Journal of Advanced Research in Applied Sciences and Engineering Technology

Journal homepage:
https://semarakilmu.com.my/journals/index.php/applied_sciences_eng_tech/index
ISSN: 2462-1943

The Use of Technology and Media in Japanese Language Learning: A Bibliometric Analysis

Via Luviana Dewanty[1,*], Nuria Haristiani[1], Leo Sadewo[1], Annisa Qamara Tasman[1]

[1] Universitas Pendidikan Indonesia, Jl. Dr. Setiabudi No.229, Bandung 40154, Indonesia

ARTICLE INFO

Article history:
Received 24 September 2023
Received in revised form 13 December 2023
Accepted 27 December 2023
Available online 24 January 2024

Keywords:
Bibliometric; Japanese language; Japanese learning; Media; Technology

ABSTRACT

The integration of technology into language learning has led to increased research on the use of technology and media in language learning in recent years. This study presents a bibliometric analysis of the scientific literature related to the use of Technology and Media in Japanese Language Learning. Bibliometric methods are used in the analysis of scientific articles indexed on the Google Scholar database from 2018-2023, and linked to the research areas of Technology/Media in Japanese Language Learning. The research results show that the number of publications related to technology and media in Japanese language learning has increased in recent years. As the results of this research, publication related to technology and media in Japanese language learning is a growing trend that will lead to more research in the coming years. This study identifies opportunities for future research and pedagogical advances in Japanese language learning. Thus, it can become a source of information about innovation research in Japanese language learning.

1. Introduction

Seeing the development of students that keeps in line with technological advances as well as the demand of the global market towards educational goals makes the needs of students more varied [1-9]. Technology has also been integrated in language learning and teaching [10-11]. Japan as one of the global market demand centers, especially with regard to technology transfer, industry, culture, and education, is increasingly emphasizing the direction of openness to public interest in international interaction and communication in response to such global demand. One way to fulfill the market demand is to communicate in Japanese. There are more than 2,5 million people scattered around the world speaking in Japanese [12-14]. From these data, students are generally interested in learning Japanese. Thus, they can communicate in Japanese and work. Specifically, many students are interested in Japanese culture, such as drama, animation, and sports [15-17]. As time goes by, interest in the Japanese language has increased. This is evident from the many formal and informal Japanese language educational institutions spread around the world.

* *Corresponding author.*
E-mail address: luvianadewanty@upi.edu

https://doi.org/10.37934/araset.38.1.135155

Technological advances have changed the way people communicate and disseminate information [16,20-25]. The developments and changes have always had an impact on all aspects of life, including the communication and dissemination of information to the birth of ICT (Information and Communication Technology) and has an enormous impact on technological development in education and learning [22, 26-28]. In addition to the use of ICT products such as photos, audio, or video, ICT products like digital quizzes, online evaluations, and games can also be used in language learning [25, 29-31].

Language learning requires the creativity of teachers to be able to carry out learning activities effectively because creativity in the development of teaching materials and media can increase learning motivation in language learning [16,25,32-36]. The media can facilitate the process of delivering material and make the learning process more interesting [16,17,25,33].

The involvement of technology in the learning of Japanese is closely related to the process of learning the four skills of the Japanese language. To support successful Japanese language learning and education, it is necessary to involve technology in the [23,24,37]. Technology has an important role in such involvement because the use of technology can support the development of materials, educational media, and tasks in learning to write, read, listen, and speak Japanese [17,19,32,34].

Research on the use of technology-based learning media in Japanese language learning has been done extensively and has proved to have a positive influence and impact on learning Japanese [38-41]. Earlier research has shown that technology-driven learning media have positive effects such as increased vocabulary mastery, kanji writing and sentence writing skills, Japanese speaking skills, and increased motivation of learners to read Japanese readings [19,23,43].

Many reports on technology, media, and learning Japanese has been done, but there is no publication of research using bibliometric analysis related to Japanese language learning. Bibliometrics is a method that can be used to explore and visualize research and literature trends in various disciplines [44-46]. The research is expected to be a reference for researchers to undertake research and determine research topics in the field of Japanese language education, especially topics related to technology, media, and learning Japanese.

2. Methodology

All bibliographical information from articles that were published between 2018 and 2023 and were indexed by Google Scholar was used in this study. The publish or Perish reference management application (which was accessed on 21 August 2023) is used for data collection. Afterward, the data from the Publish or Perish results will be saved in two formats: *.ris (for data mapping with the VOSviewer program) and *.csv (for data processing in Ms. Excel). After the data collection, we create a scientometric network that maps productivity using the VOSviewer application, a data visualization tool that creates a network from pre-processed data sets. For data searches, the keywords “Japanese Language”, “Japanese Language Learning”, “Japanese Language Education”, “Media”, and "Technology" are utilized. Additional details about the steps taken throughout the bibliometric analysis investigation are provided in Figure 1. Detailed information regarding the bibliometric analysis is explained in previous studies [47-48]. Table 1 shows previous studies on bibliometric analysis.

