

DAFTAR PUSTAKA

Buku

- Annett, Sandra. *Anime Fan Communities*. Canada: Transcultural Flows and Frictions, 2014.
- Creswell, J. W. *Research Design: Qualitative, Quantitative and Mixed Methods Approaches*. 4. Thousand Oaks: Sage, 2014.
- Jr, Joseph S Nye. *Soft Power: The Means to Success in World Politics*. New Hampshire: Hachette, 2009.
- Miles, M. B., & Huberman, A. M. *Qualitative data analysis: An expanded sourcebook*. 2. London: Sage Publications, 1994.
- Rizkia, Nanda Dwi, et al. *Marketing Politik*. Bandung: Widina Bhakti Persada, 2022.
- Saldana, J. *The Coding Manual for Qualitative Researchers*. 3. London: Sage, 2016.
- Wasesa, Silih Agung. *Political Branding & Public Relations*. Jakarta: Gramedia Pustaka Utama, 2013.

Jurnal

- Alhabsyi, Gaizka Hergi. "Pengaruh Han Terhadap Sentimen Anti-Jepang di Dalam Industri Hiburan di Korea Selatan Pada Tahun 2018-2020." *Repository Universitas Riau*, 2022.
- Asia, Media Partner. "MPA REPORT: Japan Online Video Consumer Insights & Analytics ." *Media Partner Asia*, 2022.
- Auckland. "Political Branding." *Repository The University of Auckland*, 2024.
- Braun, V, and V Clarke. "Using thematic analysis in psychology." *Qualitative Research in Psychology*, 2006.
- Bukh, Alexander. "Revisiting Japan's Cultural Diplomacy: A Critique of the Agent-Level Approach to Japan's Soft Power." *Journal Asian Perspective* 38 (2014): 461-485.
- Chun-young, Kim. "Budaya Muda dalam Aliran Budaya Populer." *Jurnal Konvergensi Teknologi Budaya* 4, no. 3 (2018): 105-111.
- Devi, Mitha Latifa. "Analisis Terhadap Boikot Produk Jepang oleh Masyarakat Korea Selatan." *Repository Universitas Muhammadiyah Yogyakarta*, 2022.

- Easley, Leif Eric. "Korean NGOs and Reconciliation with Japan." *Journal of East Asian Studies*, 2023.
- Erwindo, Caraka Wahyu. "Efektifitas Diplomasi Budaya Dalam Penyebaran Anime Dan Manga Sebagai Nation Branding Jepang." *Jurnal Analisis Hubungan Internasional* 7, no. 2 (2018): 70.
- Falah, Naufal, and Siti Daulah Khoiriaty. "Kontribusi Popularitas Anime dan Manga terhadap Pembentukan Mutual Understanding antara Jepang dan Korea." *Repository Universitas Gadjah Mada*, 2021.
- Green, H Steven. "The Soft Power of Cool: Economy, Culture and Foreign Policy in Japan." *Toyohagaku*, 2015: 47-68.
- Green, Ronald S, and Susan J Bergeron. "Teaching Cultural, Historical, and Religious Landscapes with the Anime Demon Slayer." *Journal Asian Studies* 26, no. 2 (2021).
- Guex, Samuel. "The History Textbook Controversy in Japan and South Korea." *French Journal of Japanese Studies*, 2015.
- Hori. "Sosiolog hiburan Atsuo Nakayama ×Kementerian Ekonomi, Perdagangan, dan Industri! Masa depan konten Jepang: "Demon Slayer", "YOASOBI"." *Journal Meti*, 2024.
- Hutabarat, Grace Miss Nadia. "Diplomasi Budaya Korea Selatan di Kawasan Timur Tengah Melalui Gelombang Korea (Korean Wave)." *Repository Universitas Kristen Indonesia*, 2021: 25-40.
- In-sook, Kim. "Tensions and Adjustments between National Identity and Acquired Identity through Cultural Taste : Focusing on the Nationalism Controversy over the Japanese Animation 〈Demon Slayer〉 ." *Journal Media & Society* 31, no. 1 (2023): 88-153.
- Islamiyah, Annisa Nur, Nafila Maulina Priyanto, and Ni Putu Dyana Prabhandari. "Diplomasi Budaya Jepang dan Korea Selatan di Indonesia tahun 2020: Studi Komparasi." *Jurnal Hubungan Internasional* 13, no. 2 (2020).
- Isozaki, Noriyo. "Mutual Perceptions in Japanese and Korean Civic Society." *Repository JIIA*, 2016: 2-21.
- Iwabuchi, Koichi. "Cool Japan, Creative Industries, and Diversity." *ERIA Discussion Paper Series* 287 (2019): 1-16.
- Jiyoung, Kim. "The Impact of Historical Grievances on Contemporary Anti-Japanese Sentiment in South Korea." *Journal of East Asian Studies*, 2021.

