

## DAFTAR PUSTAKA

- Box and Loop. (2021, 10 November). *How to build Iron Man MK5 helmet.* [Video]. <https://www.youtube.com/watch?v=0pcbx-TdSnw>
- Cameron, N., & Cameron, N. (2019). Servo and Stepper Motors. Arduino Applied: Comprehensive Projects for Everyday Electronics, 157-176.
- Candra, J. E., & Pangaribuan, H. (2023). PELATIHAN ARDUINO UNTUK PELAJAR MADRASAH ALIYAH NEGERI INSAN CENDEKIA BATAM. JUPADAI: Jurnal Pengabdian Kepada Masyarakat, 2(1), 24-31.
- Creative Stuff. (2022, 27 November). *Helmet/Mask Voice Amp for any Costume (Star Wars Mandalorian Black Series Boba Fett Prototype mods).* [Video]. [https://www.youtube.com/watch?v=\\_xcv2t9ShqQ](https://www.youtube.com/watch?v=_xcv2t9ShqQ)
- Dewi, G. (2022). Metode Penelitian Kuantitatif, Kualitatif dan Mixed Methods dalam Hukum Ekonomi Islam. Metodologi Penelitian Ekonomi Islam.
- Dewi, H. I. (2019). FANTASI KOSTUM SEBAGAI IDE PENCiptaan SENI LUKIS (Doctoral dissertation, Institut Seni Indonesia Yogyakarta).
- Dinatha, V. O. D., & Dewi, F. I. R. (2021, December). Self-Identity and Needs of Cosplayer in Role Playing. In 1st Tarumanagara International Conference on Medicine and Health (TICMIH 2021) (pp. 205-209). Atlantis Press.
- Endang, D. E., Husen, W. R., & Wasta, A. (2019). Komparasi Visual Properti Kesenian Kuda Lumping Di Kampung Sidosari Desa Cipanas Kecamatan Cipatujah Kabupaten Tasikmalaya Dengan Kuda Lumping Di Kampung Kebon Waru Desa Gunung Batu Kecamatan Ciracap Kabupaten Sukabumi. Magelaran: Jurnal Pendidikan Seni, 2(2), 47-54.
- Fauziah, V. S., & Aprilandini, Y. (2018). Cosplay Phenomenon as a Popular Culture Among Teenagers in Jakarta, Indonesia. In Proceedings of International Conference on Technology and Social Science.
- Gaskill, C. S., O'Brien, S. G., & Tinter, S. R. (2012). The effect of voice amplification on occupational vocal dose in elementary school teachers. Journal of Voice, 26(5), 667-e19.
- Granholm, A. (2022). Cosplay: from concept to completion.
- Gunawan, S., & Santosa, A. (2015). Perancangan Flexible Exhibition Stand dengan Material Cardboard. Intra, 3(2), 111-117.

Hasibuan, F. A., & Masruro, Z. (2021). Penggunaan Sistem Mikrokontroler Dalam Pembuatan Tempat Sampah Pemilah Otomatis Menggunakan Arduino Uno. *Resolusi: Rekayasa Teknik Informatika dan Informasi*, 1(6), 368-377.

Ir Julianus Hutabarat, M. S. I. E. (2021). Dasar-dasar pengetahuan ergonomi. Media Nusa Creative (MNC Publishing).Kroski, E. (2015). Cosplay in libraries: How to embrace costume play in your library. Rowman & Littlefield.

Law, J., & Martin, E. (Eds.). (2020). Concise medical dictionary. Oxford University Press.

Mihaly, C. (2016). Getting Paid to Make Cosplay Costumes and Props. The Rosen Publishing Group, Inc.

Mill, M. (2021). 101 Amazing Facts About Genshin Impact. Andrews UK Limited.

Negarawan, D. G., & Doerjanto, D. (2017). Analisis Kostum Cosplay Studio EXCITE Surabaya (Doctoral dissertation, State University of Surabaya).

Prastyo, A., Kurnita, T., & Fitri, A. (2017). Analisis Koreografi Tari Kreasi Jameun di Sanggar Rampoe Banda Aceh. *Jurnal Ilmiah Mahasiswa Pendidikan Seni, Drama, Tari & Musik*, 2(1).

Rashad, R. M. (2023). Exploring the Influence of Cosplay on Men's Fashion: A Design-based Marketing Perspective. *International Design Journal*, 13(6), 313-321.

Santosa, P. (2015). Metodologi Penelitian Sastra: Paradigma, Proposal, Pelaporan, dan Penerapan. Azza Grafika.

Scott, S. (2015). Cosplay Is Serious Business": Gendering Material Fan Labor on" Heroes of Cosplay. *Cinema Journal*, 54(3), 146-154.

Stenros, J. (2017). The game definition game: A review. *Games and culture*, 12(6), 499-520.

Waldron, K. J., & Schmiedeler, J. (2016). Kinematics. Springer handbook of robotics, 11-36.

Wardani, L. K. (2003). Evaluasi ergonomi dalam perancangan desain. *Dimensi Interior*, 1(1), 61-73.

Widiatmoko, B. (2013). Amazing Cosplay & Costumes Ideas. Jakarta: Penebar Plus+.

Widyastuti, P. A., Pertiwi, R., & Huddiansyah, H. (2019, February). Peran Digitalisasi dalam Fenomena Perubahan Produk Cosplay Buatan Cosmaker pada Industri Cosplay Indonesia. In Senada (Seminar Nasional Manajemen, Desain Dan Aplikasi Bisnis Teknologi) (Vol. 2, pp. 272-278).

Yang, Y. (2022). The art worlds of gender performance: cosplay, embodiment, and the collective accomplishment of gender. *The Journal of Chinese Sociology*, 9(1), 9.

Zagal, J. P., & Deterding, S. (2018). Definitions of “role-playing games”. *Role-playing game studies: Transmedia foundations*, 19-51.

Zaluchu, S. E. (2020). Strategi penelitian kualitatif dan kuantitatif di dalam penelitian agama. *Evangelikal: Jurnal Teologi Injili dan Pembinaan Warga Jemaat*, 4(1), 28-38.

Zibartas. (2020, 8 November). *Build YOUR OWN Motorized Wings! (How To + Parts)*. [Video]. <https://www.youtube.com/watch?v=-bqH6yaOb5k>