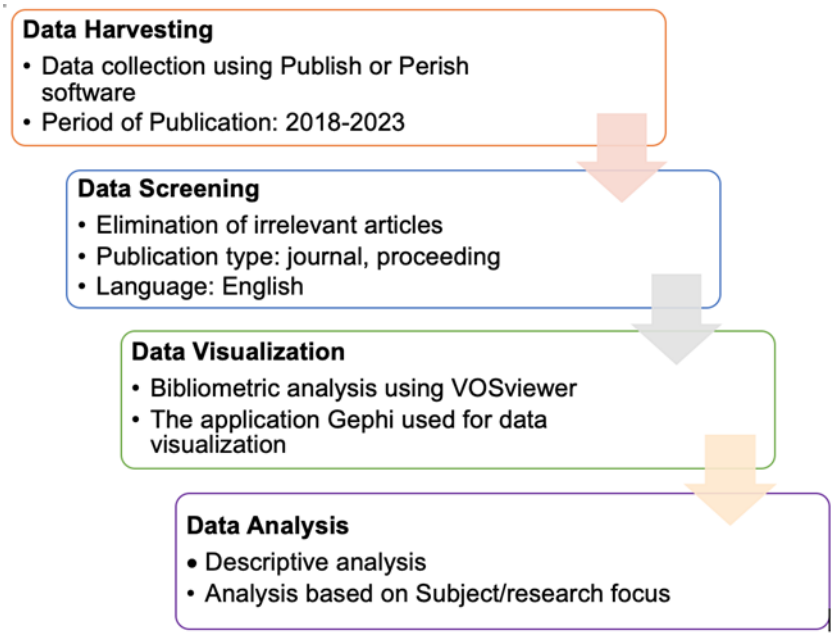

Fig. 1. The steps taken throughout the bibliometric analysis investigation

Table 1
Previous studies on bibliometric analysis

No	Title	Ref.
1	Dental suction aerosol: Bibliometric analysis.	[49]
2	A bibliometric analysis of Covid-19 researches using VOSViewer.	[50]
3	The latest report on the advantages and disadvantages of pure biodiesel (B100) on engine performance: Literature review and bibliometric analysis	[51]
4	A bibliometric analysis of management bioenergy research using VOSviewer application	[52]
5	Oil palm empty fruit bunch waste pretreatment with benzotriazolium-based ionic liquids for cellulose conversion to glucose: Experiments with computational bibliometric analysis	[53]
6	Biomass-based supercapacitors electrodes for electrical energy storage systems activated using chemical activation method: A literature review and bibliometric analysis.	[54]
7	Bibliometric analysis of nano metal-organic frameworks synthesis research in medical science using VOSViewer	[55]
8	Past, current and future trends of salicylic acid and its derivatives: A bibliometric review of papers from the Scopus database published from 2000 to 2021.	[56]
9	Correlation between process engineering and special needs from bibliometric analysis perspectives.	[57]
10	Bibliometric analysis for understanding the correlation between chemistry and special needs education using VOSviewer indexed by Google.	[58]
11	Computing bibliometric analysis with mapping visualization using VOSviewer on “pharmacy” and “special needs” research data in 2017-2021.	[59]
12	Nutritional research mapping for endurance sports: A bibliometric analysis.	[60]
13	Bibliometric and visualized analysis of scientific publications on geotechnics fields.	[61]
14	A bibliometric analysis of computational mapping on publishing teaching science engineering using VOSviewer application and correlation.	[62]
15	What is the correlation between chemical engineering and special needs education from the perspective of bibliometric analysis using VOSviewer indexed by Google Scholar?	[63]
16	Counselling guidance in science education: Definition, literature review, and bibliometric analysis.	[64]
17	Phytochemical profile and biological activities of ethylacetate extract of peanut (Arachis hypogaea L.) stems: In-vitro and in-silico studies with bibliometric analysis.	[65]
18	A bibliometric analysis of materials research in Indonesian journal using VOSViewer	[66]
19	Research trend on the use of mercury in gold mining: Literature review and bibliometric analysis	[67]
20	Bibliometric analysis of educational research in 2017 to 2021 using VOSViewer: Google Scholar indexed research.	[68]
21	Bibliometric analysis of special needs education keyword using VOSviewer indexed by Google Scholar	[69]