- Joung-hee, Kim. "Nationalism in Demon Slayer: The Nihonshoki Myth and the Rising Sun Flag." *Institute of Asian Culture Studies* 58 (2022).
- Ju-Back, Sin. "Competing Memories of Japanese Colonization and Resistance: A Study of Korean, Chinese, and Japanese Textbooks." *The Review of Korean Studies* 10, no. 2 (2007): 161-186.
- Jung, Kim Min. "The Politics of Memory and the Comfort Women Agreement: A Case Study of South Korea and Japan." *Asian Journal of Peacebuilding*, 2020.
- Kamei, Machunwangliu. "Intertextual Folk Cultural Phenomenon of The Demon Slayer: Kimetsu No Yaiba." *UGC Care Approved Journal* 31, no. 2 (2022).
- Kim, In Suk. "Tensions and Adjustments between National Identity and Acquired Identity through Cultural Taste : Focusing on the Nationalism Controversy over the Japanese Animation 〈Demon Slayer〉 ." *Journal Media & Society*, 2023: 88-153.
- Ko, Seung K. "South Korean-Japanese Relations since the 1965 Normalization Pacts." *Cambridge University Press* 6, no. 1 (1972): 49-61.
- Korniawan, Rossi Indra, Ghifarul Madilla, Kanugrahayuning Bethari, and Ajeng Kenya. "Upaya Diplomasi Jepang dalam Menyelesaikan Isu Comfort Women di Korea Selatan." *Jurnal Pena Wiyama*, 2023.
- Kwang-rin, Lee, and Lew Young Ick. "Korean Under Japanese Rule." *Britannica*, 2025.
- Lee, Ji Young. "Difficult to Disentangle: History and Foreign Policy." *A Triannual E Journal of Bilateral Relations in the Indo Pacific*, 2021: 131-147.
- Lubis, Ira Aryanti Rasyi, and Ridwan Fauzi Rabbani. "Pencitraan dan Identitas Politik Bagi Masyarakat." *Jurnal of Digital Communciation Science* 1, no. 1 (2023): 44-54.
- Modayil, Kevin Philip. "Evolution of Contemporary Anime in the Japanese Pop Culture: A Study." *International Journal of Engineering, Management and Humanities (IJEMH)* 4, no. 2 (2023): 261-266.
- Mu'amanah, Jessica Arfiatul. "Japanese Cultural Values in English Subtitle of Demon Slayer: Swordsmith Village Arc." *Repository Universitas Islam Negeri Maulana Malik Ibrahim Malang*, 2024.
- Mulyaman, Darynaufal, Yonathan Manulang, William Sulistyo Wibowo, Jason Rafael Setia Djaya, and Yesi Riana Yusnita Sari. "Diplomasi Asia Timur Terhadap Vietnam dalam Kerangka ASEAN pada Kepemimpinan Xi, Lee-Park-Moon, dan Abe (2012-2020)." *Independen: Jurnal Politik Indonesia dan Global*, 2023.

