

DAFTAR PUSTAKA

- Afriani, A. (2020). *Perancangan busana ready to wear dengan inspirasi cosplay bergenre Magical Girl* [Tugas akhir, Telkom University].
- Ajrina, K., & Ramadhan, M. S. (2016). Pengaplikasian teknik block printing pada media kain alat tenun bukan mesin (ATBM).
- Asimos, V. (2014). *Cosplay and the dressing of identity*. University of Chicago Press. <https://press.uchicago.edu/ucp/books/book/distributed/C/bo239347688.html>
- Crawford, G., & Hancock, D. (2019). *Cosplay and the art of play: Exploring subculture through art*.
https://www.researchgate.net/publication/348731143_Cosplay_As_a_Youth_Subculture_The_Factors_of_Choice_and_Identity_Formation
- Ghosh, S. (2023).
- Hye, K. J., Mi, K. Y., Geun, K. M., & Jee, S. E. (2015). Kidult contents development using mobile augmented reality. *Indian Journal of Science and Technology*, 8(S9), 518. <https://doi.org/10.17485/ijst/2015/v8is9/68325>
- Jia, Z., Lee, Y. M., & Lee, Y. (2016). Expression and characteristics of kidult in contemporary women's collection. *The Research Journal of the Costume Culture*, 24(5), 670–686. <https://doi.org/10.7741/rjcc.2016.24.5.670>
- Latifah, D. A., & Ramadhan, M. S. (2020). Eksplorasi limbah denim dengan teknik manipulasi fabric dan imbuhan pada ankle boots.
- Marston, H. R. (2012). Older adults as 21st century game designers. *The Computer Games Journal*, 1(1), 90–102. <https://doi.org/10.1007/bf03392330>
- Nurdhani, D. P. A., & Wulandari, D. (2016). *Teknik dasar bordir*. Direktorat Pembinaan Kursus dan Pelatihan, Jakarta.
- Obmann, C. (2021). *Cosplay is for everyone?*
<https://netlibrary.aau.at/obvuklhs/content/titleinfo/7643412/full.pdf>
- Rahman, O., & Liu, W.-S. (2012). Cosplay: Imaginative self and performing identity.
https://www.researchgate.net/publication/265140961_Cosplay_Imaginative_Self_and_Performing_Identity
- Rukilla, E. (2018).

Salam, S., Sukarman, Hasnawati, & Muhammin. (2020). *Pengetahuan dasar seni rupa*.

Tatiana, V. (2021, Oktober).

Yang, L.-N., & Kim, M.-S. (1996). A study on parody expressed in modern fashion.

Yuliarma, Y., & Jannah, A. (2016). Jurnal estetika bordir kerancang.

Yusuf, A. (2020). Kreasi teknik fabric slashing pada busana ready to wear.

Zatko, M., & Guides, R. (2017). *The rough guide to Tokyo*.