Table 1 (continue)
Previous studies on bibliometric analysis

No	Title	Ref.
22	Sustainable development goals (SDGs) in science education: Definition, literature review, and bibliometric analysis.	[70]
23	Computational bibliometric analysis of research on science and Islam with VOSViewer: Scopus database in 2012 to 2022.	[71]
24	Resin matrix composition on the performance of brake pads made from durian seeds: From computational bibliometric literature analysis to experiment.	[72]
25	Bibliometric Analysis of Briquette Research Trends During the Covid-19 Pandemic.	[73]
26	Computational Bibliometric Analysis on Publication of Techno-Economic Education.	[74]
27	How bibliographic dataset portrays decreasing number of scientific publications from Indonesia	[75]
28	Research trends from the Scopus database using keyword water hyacinth and ecosystem: A bibliometric literature review	[76]
29	Bibliometric analysis of high school keyword using VOSviewer indexed by google scholar	[77]
30	How to calculate bibliometric using VOSviewer with Publish or Perish (using Scopus data): Science education keywords	[78]
31	Bibliometric analysis for understanding “science education” for “student with special needs” using VOSViewer	[79]
32	Bibliometric analysis of research development in sports science with VOSViewer.	[80]
33	Bibliometric analysis of engineering research using VOSviewer indexed by Google Scholar	[81]
34	Bibliometric computational mapping analysis of publications on mechanical engineering education using VOSViewer	[82]
35	Introducing ASEAN Journal of Science and Engineering: A Bibliometric Analysis Study	[83]
36	Introducing ASEAN Journal of Science and Engineering Education: A Bibliometric Analysis Study for Understanding Internationalization	[84]
37	Exploring Iron Oxide's Role in Hydrogen Production: Bibliographic and Bibliometric Analysis	[85]
37	How Technology Can Change Educational Research? Definition, Factors for Improving Quality of Education and Computational Bibliometric Analysis	[86]
38	Is Universitas Pendidikan Indonesia Ready for Internationalization? A Bibliometric Analysis in The Science and Technology-Related Publications	[87]
39	Social Impact and Internationalization of “Indonesian Journal of Science and Technology” the Best Journal in Indonesia: A Bibliometric Analysis	[88]
40	Mapping of nanotechnology research in animal science: Scientometric analysis	[89]
41	Strategies in language education to improve science student understanding during practicum in laboratory: Review and computational bibliometric analysis	[90]
42	How language and technology can improve student learning quality in engineering? definition, factors for enhancing students’ comprehension, and computational bibliometric analysis	[91]
43	Involving particle technology in computational fluid dynamics research: A bibliometric analysis	[92]

2.1 Tools and Materials

The first step in conducting a bibliometric analysis is to make the appropriate preparations for the tools and resources to be used in the analysis. Data on search results must be prepared for the following applications: Publish or Perish (PoP), which is used to find and collect article data based on keywords, Microsoft Excel, which is used to analyze and screen search result data, and finally VOSviewer, which is used for visualization and mapping.

2.2 Data Collection

In this step, the information based on the keywords used for publishing trend analysis is gathered. The Publish or Perish program has been used to collect published articles on the topics of “Japanese Language”, “Japanese Language Learning”, “Japanese Language Education”, “Media”, and

"Technology" were gathered. Article data from the most recent five years, from 2018 to 2023, comprise the data collected.

2.3 Data Screening

The research papers gathered during the data collection stage cannot be directly analyzed, thus, data filtering was required. The year of publication has been taken into consideration while sorting the data. And even though an article's publication year is missing, its information is nevertheless included. The articles used as data in this study were sourced from journals and proceedings. 500 papers were gathered in the harvesting data step, and 138 papers were selected while some articles were not used because their metadata was insufficient.

2.4 Data Visualization

To obtain data visualization, data that has been saved in the (*.ris) format is then submitted to the VOSviewer program. The terms in the VOSviewer network mapping visualization are filtered at this stage. The article data is mapped based on the source database. This study uses three different methods of visualization, namely network visualization, overlay visualization, and density visualization.

2.5 Data Analysis

In the last stage, the visualized data was analyzed to provide results that will be discussed in the "results and discussion" section. The data analysis procedure was simplified by using the features of Microsoft Excel.

3. Results and Discussion

3.1 Research Tendency on Japanese Language and Japanese Language Education

The trends in themes and topics raised by research related to Japanese Language and Japanese Language Education can be seen from the findings of which terms appear frequently. The total terms found were 148 terms. In more detail, the 20 most frequently found terms in the Japanese Language and Japanese Language Education research can be seen in Table 2. Of the 20 most frequently appearing terms, the 5 most frequently appearing terms were “Japan”, which appeared 355 times, “Study” 216 times, “Language” as many as 93 times, “Technology” 92 times, and “Education” 86 times.

The data on the 138 terms found can be visualized by showing the relationship between terms as in Figure 2. 138 terms are divided into 7 clusters as follows:

(i) Cluster 1 in red has 28 items including additional language, book, chapter, class, classroom, context, English, English language teaching, foreign language, foreign language teaching, interaction, language, language teaching, learner, learning, motivation, practice, pragmatic, process, research, review, second language, second language acquisition, social medium, task, teaching, theory, and use.

(ii) Cluster 2 in green has 27 items including application, art, artificial intelligence, chatbot, education, education technology, experience, field, foreign language education, future, interest, issue, Japanese culture, Japanese language, Korea, language education, language learning, new

technology, paper, participant, person, systematic review, technology, term, trend, type, and year.

(iii) Cluster 3 in dark blue has 25 items including article, case study, challenge, child, China, development, example, Germany, government, history, industry, Japan, Japanese word, nation, opportunity, period, role, science, society, Taiwan, time, Tokyo, united states, university, and word.

(iv) Cluster 4 in yellow has 24 items including achievement, case, course, east Asia, effort, English medium instruction, higher education, implementation, instruction, Japanese, Japanese student, Japanese university, language teacher, lesson study, level, medium, researcher, school, sense, subject, success, text, volume, and work

(v) Cluster 5 in purple has 19 items including age, analysis, association, COVID, data, financial literacy, group, impact, Japanese government, Japanese person, Japanese population, Japanese society, Japanese version, pandemic, population, present study, relationship, student, and study.