- Nakamura, Tomoko. "Censorship of Japanese media in South Korea." *Ritsumeikan University*, 2011.
- Nugroho, Purwo Agung. "Diplomasi Kebudayaan Indonesia Melalui Rumah Budaya Indonesia di Belanda Periode 2016-2017." *Repository Universitas Islam Negeri Syarif Hidayatullah*, 2020.
- Park, Sara. "Colonialism and Sisterhood: Japanese Female Activists and the “Comfort Women” Issue." *Sage Journals* 47, no. 1 (2019).
- Park, Sarah. "Dokdo: The End of Dispute and Division." *International Relations Review*, 2024.
- Pham, Priscilla. "Representations and Reality: Defining the Ongoing Relationship between Anime and Otaku Cultures." *Repository OCAD University*, 2021.
- Pich, Christopher, and Bruce I Newman. "Evolution of Political Branding: Typologies, Diverse Settings and Future Research." *Repository Nottingham Trent University*, 2020: 2-12.
- Pratama, Alvine Dion, and Anggun Puspitasari. "Diplomasi Budaya Anime Sebagai Upaya Penguatan Soft Power Jepang Periode 2014-2018." *Jurnal Budi Luhur*, 2020: 17.
- Ramaj, Klea. "The 2015 South Korean-Japanese Agreement on Comfort Women: A Critical Analysis." *International Criminal Law Review* 22 (2022): 475-509.
- Ramadhan, Asep, and Candra Prayoga. "Identitas Visual Budaya Jepang dalam Manga Demon Slayer: Kimetsu No Yaiba." *Jurnal Inside* 3, no. 1 (2024): 413-428.
- Sand, Jordan. "Historians and Public Memory in Japan: The “Comfort Women” Controversy." *Indiana University Press* 11, no. 2 (1999): 116-128.
- Seong-hwan, Lee. "식민지의 기억과 일본 대중문화의 유입 그리고 한일관계." *한일역사공동연구보고서* 2, no. 5 (2024): 133-160.
- Shafie, Tara. "From Imperial to Cool: How Japan’s Image Rebrand Expands its Soft Power." *American Journal of Humanities and Social Sciences Research (AJHSSR)* 8, no. 6 (2024): 339-348.
- Sohn, Yul, Yang Gyu Kim, and Hansu Park. "Diverging Perspectives on Improving Bilateral Relations: Analysis of the 2023 Korea-Japan Joint Opinion Poll." *Repository EAI*, 2023.
- Tamaki, Taku, and Linus Hagstrom. "Deconstructing Japan's Image of South Korea Identity in Foreign Policy." *International Relations of the Asia-Pacific* 12, no. 3 (2012): 518-522.

Tsutsui, William. "Japanese Popular Culture and Globalization." *Association for Asian Studieis Publications*, 2021.

Ula, Firda Ainun, Yeyen Subandi, Diansari Solihah Amini, and Tanti Nurgiyanti. "Efektivitas Rezim Comfort Women Agreement antara Jepang dan Republic of Korea (RoK) dalam Penyelesaian Masalah Jugun Ianfu di Republic of Korea (RoK)." *Seikat: Jurnal Ilmu Sosial, Politik, dan Hukum* 2, no. 2 (2023): 77-85.

Wahyutristama, Biyan Nugraha, and Septia Winduwati. "Analisis Semiotika Pesan Moral dalam Anime Demon Slayer: Mugen Train." *Jurnal Koneksi* 6, no. 2 (2022): 287-294.

Young-kyun, Han. "Current Status and significance of opening policy on Japanese pop culture." *The Association of Japanology in East Asia* 86 (2023): 267-291.

Zaharani, Syafira. "Analisis Representasi Elemen Shintoisme Jepang pada Budaya Populer Anime Demon Slayer melalui Bricolage." *Repository Universitas Pembangunan Nasional Veteran Jakarta*, 2025.

Zhou, Jingwei, Philippa Barnes, and Mariana S Gustafsson. "The Developing Role of Cultural Diplomacy in Soft Power? A Case Study of Japanese Cultural Promotion ." *Journal International and European Relations*, 2022: 3-86.

Website

Affairs, Georgetown Journal of International. *Un-remembering the Massacre: How Japan's "History Wars" are Challenging Research Integrity Domestically and Abroad*. Oktober 25, 2021. <https://gjia.georgetown.edu/2021/10/25/un-remembering-the-massacre-how-japans-history-wars-are-challenging-research-integrity-domestically-and-abroad/> (accessed Mei 29, 2025).

Agency, Korea Creative Content. *'Bagaimana Gen Z menggunakan konten?' Conjinwon menerbitkan laporan penelitian tren penggunaan konten Gen Z*. Agustus 29, 2024. <https://www.kocca.kr/kocca/koccanews/reportview.do?menuNo=204767&nttNo=740> (accessed Juni 1, 2025).

