

DAFTAR PUSTAKA

- Ademariana, K., Aristoteles, A., Lumbanraja, F. R., & Andrian, R. (2021). CLUSTERING K-MEANS JENIS KATA PADA LAPORAN KEGIATAN KULIAH KERJA NYATA (KKN) UNIVERSITAS LAMPUNG MENGGUNAKAN WORD2VEC. *Jurnal Pepadun*, 2(2), 221–228. <https://doi.org/10.23960/pepadun.v2i2.64>
- Adhitama, L. (2022). Identity Construction of Otaku and Weeaboo through Manga and Anime. *K@ta Kita*, 9(3), 436–443. <https://doi.org/10.9744/katakita.9.3.436-443>
- Al Fariz, M. B., Syarifudin, A., & Trisiah, A. (2024). Fenomena Budaya Wibu Sebagai Bentuk Komunikasi Remaja Generasi Z (Studi pada Komunitas Cosplay Naruto Fans Palembang). *Buletin Antropologi Indonesia*, 1(2), 9. <https://doi.org/10.47134/bai.v1i2.2493>
- Alammary, A. S. (2022). BERT Models for Arabic Text Classification: A Systematic Review. *Applied Sciences*, 12(11), 5720. <https://doi.org/10.3390/app12115720>
- Anugerah Simanjuntak, Rosni Lumbantoruan, Kartika Sianipar, Rut Gultom, Mario Simaremare, Samuel Situmeang, & Erwin Panggabean. (2024). Research and Analysis of IndoBERT Hyperparameter Tuning in Fake News Detection. *Jurnal Nasional Teknik Elektro dan Teknologi Informasi*, 13(1), 60–67. <https://doi.org/10.22146/jnteti.v13i1.8532>

- Dhruv, A. J., Patel, R., & Doshi, N. (2020). Python: The Most Advanced Programming Language for Computer Science Applications: *Proceedings of the International Conference on Culture Heritage, Education, Sustainable Tourism, and Innovation Technologies*, 292–299. <https://doi.org/10.5220/0010307902920299>
- Fahadra, L. (2023). *SISTEM CHATBOT LAYANAN INFORMASI TUGAS AKHIR MENGGUNAKAN METODE LONG SHORT-TERM MEMORY (LSTM)* [UNIVERSITAS ISLAM SULTAN AGUNG SEMARANG]. https://repository.unissula.ac.id/32030/1/Teknik%20Informatika_32601900014_fullpdf.pdf
- Faisal, M. A., Lusiana, Y., & Firmansyah, D. B. (2022). Hegemonisasi Budaya Populer Jepang dalam Komunitas Otaku. *KIRYOKU*, 6(1), 9–15. <https://doi.org/10.14710/kiryoku.v6i1.9-15>
- Gama, F. I. (2024). Pengenalan Anime Sebagai Budaya Populer Jepang. *Jurnal Pengabdian Masyarakat Madani (JPMM)*, 4(1), 21–27. <https://doi.org/10.51805/jpmm.v4i1.159>
- Gardazi, N. M., Daud, A., Malik, M. K., Bukhari, A., Alsahfi, T., & Alshemaimri, B. (2025). BERT applications in natural language processing: A review. *Artificial Intelligence Review*, 58(6), 166. <https://doi.org/10.1007/s10462-025-11162-5>
- Gonçalves, J., Navio, C., & Moura, P. (2021). The occidental otaku: Portuguese audience motivations for viewing anime. *Convergence: The International*

Journal of Research into New Media Technologies, 27(1), 247–265.

<https://doi.org/10.1177/1354856520923966>

Hastuti, N., & Mulyadi, B. (2023). PENGENALAN BUDAYA POPULER JEPANG DI SMU NEGERI 4 SEMARANG. *Harmoni: Jurnal Pengabdian*

Kepada Masyarakat, 7(2), 72–76. <https://doi.org/10.14710/hm.7.2.72-76>

Hilmi, M. T. (2025). *Analisis Nilai Pendidikan Serial Anime” One Piece” dalam Perilaku Belajar Peserta Didik di MTs Riyadhul Jannah Tanjung Jabung Barat*. 3.

Ilham, D. (2025). *Gaya Hidup Mahasiswa Pecinta Budaya Jepang (Wibu) Di Universitas Negeri Medan*. 07(1).

Indrawan, B., & Kaniawati Dewi, R. (2020). Pengaruh Net Interest Margin (NIM) Terhadap Return on Asset (ROA) Pada PT Bank Pembangunan Daerah Jawa Barat Dan Banten Tbk Periode 2013-2017. *Jurnal E-Bis (Ekonomi-Bisnis)*, 4(1), 78–87. <https://doi.org/10.37339/e-bis.v4i1.239>

Irawan, S., Antono, H., & Windrawanto, Y. (2022). DAMPAK POSITIF OTAKU ANIME TERHADAP PERILAKU MAHASISWA. *JURNAL KONSELING GUSJIGANG*, 8(1). <https://doi.org/10.24176/jkg.v8i1.7826>