(vi) Cluster 6 in light blue has 11 items including change, country, culture, effect, English language, Finland, inclusive education, need, online, self-efficacy, and teacher.

(vii) Cluster 7 in violet has 4 items including crisis, lesson, number, and world.

Table 2
20 Terms Most Often Found in Japanese Language and Japanese Language Education Research

No	Term	Occurrences
1	Japan	355
2	study	216
3	language	93
4	technology	92
5	education	86
6	student	55
7	learning	51
8	English	47
9	research	43
10	use	38
11	development	37
12	language learning	36
13	covid	35
14	analysis	34
15	course	32
16	medium	32
17	society	32
18	language teaching	31
19	lesson	30
20	teaching	30

The findings of terms in publications on Japanese language and Japanese language education are visualized through density visualization in Figure 3.

Based on the data terms that appear most frequently in Table 2, Figure 2, and Figure 3, it can be seen that the themes or topics that tend to be discussed in research publications on Japanese Language and Japanese Language Education include Japanese language, Japanese language teaching and learning, technology, and media use and development.

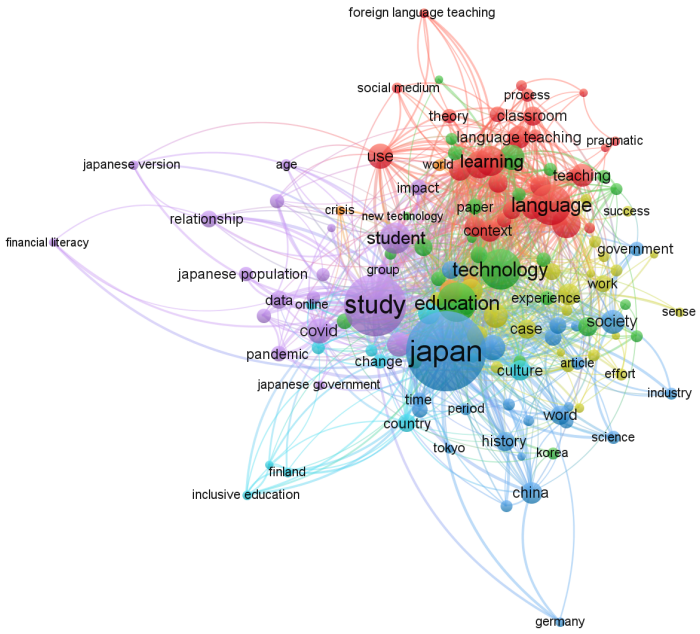

Fig. 2. Network Visualization in Publication on Japanese Language and Japanese Language Education

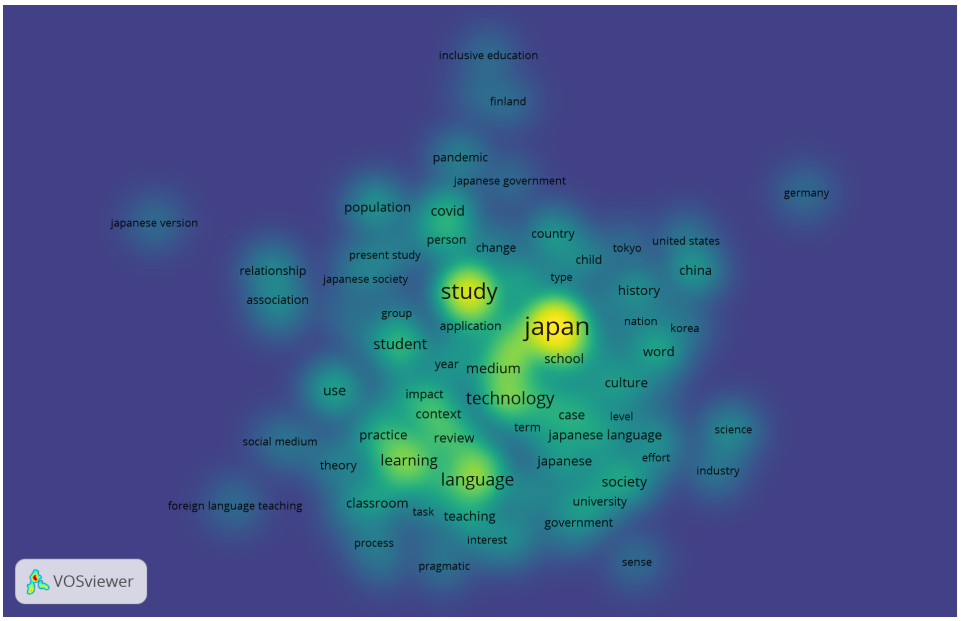

Fig. 3. Density visualization from research publications related to Japanese, technology, media, and Japanese Language Learning

3.2 Technology Implementation in Japanese Language Education Media Use in Japanese Language Learning

Language learning requires learning media that can attract students' interest in understanding and extending the material [34,93-94], because when learning a language, the learning experience will be more enjoyable and the material will be easier to understand if it is accompanied by illustrations, images, photos, and videos [34,96-100]. Language learning requires material that is

presented in interesting learning media to facilitate communicative and collaborative teaching and learning approaches [93-94,99-100].