Alexa, L'Wren. *New Crunchyroll-Commissioned Study Reveals Anime's Impact On Gen Z*. Mei 21, 2025. <https://www.awn.com/news/new-crunchyroll-commissioned-study-reveals-animes-impact-gen-z> (accessed Juni 1, 2025).

Analytics, Parrot. *Japanese Anime Captured \$19.8 Billion in 2023 Global Revenue, Cementing Japan's Role as a Global Entertainment Leader*. Desember 19, 2024. <https://www.parrotanalytics.com/announcements/japanese-anime-captured-dollar198-billion-in-2023-global-revenue-cementing-japans-role-as-a-global-entertainment-leader/> (accessed Juni 1, 2025).

- Animenbo. *Demon Slayer: Why Kimetsu no Yaiba is Loved Worldwide*. Desember 1, 2024. <https://www.animenbo.com/2024/11/demon-slayer-kimetsu-no-yaiba-global-success.html> (accessed Juni 1, 2025).
- Antara. *"Soul" dan "Demon Slayer" rajai box office Korea Selatan*. Februari 1, 2021. <https://www.antaranews.com/berita/1977054/soul-dan-demon-slayer-rajai-box-office-korea-selatan> (accessed April 9, 2025).
- Cai, Jenny. *'Raised on fantasies'*. Juli 12, 2024. <https://www.abc.net.au/news/2024-07-12/japanese-anime-soft-power-pokemon-astro-boy-military-manga/104042324> (accessed Juni 1, 2025).
- CAO. *Jepang Disemipiskan anime, manga, dll. dan daya tarik Jepang di Pameran Dunia 2025 "Pekan Penciptaan Bersama Budaya untuk Masa Depan"*. Maret 21, 2025. *Demon Slayer: Kimetsu no Yaiba merupakan representasi kultural yang kuat dari nilai-nilai tradisional Jepang, yang diekspresikan melalui cerita, karakter, dan latar waktu yang digunakan. Serial ini menekankan pentingnya nilai-nilai keluarga seperti keseti (accessed Juni 19, 2025).*
- Chakravorty, Sandeep. *China-Japan-Korea:Tangled Relationships*. Maret 25, 2013. <https://www.orfonline.org/research/china-japan-korea-tangled-relationships> (accessed Juni 1, 2025).
- Chan-kyong, Park. *Is South Korea 'adopting Japanese narratives' on disputed islets under Yoon?* Februari 6, 2024. <https://www.scmp.com/week-asia/politics/article/3251074/south-korea-adopting-japanese-narratives-disputed-islets-under-yoon> (accessed Juni 1, 2025).
- Chung, Esther. *Seoul criticizes Japanese parliamentarians' visiting Yasukuni Shrine*. Oktober 18, 2023. <https://koreajoongangdaily.joins.com/news/2023-10-18/national/diplomacy/Seoul-criticizes-Japanese-parliamentarians-visiting-Yasukuni-Shrine/1892699> (accessed Juni 1, 2025).
- Culture.org. *Post-WWII Japan: Manga's Role in Shaping Memory*. Februari 16, 2024. <https://culture.org/art-and-culture/literature/post-wwii-japan-mangas-role-in-shaping-memory/> (accessed Juni 1, 2025).
- Da-gyum, Ji. *Japan refers to South Korea as 'partner' in 2024 Diplomatic Bluebook, first since 2010*. Agustus 18, 2019. <https://www.koreaherald.com/article/3371894> (accessed Juni 1, 2025).
- Encount. *Anime "Demon Slayer" adalah hit besar di Korea Peringkat "9.6" Setengah dari penonton berusia 20-an "10 menit terakhir adalah yang terbaik"*. Februari 10, 2021. *Anime "Demon Slayer" adalah hit besar di Korea Peringkat "9.6" Setengah dari penonton berusia 20-an "10 menit terakhir adalah yang terbaik" (accessed Juni 20, 2025).*

