

## References

- (ESA), Entertainment Software Association. "Sales, Demographic, and Usage Data: Essential Fact ABout Computer and Video Games Industry." *Ipsos Media CT*, 2015.
- AA, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- An, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Annetta, Leonard. "A Video Games in Education: Why They SHould Be Used and How They are Being Used." *Theory Into Practice*, 2008.
- Arimbi, Diah A. "The Globalization of Beauty: The Face of Indonesian Girls in Contemporary Indonesia Teen magazines." *The Asian Conference on Media and Mass Communication*. 2011.
- Baumeister, R. "Gender and Erotic plasticity: Socio cultural influences on the sex drive." *Sexual and relationship theapy*, 2014: 133-134.
- Boree, C Goerge. *Erik Erikson 1902-1994: Personality Theories*. Shippensburg University, 2006.
- Bowman, Michael R. "Beyond Maids and Meganekko." *Cinephile, The University of British Columbia's Film Journal*, 2011: 15.
- Castellan, Catherine M. "Quantitative and Qualitative Research: A View for." *International Journal of Education*, 2010.
- Cover, Jennifer Grouling. *The Creation of Narrative in Tabletop Role-Playing Games*. McFarland & Company, 2010.
- Cresswell, J W. *Research Design: Qualitative, QUantitative, and Mixed Theory Aproaches*. Thousand Oaks: Sage, 2009.
- Dietz, Tracy L. "An Examination of Violence and Gender Role Portrayals in Video Games: Implication for Gender Socialization and Aggressive Behavior." *Sex Role*, 1998: 425-442.
- Fr, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Gauntlett, David, and Annette Hill. *TV Living: Television, Culture and Everyday Life*. Routledge, 2002.

- Gee, James Paul. *Learning Theory, Video Games, and Popular Culture. The International Handbook of Children, Media and Culture*. 2007.
- Google. *Fate Grand Order*. June 25, 2017.  
<https://play.google.com/store/apps/details?id=com.aniplex.fategrandorder.en&hl=en> (accessed June 5, 2019).
- H, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Hall, Stuart. *Representation: Cultural Representations and Signifying Practices*. Sage, 1997.
- Hawley, R. "Pandora: Woman in Classical greece." In *The Classical Review*, by Reeder, 395-296. 1998.
- Im, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Jansz, J, and R. G Martis. "The Lara Phenomenon: Powerful female characters in video games." *Sex Role*, 2007: 141-148.
- K, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Klug, Chris, and Josiah Lebowitz. *Interactive storytelling for video games: a player-centered approach to creating memorable characters and stories*. Burlington: Focal Press, 2011.
- Kr, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Laughey, Dan. *Key Themes in Media Theory*. McGraw-Hill Education, 2007.
- Marsiglio, William. *Conducting Qualitative in Depth Interview*. Florida: University of Florida, 2013.
- McCreary, Don R. "Loan Words in Japanese." *Journal of Asian Pacific Communication, Volume 1*, 1990: 61.
- McLelland, Mark. "A short history of 'hentai'." *Sexualities, Genders and Rights in Asia: International Conference of Asian Queer Studies (2005)*. Canberra, ACT: The Australian National University, 2005.
- Mou, Yi, and Wei Peng. "Gender and Racial Stereotypes in Popular Video Games." *IGI Global*, 2009: 922-935.
- Mulvey, L. *Visual and other Pleasure*. London: Macmilan Press, 1989.

- Nelson, Randy. *Sensor Tower*. March 13, 2019.  
<https://sensortower.com/blog/fate-grand-order-revenue-3-billion> (accessed June 12, 2019).
- Nicole Martins, Dmitri C. Williams, Kristen Harrison, Rabindra A. Ratan. *A content Analysis of female Body Imagery in Video Games*. 2009.
- NusaResearch. *Mobile Games Trend in Indonesia 2017 Behavior of Mobile Games Usage*. Statistic report, Nusa Research, 2017.
- Okiyanti, Diah Ayu. *Lara Croft's Sensuality in Tomb Raider 2013: An Audience Study on Heterosexual Male Gamers in Surabaya Gamers Community*. Surabaya, 2016.
- Peplau, L. "Human Sexuality: How do men and women differ?" *American Psychological Society* (American Psychological Society), 2003: 37-40.
- Prianti, Desi. "Indonesian female beauty concept: Does it take into account the traditional values?" *The Asian Conference on Media and Mass Communication 2013*. Osaka: The International Academic Forum, 2013.
- R.J.R., Levesque. "Sex Roles and Gender Roles." In *Encyclopedia of Adolescence*, by Levesque R.J.R. New York: Springer, 2011.
- Saraswati, L Ayu. "Cosmopolitan Whiteness: The Effects and Affects of Skin-Whitening Advertisements in a Transnational Women's Magazine in Indonesia." *Meridians: feminism, race, transnationalism*, 2010: Smith College.
- Schultze, U, and M Avital. *Designing interviews to generate rich data for information*. 2011.
- Shigematsu, Setsu. "Dimension of Desire: Sex, fantasy and fetish in japanese comic." In *Themes and Issues in Asian Cartooning: Cute, Cheap, Mad, and Sexy*, by John A. Lent, 212. Popular Press, 1999.
- Singh, D and Younk, K. "Body Weight, Waist to hip Ration, 'Breasts, and Hips: Role in Judgements of female attractiveness and desirability for relationships." *Ethology and sociobiology*, 1995: 483-507.
- Slagle, M. "4 in 10 Americans Play Videogames." *Washington Post*, May 8, 2006.
- St, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).
- Starr, R. L. "Sweet voice: The role of voice quality in a Japanese feminine style." *Language in Society*, 2015: 1-34.
- T, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).

Taylor, Steven J., Robert Bogdan, and Marjorie DeVault. *Introduction to Qualitative Research Methods: A Guidebook and Resource*. John Wiley & Sons, 2015.

Technologies, SuperData Research and Unity. "2016 MOBILE GAMES AND VR YEAR IN REVIEW." 2017.

Tucker, Carrie. *I Geeks: The official Handbook for Dating Dorks, Dweebs, and Nerds*. Adams Media, 2009.

Tysonl, L. *Critical Theory Today*. Rautledge, 2006.

Wilson, Jason. "Fate/Grand Order hits 5 million downloads in U.S." *Venture Beat*, January 25, 2019.

Women, United Nation. *The united Nations Entity for Gender Equality and the Empowerment of Women*. 2014. <http://www.unwomen.org/en> (accessed April 5, 2018).

Z, interview by Erlangga A.H.S. *Heterosexual Male Gamer Interview on Fate Grand Order Oversexualization* (march 10, 2018).