As with language learning in general, the use of media in learning Japanese also has a positive influence and impact [38-42]. Learning media has a positive impact on Japanese language learning activities, such as increasing vocabulary mastery, the ability to write kanji and writing sentences, as well as increasing their motivation to read Japanese literature [38-39].

Learning media used in language learning in general and in Japanese language learning have various forms, such as text textbooks, images, diagrams, videos, audio, PowerPoint presentation, software, etc [101-104]. Based on the results of harvesting data, it is known that 183 studies discussed the use and types of language learning media. The types of learning media are stated in Table 3. The 3 types of media most discussed in research are media in the form of applications with 56 studies, media in the form of multimedia with 53 studies, and media in the form of games with 20 studies.

Table 3
Types of Learning Media in Language Learning

No	Type of Media	Amount of Article
1	Game	20
2	Application	56
3	Animation	9
4	Multimedia	53
5	Comic	11
6	Culture	2
7	Book	13
8	Card	3
9	Movie	5
10	Audio	3
11	Video	1
12	Sport	1
13	Image	1
14	Origami	1
15	Dance	1
16	Dakwah	2
17	Photo	1

By searching for the keywords “Japanese language”, “Japanese language learning”, “Media”, “Learning media”, and Technology”, data was obtained showing that as many as 67 research publications were research related to learning media used in Japanese language learning. From the 17 types of learning media in language learning in Table 2, several types of media are often used. The types of media most used in Japanese language learning are as follows.

(i) Multimedia [19,102,105-114]. Combining multimedia with text-based materials or textbook learning can increase the effectiveness of Japanese language learning [109-110,115]. That combination allows students to study Japanese thoroughly and in-depth to improve their proficiency in Japanese [114].
(ii) Application [10,27,95,116-132]. Using application as a medium for Japanese language learning makes learning easier and more effective [8,117-118]. Application has a variety of convenience, flexibility, interactivity, and a variety of material resources to help students acquire four Japanese language skills effectively [130].
(iii) Anime [133-137]. Using anime as a medium for Japanese language learning can be a fun and effective learning approach [136-140], especially for students who like anime as a source for

learning Japanese. Anime can be used as a learning medium to train listening skills, vocabulary knowledge, pronunciation skills, and understanding of Japanese culture.

(iv) Manga (Japanese Comics) [139-143]. Manga (Japanese comics) as a learning medium must be used with other learning media such as textbooks, audio, and videos [140, 142-143]. Through Rich Visual Context using Authentic Language, manga can be used in Japanese language learning to improve vocabulary knowledge, reading ability, and understanding of Japanese grammar [139].

(v) Game [144-154]. Learning media in the form of games can be used to practice Japanese language skills in an interactive and challenging atmosphere [148-149]. Games increase student involvement and motivation in learning [150-154] because interesting and fun games can increase student motivation to learn Japanese [155-157]. The existence of achievements, competition, and progress in a game can also make students actively involved in the learning process.

Based on searching for the keywords "Japanese", "Japanese Language Learning", "Media", "Learning Media", and Technology", it is known that the publication of articles related to the field of Technology / Media in the Japanese Language highlights the importance of using diverse learning media as effective, innovative and interesting learning media. The use of learning media combined with text-based materials or textbooks allows students to have an immersive and thorough learning experience, thus improving their understanding of the Japanese language. It is important to adjust the advantages of each type of learning media to students' preferences and interests because the use of appropriate learning media has a significant impact on the effectiveness of the Japanese language learning process. Innovations in the use of learning media can increase flexibility, and interactivity of learning to make the process of learning Japanese more accessible and effective.

3.3 Use of Technology-Based Learning Media in Japanese Language Learning

Technological developments in learning have an impact on foreign language learning, including Japanese language learning [22,19,27,94]. Currently, learning Japanese involves a lot of technology in the use of learning media [93,94,158-159]. The involvement of technology in learning media generally takes the form of e-books, PowerPoint, audio-visual media in the form of YouTube videos, and audio that can be accessed from popular applications such as podcasts, Spotify, iTunes, etc [6,115,159-163].

Of the 67 research publications related to the use of media in Japanese language learning, there are 64 studies that more specifically discuss the use of technology-based learning media. Data on the types of technology-based learning media used in Japanese language learning can be seen in Table 4.

From the 17 types of technology-based learning media discussed in research publications related to Japanese language learning in Table 3, media in the form of applications is the most widely discussed type of media (15 articles). Next, the most technology-based learning media discussed in research publications are multimedia learning media with 17 articles, anime (Japanese cartoons) as learning media with 7 articles, games with 7 articles, and social media with 7 articles. The types of technology-based media most used in Japanese language learning are as follows:

(i) Application [164-174]. As explained in the previous section, applications as a medium for Japanese language learning provide various conveniences to make learning more flexible and interactive [171-172]. As one of the technology-based learning media that appears most often in research publications, applications have various types that can be adapted to Japanese language learning materials. The types of applications that appear in research publications on Japanese

language learning are vocabulary applications [166,171,174], translation applications [173] and audio and video player applications.

(ii) Multimedia [19,169, 175-184]. Similar to the findings in the previous section, multimedia media is also widely discussed in research publications related to technology-based learning media in Japanese language learning. Multimedia as a basic product of technology-based learning media [170,183] is still widely used by Japanese language teachers [106] because the combination of audio and visual media is still an interesting feature that can increase students' interest in learning [96].