- Github. *Legal Platform for Manga Reading*. 2024. <https://github.com/otakulogy/manga-platform> (accessed Mei 27, 2025).
- Haguchi, Eiko. *Market Development Through Media Mixing and Recent Trends in the Anime Industry : A look at the Media Strategy and the promotion for Demon Slayer:Kimetsu no Yaiba*. Mei 12, 2025. <https://cir.nii.ac.jp/crid/1050012501261171840> (accessed Juni 19, 2025).
- Harris, Bethany, and Yi Sun. *Post-World War II Manga in Japan: Pluralities of Memory and the Construction of a New Peaceful Identity*. April 2020. <https://digital.sandiego.edu/osp-researchweek/2020/ccurc/4/> (accessed Juni 1, 2025).
- Hazuki. *Jepang bagus! Perubahan yang dibawa "Demon Slayer" ke kaum muda Korea*. September 24, 2021. <https://by-them.com/438682/2> (accessed Juni 20, 2025).
- Hosoya, Yuichi. *Kegembiraan yang diberikan "Demon Slayer" dan apa yang ada di baliknya*. Februari 5, 2021. <https://comemo.nikkei.com/n/n7b387b26aa8e> (accessed Juni 20, 2025).
- Hyun-jung, Seon. *[Proyek Ulang Tahun ke-70: Menghadapi Jepang dan Korea Selatan]*. Agustus 5, 2024. <https://www.hankookilbo.com/News/Read/A2024080508360003235> (accessed Juni 1, 2025).
- Ikehara, Hisatomo. *Reiwa Jepang dan "Demon Slayer", Jepang akankah jiwa Yamato kembali?* Januari 12, 2025. https://note.com/shiny_oxalis335/n/n2e4d1fcb8f35 (accessed Juni 19, 2025).
- Inquirer. *S. Korea, Japan to mark 60 years of ties despite political crisis*. Januari 14, 2025. <https://globalnation.inquirer.net/261088/s-korea-japan-to-mark-60-years-of-ties-despite-political-crisis> (accessed Juni 1, 2025).
- International, Lincensing. *Aniplex of America Expands Demon Slayer: Kimetsu no Yaiba Franchise*. Mei 8, 2024. <https://licensinginternational.org/news/aniplex-of-america-expands-demon-slayer-kimetsu-no-yaiba-franchise/> (accessed Juni 1, 2025).
- Ito, Kaori. *Why Is Japan Obsessed with Anime? Cultural, Historical, and Social Factors Behind the Phenomenon*. September 16, 2024. <https://scientificorigin.com/why-is-japan-obsessed-with-anime-cultural-historical-and-social-factors-behind-the-phenomenon> (accessed Juni 1, 2025).
- Jagannath, Rohan. *When was Demon Slayer made? Manga and anime releases explained*. Maret 28, 2023. <https://www.sportskeeda.com/anime/when-demon-slayer-made-manga-anime-releases-explained> (accessed Juni 1, 2025).

- Japan, Tabimania. *Explore 7 Real Locations That Inspired "Demon Slayer"*. Februari 14, 2025. <https://tabimaniajapan.com/culture/explore-7-real-locations-that-inspired-demon-slayer> (accessed Juni 1, 2025).
- Jin-young, Chung. *Kegilaan 'J-Content' telah dimulai lagi ... "Suasana menghormati selera minoritas"*. April 4, 2025. <https://www.kmib.co.kr/article/view.asp?arcid=1744533719> (accessed Juni 1, 2025).
- Kamiya, Takeshi. *'Demon Slayer' movie tops 2 million viewers in South Korea*. Mei 19, 2021. <https://www.asahi.com/ajw/articles/14353142> (accessed Mei 27, 2025).
- Kang, Hana. *"Demon Slayer" adalah hit besar dalam situasi "budaya Jepang" Korea*. Maret 24, 2021. <https://gendai.media/articles/-/81246> (accessed Juni 3, 2025).
- Kishikawa, Molly. *How Demon Slayer Put Studio Ufotable on the Mainstream Anime Map*. Desember 5, 2021. <https://www.cbr.com/demon-slayer-studio-ufotable-history/> (accessed Juni 1, 2025).
- Kocca. *Survei Pengguna Anime 2024*. Desember 24, 2024. <https://welcon.kocca.kr/ko/info/trend/1954567> (accessed Juni 1, 2025).
- Komatsu, Kazuhiko. *"Oni tidak baik atau jahat" ... Seorang ahli terkemuka dalam penelitian yokai berbicara tentang kedalaman "Demon Slayer"*. Februari 11, 2021. <https://voice.php.co.jp/detail/8340> (accessed Juni 3, 2025).
- Korea, Badan Pertukaran Budaya Internasional. *Pawai terbang tinggi <Demon Slayer> dan <Jujutsu Rotation> mendapatkan kembali masa kejayaan manga Jepang?* Juni 21, 2021. <https://welcon.kocca.kr/ko/info/trend/1950325> (accessed Juni 1, 2025).
- Kudo, Yasushi. *South Korean attitudes toward Japan*. Oktober 19, 2020. https://www.genron-npo.net/en/opinion_polls/archives/5562.html (accessed Juni 1, 2025).
- Mae. *Minum highball, dengarkan J-pop, bepergian ke Jepang... Ledakan budaya Jepang tiba di Generasi Z Korea - Media Korea*. April 25, 2023. <https://www.recordchina.co.jp/b913057-s39-c30-d0195.html> (accessed Juni 20, 2025).
- Matsuo, Terrence. *Public Opinion Surveys and Diplomatic Dynamics in Korea-Japan Relations*. Februari 26, 2024. <https://keia.org/the-peninsula/public-opinion-surveys-and-diplomatic-dynamics-in-korea-japan-relations/> (accessed Juni 1, 2025).
- MerxWire. *How an Animated Film Generates Hundreds of Millions of Dollars in Revenue*. Mei 29, 2025.