Iskoko, A., Tahyudin, I., & Purwadi, P. (2025). Hyperparameter Optimization Of IndoBERT Using Grid Search, Random Search, And Bayesian Optimization In Sentiment Analysis Of E-Government Application Reviews. *Jurnal Teknik Informatika (Jutif)*, 6(5), 3430–3444. <https://doi.org/10.52436/1.jutif.2025.6.5.4897>

- Jovanović, M., & Campbell, M. (2024). Compacting AI: In Search of the Small Language Model. *Computer*, 57(8), 96–100.
<https://doi.org/10.1109/MC.2024.3404674>
- Kakarla, S. (2024). *Going Beyond the Screen: Exploring Parasocial Relationships with Anime Characters Amongst the Anime Community*.
- Karim, H. F., & Wibowo, A. P. (2025). *Kinerja Metode Fine-Tuning IndoBERT untuk Klasifikasi Emosi Multi-Kelas pada Teks Informal Bahasa Indonesia*. 6(1).
- Lenßen, L., Strahmann, N., & Schubert, E. (2023). *Fast k-Nearest-Neighbor-Consistent Clustering*.
- Liu, Y., Liu, Y., & Wen, J. (2022). Does anime, idol culture bring depression? Structural analysis and deep learning on subcultural identity and various psychological outcomes. *Heliyon*, 8(9), e10567.
<https://doi.org/10.1016/j.heliyon.2022.e10567>
- Lund, B. (2023). Surveys in Systems Research: An Overview of Sample Sizes, Response Rates, and Statistical Approaches Utilized in Studies. *SSRN Electronic Journal*. <https://doi.org/10.2139/ssrn.4344893>
- Marbaniang, S., & Santosh, M. S. (2023). *A Study on the influence of anime among the youth in Bengaluru*. 8(5).
- Prapancha, M. H., Hikmal Fajar Fardyan, Jhon Daniel Manurung, & Sri Mulyeni. (2026). Analisis Konsumsi Budaya Populer Jepang pada Aspek Kehidupan Sosial Mahasiswa. *Jurnal Sadewa: Publikasi Ilmu Pendidikan*,

Pembelajaran dan Ilmu Sosial, 4(1), 24–40.

<https://doi.org/10.61132/sadewa.v4i1.2676>

Pratama, D. F. N., & Adim, A. K. (2022). Konsep Diri Mahasiswa Otaku Di Kota Bandung (Analisis Terhadap Konsep Diri Yang Dimiliki Oleh Mahasiswa Otaku Yang Ada Di Kota Bandung). *Communication*, 13(1), 86. <https://doi.org/10.36080/comm.v13i1.1688>

Pratama, R. B., & Naryoso, A. (2025). *PERILAKU IMITASI BUDAYA JEPANG REMAJA PENONTON AKTIF ANIME ONE PIECE DI STREAMING NETFLIX*.

Pristianti, K. (2024). PENGARUH MENONTON ANIMASI JEPANG DI INTERNET TERHADAP GAYA HIDUP WIBU DI YOGYAKARTA. *Commsphere: Jurnal Mahasiswa Ilmu Komunikasi*, 2(I), 93–121. <https://doi.org/10.37631/commsphere.v2i1.1353>

Rachmasari, F. A., Artha, A. F., & Ayu, D. A. (2024). Penggemar Grup Idola Arashi di Indonesia: Fenomena Budaya Populer Global dan Fan Culture. *Diglossia: Jurnal Kajian Ilmiah Kebahasaan dan Kesusastraan*, 15(2), 263–282. <https://doi.org/10.26594/diglossia.v15i2.4657>

Rivaldi, R. C., & Wismarini, T. D. (2024). *Analisis Sentimen Pada Ulasan Produk Dengan Metode Natural Language Processing (NLP) (Studi Kasus Zalika Store 88 Shopee)*. 17(1).

Silvia, R. (2024). *PENGARUH ANIME DAN BUDAYA JEPANG TERHADAP MAHASISWA UIN AR-RANIRY BANDA ACEH*.

- Simanjuntak, T., Gulo, J. A., Sipayung, S. P., & Hia, H. P. (2026). Pengelompokan Mahasiswa Berdasarkan Nilai dan Kehadiran Menggunakan K-Means. *Jurnal Minfo Polgan*, 14(2), 3525–3532. <https://doi.org/10.33395/jmp.v14i2.15812>
- T, T., Haryono, W., Zailani, A. U., Djaksana, Y. M., Rosmawarni, N., & Arianti, N. D. (2023). Transformers in Machine Learning: Literature Review. *Jurnal Penelitian Pendidikan IPA*, 9(9), 604–610. <https://doi.org/10.29303/jppipa.v9i9.5040>
- Yuliasih, B. N., Herman, H., Sunardi, S., & Yuliansyah, H. (2024). Evaluation of K-Means Clustering Using Silhouette Score Method on Customer Segmentation. *ILKOM Jurnal Ilmiah*, 16(3), 330–342. <https://doi.org/10.33096/ilkom.v16i3.2325.330-342>
- Zevana, A., & Riana, D. (2024). TEXT CLASSIFICATION USING INDOBERT FINE-TUNING MODELING WITH CONVOLUTIONAL NEURAL NETWORK AND BI-LSTM. *Jurnal Teknik Informatika (Jutif)*, 4(6), 1605–1610. <https://doi.org/10.52436/1.jutif.2023.4.6.1650>