(iii) Anime [133-134, 185-189]. Anime is one of the audio-visual-based Japanese pop culture products that are available and widely distributed on digital platforms, making it one of the right choices to use as a technology-based Japanese language learning medium [133]. The audio-visual features of anime can develop listening and speaking skills because students will become familiar with Japanese pronunciation and intonation [134]. By using anime as a learning medium, teachers can introduce new vocabulary related to various themes from the anime used [188]. Thus, vocabulary mastery can increase.

(iv) Games [144,146,190-192]. Game features can be used in the context of gamification to maintain student motivation and interest, facilitate communication, and improve Japanese learning success. Even so, the effectiveness of using games in learning can vary, depending on the design of the type of game, as well as student preferences. Therefore, it is important to adjust the selection of games to the learning materials and interests of students to support the four Japanese language skills and achieve Japanese learning targets or achievements.

(v) Social Media [181,193-196]. SNS can create collaborative learning [193]. Thus, teachers and students can collaborate and discuss to support the improvement of Japanese language skills. The "affordability" nature of SNS is one of the factors to support the improvement of language skills, especially when using gadgets in learning. SNS has a positive impact on Japanese language learning activities, such as increasing vocabulary mastery, the ability to write kanji and writing sentences, and increasing their motivation to read Japanese texts [39].

Table 4
Types of technology-based learning media used in Japanese language learning

No	Types of technology-based media	Amount of article
1	Virtual Reality	1
2	Game	7
3	UI/UX Design Application	1
4	Vocabulary Application	5
5	Translation Application	2
6	Online Meeting Application	3
7	Video Player Application	2
8	UI Framework Application	1
9	Anime	7
10	Movie	3
11	Online Comics	2
12	Audio Player Application	1
13	Multimedia	17
14	Social Media	7
15	Augmented Reality	2
16	Online Video Application	2
17	Photo	1

Research publications related to the use of technology-based learning media in Japanese language learning provide an overview of the development of technology-based learning media in Japanese language education that is dynamic following the times and technology. The findings in the research publication revealed that technology-based media combined with certain learning methods and approaches are widely used to improve Japanese language learning outcomes, giving birth to the types of technology-based learning media that are popularly used. The variety of types of technology-based learning media makes Japanese language learning more accessible, and interesting, and following students' interests and preferences.

4. Conclusions

This study aims to examine growth trends in the field of Technology/Media in Japanese Language Learning research from 2018 to 2023. Bibliometric analysis and theoretical analysis are used as research techniques. The stages of the research are as follows: (i) harvesting; (ii) screening; (iii) visualizing; and (iv) analysing data published results. In the search results, the terms “Japan” appeared 355 times, “Study” as many as 216 times, “Language” as many as 93 times, “Technology” as many as 92 times, and “Education” as many as 86 times. Based on the results of harvesting data about the use of media in learning Japanese, the 3 types of media most discussed in the research are applications with 56 studies, multimedia with 53 studies, and games with 20 studies. In the search results research publications related to technology-based learning media, are multimedia learning media with 17 articles, anime (Japanese cartoons) as learning media with 7 articles, games with 7 articles, and social media with 7 articles. As the results of this research, publication related to technology and media in Japanese language education is a growing trend that will lead to more research in the coming years. This study identifies opportunities for future research and pedagogical advances in Japanese language learning. Thus, it can become a source of information about innovation research in Japanese language education.

References

[1] Kato, Kumi, and Yumiko Horita. "Tourism research on Japan—overview on major trends: Japanese and English-language materials." *Tourism Planning and Development* 15, no. 1 (2018): 3-25. https://doi.org/10.1080/21568316.2017.1325392

[2] Huang, Wenhong, and Dezheng Feng. "Exploring the dynamics of motivation for learning Japanese among Chinese learners: An elicited metaphor analysis." *Journal of Multilingual and Multicultural Development* 40, no. 7 (2019): 605-617. https://doi.org/10.1080/01434632.2019.1571071

[3] Mori, Junko, Atsushi Hasegawa, Jisuk Park, and Kimiko Suzuki. "On goals of language education and teacher diversity." *Japanese Language and Literature* 54, no. 2 (2020): 267-304. http://dx.doi.org/10.5195/jll.2020.131

[4] Bosio, Emiliano. "Global human resources or critical global citizens? An inquiry into the perspectives of Japanese university educators on global citizenship education." *Prospects* (2021): 1-18. https://doi.org/10.1007/s11125-021-09566-6

[5] Glushchenko, Valery V. "Structure mechanism of formation of a new world economic order in the conditions of recovery from the global crisis." *ASEAN Journal of Economic and Economic Education* 1, no. 2 (2022): 101-110.

[6] Wang, Dan, Terh Jing Khoo, and Zhangfei Kan. “Exploring the Application of Digital Data Management Approach for Facility Management in Shanghai’s High-Rise Buildings”. *Progress in Energy and Environment* 13 (2020):1-15. https://www.akademiabaru.com/submit/index.php/progee/article/view/1063.