- <https://markets.financialcontent.com/stocks/article/merxwire-2025-5-29-how-an-animated-film-generates-hundreds-of-millions-of-dollars-in-revenue> (accessed Juni 1, 2025).
- Myung-eon, Oh, and Kim Kyung-yoon. *Setelah 25 tahun pembukaan budaya pop, kegilaan anime dan manga bertiup lagi... Untuk apa?* Desember 25, 2023. <https://www.yna.co.kr/view/AKR20231124129700005> (accessed Juni 1, 2025).
- Narukawa, Aya. *Masalah bendera matahari terbit meletus di "Demon Slayer" Apa kenyataan dari kritik yang terjadi di Korea? Diubah menjadi sentimen anti-Jepang.* April 3, 2021. <https://globe.asahi.com/article/14323934> (accessed Mei 30, 2025).
- Padisha, Muhammad. *Peran Anime dan Manga Sebagai Upaya Diplomasi Publik Negara Jepang.* Juli 30, 2024. <https://www.kompasiana.com/muhammadpadisha/66a7ab07ed641539e92dd4c5/peran-anime-dan-manga-sebagai-upaya-diplomasi-publik-negara-jepang> (accessed April 8, 2025).
- Peters, Megan. *Demon Slayer Opens Big in South Korea Amidst Calls for Boycott.* Januari 28, 2021. <https://comicbook.com/anime/news/demon-slayer-movie-anime-box-office-south-korea-japan/> (accessed Juni 1, 2025).
- Pradhan, Aeli. *Pemenang Penghargaan Osamu Tezuka ke-25 telah dipilih! Penghargaan Khusus Tas Pembunuh Iblis!* April 28, 2021. <https://ko.epicdope.com/%EC%A0%9C25%ED%9A%8C-%EB%8D%B0%EC%A6%88%EC%B9%B4-%EC%98%A4%EC%82%AC%EB%AC%B4-%EC%88%98%EC%83%81%EC%9E%90-%EB%8D%B0%EB%AA%AC-%EC%8A%AC%EB%A0%88%EC%9D%B4%EC%96%B4-%EB%9E%9C%EB%93%9C-%EC%99%B8/> (accessed Juni 20, 2025).
- Puppy, Fire. *Censorship of Japanese media in South Korea.* 2018. https://scratchpad.fandom.com/wiki/Censorship_of_Japanese_media_in_South_Korea (accessed Juni 1, 2025).
- Rainey, David. *Anime Jepang menguji kemampuannya sebagai "soft power".* Februari 10, 2015. <https://www.nippon.com/ja/in-depth/a03902/> (accessed Juni 19, 2025).
- Reiwa. *Hubungan Masyarakat dan Diplomasi Budaya.* Juli 21, 2024. <https://www.mofa.go.jp/mofaj/comment/faq/culture/gaiko.html> (accessed Juni 19, 2025).
- Reuters. *Japan, China, South Korea meet at geopolitical 'turning point in history'.* Maret 22, 2025. <https://www.rappler.com/world/asia-pacific/japan-china-south-korea-meet-geopolitical-turning-point-history/> (accessed Juni 1, 2025).

