handle/lib/32305?locale=fr&utm_source=.
- Siampani, Anna. Digital Economy to Reach \$16.5 Trillion by 2028 – CEOWORLD Magazine. Agustus 19. 2024. Diakses Mei 26, 2025. https://ceoworld.biz/2024/08/19/digital-economy-to-reach-16-5-trillion-by-2028/?utm_source=.
- Sofyan, Fachry Aziz. Budaya Indonesia di Era Digital: Antara Tantangan dan Peluang. April 18. 2024. Diakses Juni 2, 2025. https://www.kompasiana.com/fachryaziz/662082c5c57afb3cb3213f12/budaya-indonesia-di-era-digital-antara-tantangan-dan-peluang?utm_source=.
- Statista. Annual Gross Merchandise Volume (GMV) of the E-Commerce Market in Indonesia from 2022 to 2024 with a Forecast for 2030. Januari 17. 2025. Diakses Juni 1, 2025. <https://www.statista.com/statistics/1117608/indonesia-gmv-e-commerce-market/>.
- Tan, Bryan. Pertemuan Menteri Digital ASEAN – Lexology. Februari 6. 2025. Diakses Juni 1, 2025. https://www.lexology.com/library/detail.aspx?g=089a76e1-144e-4574-bf99-2b3767f8d7e2&utm_source=.
- Thinkcorp Indonesia. Evolusi Teknologi Jaringan Seluler dari 1G hingga 5G. Maret 22. 2025. Diakses Mei 27, 2025. <https://thinkcorp.id/evolusi-teknologi-jaringan-seluler-dari-1g-hingga-5g/>.
- Trading Economics. Vietnam – Individu yang Menggunakan Internet (% Populasi). n.d. Diakses Juni 2, 2025. <https://tradingeconomics.com/vietnam/individuals-using-the-internet-percent-of-population-wb-data.html>.
- Tran, Rachel. Confucianism in Vietnam. Februari 7, 2020. Diakses Juni 1, 2025. https://vietnamdiscovery.com/culture-arts/confucianism-in-vietnam/?utm_source=.
- Tuan, To. Membangun Perkotaan Kreatif – Titik Balik Perkembangan Kota Ho Chi Minh. April 2019. Diakses Juni 2, 2025. <https://vovworld.vn/id-ID/ekonomi-vietnam/membangun-perkotaan-kreatif-titik-balik-perkembangan-kota-ho-chi-minh-743402.vov>.
- Viet Nam National Authority of Tourism. Vietnam's Heritage Sites in 360 Degrees. 2016. Diakses Juni 2, 2025. https://vietnam.travel/vietnam-virtual-tours?utm_source=.
- Viet Nam News. “Multinational E-Commerce Platforms Strengthen Their Foothold in Việt Nam.” April 18, 2024. Diakses Juni 2, 2025. https://vietnamnews.vn/economy/1654138/multinational-e-commerce-platforms-strengthen-their-foothold-in-viet-nam.html?utm_source=.
- Vietnam+. “Vietnam International Digital Week 2022 Seeks Sustainable Digital Future.” Oktober 12, 2022. Diakses Juni 2, 2025. <https://en.vietnamplus.vn/vietnam->

[international-digital-week-2022-seeks-sustainable-digital-future-post243142.vnp?utm_source=](https://www.vnp.vn/post/243142/vnp?utm_source=).

VietnamNet Global. "Vietnam Harnesses Digital Influencers to Promote Positivity on Social Media." Desember 30, 2024. Diakses Mei 26, 2025. https://vietnamnet.vn/en/vietnam-harnesses-digital-influencers-to-promote-positivity-on-social-media-2357997.html?utm_source=.

———. "Vietnam's E-Commerce Market Generates \$11.8 Billion in 2020." Januari 26, 2021. Diakses Mei 27, 2025. https://vietnamnet.vn/en/vietnams-e-commerce-market-generates-118-billion-in-2020-708478.html?utm_source=.

VNPT. VNPT Builds Make in Vietnam Digital Platform to Develop Digital Government and Local Digital Economy. September 11, 2023. Diakses Mei 27, 2025. <https://vnpt.com.vn/english/news/vnpt-builds-make-in-vietnam-digital-platform-to-develop-digital-government-and-local-digital-economy.html>.

VOV World. "Bé Mạc Liên Hoan Âm Nhạc Truyền Thống Các Nước ASEAN 2015." Agustus 7, 2015. Diakses Mei 26, 2025. <https://vovworld.vn/vi-VN/tin-tuc/be-mac-lien-hoan-am-nhac-truyen-thong-cac-nuoc-asean-2015-357544.vov>.

———. "Longevity Celebration and the Beauty of Vietnamese Culture." Maret 2013. Diakses Juni 2, 2025. <https://vovworld.vn/en-US/culture/longevity-celebration-and-the-beauty-of-vietnamese-culture-139388.vov>.

Wicaksono, Febri. Masyarakat Jaringan, Globalisasi, dan Perubahan Sosial dalam Sub-sistem Masyarakat. September 21, 2022. Diakses Juni 2, 2025. https://www.kompasiana.com/fwicak/632a765c8c39af5d50484573/masyarakat-jaringan-dan-perubahan-sosial-dalam-sub-sistem-masyarakat?page=all&page_images=1#goog_rewarded.

Yashilva, Willy. Indonesia Sebagai Pusat Startup Terbesar Se-Asia Tenggara. Mei 7, 2024. Diakses Mei 26, 2025. https://data.goodstats.id/statistic/indonesia-sebagai-pusat-startup-terbesar-se-asia-tenggara-qejb6?utm_source=.

Yen, Hai. "Digital Transformation to Build Smart Cities in Vietnam." November 2, 2021. Diakses Juni 2, 2025. https://hanoitimes.vn/digital-transformation-to-build-smart-cities-in-vietnam-319150.html?utm_source=.

Yusuf, Oik, dan Reska K. Nistanto. "Pameran Game Buatan Indonesia Digelar 13–14 Juli." Juli 8, 2019. Diakses Mei 26, 2025. https://tekno.kompas.com/read/2019/07/08/08130047/pameran-game-buatan-indonesia-digelar-13-14-juli?utm_source=.