[7] Jie, C Y, and N Mat Ali. “COVID-19: What are the Challenges of Online Learning? A Literature Review”, *International Journal of Advanced Research in Future Ready Learning and Education* 23, no 1 (2021): 23–29. https://www.akademiabaru.com/submit/index.php/frle/article/view/3960

[8] Masrom, Maslin, Mohd Nazry Ali, Wahyunah Ghani, and Amirul Haiman Abdul Rahman. “The ICT Implementation in the TVET Teaching and Learning Environment During the COVID-19 Pandemic”. *International Journal of Advanced Research in Future Ready Learning and Education* 28, no 1 (2022): 43-49. https://www.akademiabaru.com/submit/index.php/frle/article/view/4547

[9] Roslan, Nur Widad, Normaliza Abd Rahim, Nur Maisarah Roslan, and Siti Nur Aliaa Roslan. "Students' Presupposition towards Incooperating AI (Artifical Intelligence) Technology in Virtual and Face-to-Face Classes". *International Journal of Advanced Research in Future Ready Learning and Education* 27, no.1 (2022): 16-19. https://www.akademiabaru.com/submit/index.php/frle/article/view/4515
[10] Haristiani, Nuria, and Mumu Muhamad Rifa'i. "Combining chatbot and social media: Enhancing personal learning environment (PLE) in language learning." *Indonesian Journal of Science and Technology* 5, no. 3 (2020): 487-506. https://doi.org/10.17509/ijost.v5i3.28687
[11] Shaturaev, Jakhongir, and Khakimova Khulkar Khamitovna. "A computer-based approach to teaching foreign languages." *ASEAN Journal of Educational Research and Technology* 2, no. 2 (2023): 89-98.
[12] Ota, Hiroshi. "Internationalization of higher education: Global trends and Japan's challenges." Educational Studies in Japan 12 (2018): 91-105. https://doi.org/10.7571/esjkyoiku.12.91
[13] Hashimoto, Kayoko. "Cool Japan and Japanese language: Why does Japan need "Japan fans"?." *Japanese language and soft power in Asia* (2018): 43-62. https://doi.org/10.1007/978-981-10-5086-2_3
[14] Hayes, Carol, Ikuko Nakane, Nagisa Fukui, Masanori Nagami, Masayoshi Ogino, and E. Otsuji. "Are 'advanced'Japanese language programs sustainable? A look at Australia, New Zealand and Singapore." *Melbourne Asia Review* (2021). http://dx.doi.org/10.37839/MAR2652-550X7.17
[15] Kusumawati, Mutia. "An inquiry on japanese language education in Indonesia: A focus on the curriculum and its' implementation." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 4, no. 1 (2019): 1-6. http://dx.doi.org/10.17509/japanedu.v4i1.16658
[16] Sutiyarti, Ulfah, Emaliana, Ive, and Putra, Edy. "Kumori: Teaching media for interactive japanese language learning". *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 4, no. 1 (2019). 74-83. 10.17509/japanedu.v4i2.18060. http://dx.doi.org/10.17509/japanedu.v4i2.18060
[17] Dewanty, Via Luviana, Dewi Kusrini, and Renindra Atsilah Putri. "Literature Review: Penggunaan komik dalam pembelajaran bahasa asing untuk pengembangan media ajar bahasa Jepang berfokus pada bentuk dan tampilan komik." *Chi'e: Journal of Japanese Learning and Teaching* 10, no. 1 (2022): 1-10. https://doi.org/10.15294/chie.v10i1.48541
[18] Putra, Jeni. "Re-discussion on the relation between nihonjijou course and cultivation of intercultural communication competence: Indonesian case". JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang. 4 (2019): 46. https://doi.org/10.17509/japanedu.v4i1.16759
[19] Judiasri, Melia Dewi, Noviyanti Aneros, and Herniwati Herniwati. "Using vlog in shokyu kaiwa's course to improve students' speaking ability." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 4, no. 2 (2019): 115-125. http://dx.doi.org/10.17509/japanedu.v4i2.19534
[20] Arrasyid, Riko, Iwan Setiawan, and Dede Sugandi. "Developing learning media based on Geographic Information System for geography subject in senior high schools." *Jurnal Pendidikan Ilmu Sosial* 28, no. 1 (2019): 1-7. http://dx.doi.org/10.17509/jpis.v28i1.12163
[21] Lim, Jun Rong Nigel, Sonny Rosenthal, Ye Jun Marcius Sim, Zhao-Yi Lim, and Kai Rong Oh. "Making online learning more satisfying: the effects of online-learning self-efficacy, social presence and content structure." *Technology, Pedagogy and Education* 30, no. 4 (2021): 543-556. https://doi.org/10.1080/1475939X.2021.1934102
[22] Rasiban, Linna Meilia, Amalia Rahmayanti, Renariah Renariah, and Dedi Sutedi. "The use of Japanese loanwords in culinary content on Instagram." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 6, no. 1 (2021): 68-76. http://dx.doi.org/10.17509/japanedu.v6i1.30177
[23] Sukmara, Rina. "Project Based Learning (PBL) Implementation for Improving Japanese Language Grammar Competence in Virtual Classroom." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 6, no. 1 (2021): 77-82. http://dx.doi.org/10.17509/japanedu.v6i1.29746
[24] Asmarani, Dhaniar. "Application of differentiated instruction on Japanese language proficiency test to build students' awareness of lifelong learning." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 6, no. 2 (2021): 120-127. http://dx.doi.org/10.17509/japanedu.v6i2.36808
[25] Buhori, Rezuan Azlina Nur, and Rita Agustina Karnawati. "The implication of Educandy learning media on students' learning outcomes in Japanese learning." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 7, no. 1 (2022): 55-63. https://doi.org/10.17509/japanedu.v7i1.39049
[26] Salisah, Talin, and Nani Sunarni. "Embbed dajare word play process in "Shirokuma Café"." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 5, no. 1 (2020): 15-22. http://dx.doi.org/10.17509/japanedu.v5i1.23115
[27] Rifai, Mumu Muhammad, Nuria Haristiani, and Dianni Risda. "Gengobot: Chatbot application to enhance N4 Level Students' Japanese grammar ability." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 5, no. 2 (2020): 134-141. https://doi.org/10.17509/japanedu.v5i2.30428
[28] Sanni, Abdulhameed Muhammed. "ICT tools for teaching the Arabic language." *ASEAN Journal of Religion, Education, and Society* 2, no. 2 (2023): 67-74.