- Review, World Population. *Anime Popularity by Country* 2025. 2024. <https://worldpopulationreview.com/country-rankings/anime-popularity-by-country> (accessed Juni 1, 2025).
- Roevhaal. *Kimetsu no Yaiba Demon Slayer: Kimetsu no Yaiba*. 2019. https://myanimelist.net/anime/38000/kimetsu_no_yaiba/reviews (accessed Juni 1, 2025).
- Sehyang. *Tren Anime yang Disukai oleh Gen Z (Korea, Luar Negeri, Perubahan)*. Maret 9, 2025. <https://jcrowe2009.com/entry/Z%EC%84%B8%EB%8C%80%EA%B0%80-%EC%84%A0%ED%98%B8%ED%95%98%EB%8A%94-%EC%95%A0%EB%8B%88-%ED%8A%B8%EB%A0%8C%EB%93%9C-%ED%95%9C%EA%B5%AD-%ED%95%B4%EC%99%B8-%EB%B3%80%ED%99%94> (accessed Juni 1, 2025).
- Se-jin, Park. "Di tengah memburuknya hubungan Korea-Jepang, anime Jepang 'Demon Slayer' menjadi sensasi di Korea" <Asahi>. Mei 19, 2021. <https://www.yna.co.kr/view/AKR20210519020800073> (accessed Juni 20, 2025).
- Sethi, Pooja. *Exploring the Depth of Demon Slayer's Cultural Impact*. 2024. <https://kawaiirealm.com/articles/exploring-demon-slayer-cultural-impact/> (accessed Juni 1, 2025).
- Shin, Gi-Wook. *On Korean Nationalism and Its Role in the Escalating Japan-South Korea Friction*. September 5, 2019. <https://aparc.fsi.stanford.edu/news/korean-nationalism-and-its-role-escalating-japan-south-korea-friction> (accessed Juni 1, 2025).
- Silva, Tomas. *Exploring the Depths of Demon Slayer Manga: A Japanese Perspective*. 2023. <https://kawaiirealm.com/articles/demon-slayer-manga-analysis-japanese-perspective/> (accessed Juni 1, 2025).
- Soon-min, Hwang. *Gen Z menggunakan Instagram untuk mengirim 'ini' ke teman-teman mereka [The Influencer]*. Januari 7, 2025. <https://www.mk.co.kr/esg/news/view/2025/14429/> (accessed Juni 20, 2025).
- Srivastava, Tulisha. *Demon Slayer anime reaches huge sales milestone*. Agustus 9, 2024. <https://www.dexerto.com/anime/demon-slayer-anime-reaches-huge-sales-milestone-2857488/> (accessed Juni 1, 2025).
- Statista. *Anime industry in Japan - statistics and facts*. Februari 5, 2025. <https://www.statista.com/topics/7495/anime-industry-in-japan/#topicOverview> (accessed Juni 1, 2025).

- Tempo. *Film Soul dan Demon Slayer Laris di Korea Selatan*. Februari 1, 2021. <https://www.tempo.co/teroka/film-soul-dan-demon-slayer-laris-di-korea-selatan-543495> (accessed April 9, 2025).
- Tistory. *Memahami Gen Z Korea: Tren Saat Ini, Profil Statistik, dan Prospek Masa Depan*. April 23, 2025. <https://formation-analyze.tistory.com/5> (accessed Juni 20, 2025).
- Toyokeizai. *Latar belakang sejarah sejumlah besar anak yatim piatu dalam regu pembunuh iblis "Demon Slayer"*. Februari 9, 2022. <https://toyokeizai.net/articles/-/508675?display=b> (accessed Juni 20, 2025).
- Tsuji, Taimu. *【Manga Ranking】 2020~2023 Oricon Annual Manga Sales Ranking in Japan*. Juli 12, 2024. (accessed Juni 1 <https://us.oricon-group.com/news/1040/>, 2025).
- Uism. *The Deeper Side of Japan's Gen Z: A Generation That Loves Emotionalism?—An Introduction to "Emoi"*. Mei 16, 2024. <https://uism.co.jp/en/the-deeper-side-of-japans-generation-z-a-generation-that-loves-emotionalism-an-introduction-to-emoi/> (accessed Januari 18, 2025).
- Ulpa. *Mastering Youth Culture: The Increasing Influence of Gen Z in Japan*. November 2, 2024. <https://www.ulpa.jp/post/mastering-youth-culture-the-increasing-influence-of-gen-z-in-japan> (accessed Januari 18, 2025).
- Wararyuu, Ogasa. *Budaya Jepang yang tersembunyi di Demon Slayer*. 2024. <https://www.ogasawaryuu.or.jp/wa/0017.html> (accessed Juni 3, 2025).
- Watanabe, Hiroki. *Strategi Soft Power Jepang: Dari Pertukaran Budaya Internasional ke Diplomasi Budaya*. Maret 1, 2021. https://www.jfir.or.jp/studygroup_article/5952/ (accessed Juni 19, 2025).
- Watanabe, Yumiko. *Demon Slayer menyebabkan perubahan paradigma dalam distribusi anime. Apa perubahan yang terjadi di industri anime saat ini?* Juli 19, 2022. <https://www.businessinsider.jp/article/256393/> (accessed Juni 19, 2025).
- Waves, Woke. *We Asked 15 Gen Zers from Different Countries to Describe Gen Z Pop Culture—Here's What They Shared*. September 17, 2024. <https://www.wokewaves.com/posts/gen-z-pop-culture-global-perspectives> (accessed Januari 18, 2025).
- Weng, Maylyn. *From Doraemon to Diplomacy: The Role of Manga and Anime in Japanese Soft Power*. April 9, 2025. <https://utsynergyjournal.org/2025/04/09/from-doraemon-to-diplomacy-the-role-of-manga-and-anime-in-japanese-soft-power/> (accessed Juni 1, 2025).

- Winkelman, Bruce. *Demon Slayer: Pop Religion and Japanese Anime*. Mei 8, 2024. <https://divinity.uchicago.edu/sightings/articles/demon-slayer-pop-religion-and-japanese-anime> (accessed Juni 1, 2025).
- Woo-jin, Cha. *Z세대는 왜 소셜 미디어를 떠날까?* Juni 17, 2025. <https://maily.so/draft.briefing/posts/d5rylvxjo1w> (accessed Juni 20, 2025).
- Yeon, Kim Seo. "Aku akan menyapunya pergi"... Alasan mengapa Gen Z terobsesi dengan Korea [Pasar Hiburan+]. Februari 26, 2023. <https://www.hankyung.com/article/2023022405557> (accessed Juni 1, 2025).
- Yoon-Seo, Lee. *Experts say streaming services shift perceptions of Japanese manga, animation*. Desember 29, 2024. <https://www.koreaherald.com/article/10032885> (accessed Juni 1, 2025).
- Young-joon, Kim. *Kekuatan K-culture meresap ke dalam kehidupan sehari-hari Gen Z*. Juni 18, 2025. <https://www.m-joongang.com/news/articleView.html?idxno=401237> (accessed Juni 20, 2025).
- Zagzoug, Marwah. *The Father of Anime & Manga*. 2020. <https://novaonline.nvcc.edu/eli/evans/HIS135/Events/Anime62/Anime62.html> (accessed Juni 1, 2025).
- Zhu, Kayla. *Ranked: How Much People Trust Institutions, by Country*. Februari 7, 2025. <https://www.visualcapitalist.com/ranked-how-much-people-trust-institutions-by-country/> (accessed Juni 1, 2025).
- Zimmerman, David. *Demon Slayer: 5 Ways Its Historically Accurate (& Five Things That Were Made Up For The Story)*. Juni 1, 2020. <https://www.cbr.com/demon-slayer-historically-accurate-vs-inaccurate-japanese-culture/> (accessed Juni 1, 2025).
- 꿀루드. *Budaya Jepang Kontemporer melalui Seri Demon Slayer <Demon Slayer - Jepang di Ujung Pedang>*. Juni 14, 2025. <https://blog.naver.com/PostView.naver?blogId=nihongyu&logNo=223897268788> (accessed Juni 20, 2025).