[29] Mulatsih, Bekti. "Application of google classroom, google form and quizizz in chemical learning during the covid-19 pandemic." *Ideguru: Jurnal Karya Ilmiah Guru* 5, no. 1 (2020): 16-26. https://doi.org/10.51169/ideguru.v5i1.129
[30] Resha, Firdhani, Dian Bayu Firmansyah, and Eko Kurniawan. "Kuchiguse in the Nintendo Switch Console Game-Study of Onomatopoeic in "Atsumare: Doubutsu no Mori"." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 6, no. 1 (2021): 26-39. https://doi.org/10.17509/japanedu.v6i1
[31] Adeoye, Moses Adeleke. "Advancing 21st-century creativity and innovation into Japanese educational system". *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 8, no. 1 (2023): 36-39. https://doi.org/10.17509/japanedu.v8i1.57979
[32] Kohnke, Lucas. "Using comic strips to stimulate student creativity in language learning." *Tesol Journal* 10, no. 2 (2018): 1-5. http://dx.doi.org/10.1002/tesj.419
[33] Fairuzzahra, Nabila Vina. "Mediascapes of Japanese culture in Chinese Drama Series: Adaptations of Zhao Qianqian works." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 5, no. 2 (2020): 96-110. http://dx.doi.org/10.17509/japanedu.v5i2.23730
[34] Kusrini, Dewi, Via Luviana Dewanty, Amalia Putri, and Renindra Atsilah Putri. "Development of Comic Books as Teaching Media for Japanese Language Learners in Indonesian High Schools." In *Fifth International Conference on Language, Literature, Culture, and Education (ICOLLITE 2021)*, pp. 199-204. Atlantis Press, 2021. https://doi.org/10.2991/assehr.k.211119.031
[35] Jamiu, Lateef Adebowale. "The weaknesses of the curriculum in the teaching of Arabic (a Muslim language) as a foreign language." *ASEAN Journal of Religion, Education, and Society* 1, no. 1 (2022): 31-38.
[36] Jamiu, Lateef Adebowale. "Linguistics and Semantics Difficulties in Arabic Language Among Senior Secondary Schools in Ekiti, Nigeria." *ASEAN Journal of Religion, Education, and Society* 2, no. 1 (2023): 1-8.
[37] Aisyah, Siti, and Lisda Nurjaleka. "The Use of Firaa in "Marugoto: Japanese Language and Culture" Textbooks for Beginner (A1) and Elementary (A2) Levels." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 7, no. 1: 10-17. https://doi.org/10.17509/japanedu.v7i1.40544
[38] Matsushita, Yumiko, Keiko Nishihana, and Tadashi Sakamoto. "The Usage of SNS in Japanese Language Education and Japanese Language Acquisition Research–The present state and the future." *Journal of Japanese Culture* 77 (2018): 233-250. http://doi.org/10.21481/jbunka..77.201805.233
[39] Tamara, Astrid, and Makoto Shishido. "Development of E-Learning System for Learning Japanese Based on Gamification Theory and Measurement of its Effect." (2020).
[40] Hermawan, Dhevi Amalia, Djodjok Soepardjo, and urip Zaenal Fanani. "Pemanfaatan Youtube Sebagai Media Pembelajaran Bahasa Jepang di SMAN 10 Malang Pada Masa Pandemi Covid-19." *Chi'e: Journal of Japanese Learning and Teaching* 9, no. 2 (2021): 76-86. https://doi.org/10.15294/chie.v9i2.45982
[41] Leung, Tin Nok, Yin Ming Hui, Canon KL Luk, Dickson KW Chiu, and Kevin KW Ho. "Evaluating Facebook as aids for learning Japanese: learners' perspectives." *Library Hi Tech* ahead-of-print (2022). https://doi.org/10.1108/LHT-11-2021-0400
[42] Mamat, Roslina, Roswati Abdul Rashid, Rokiah Paee, and Normah Ahmad. "VTubers and anime culture: A case study of Japanese learners in two public universities in Malaysia." *International Journal of Health Sciences* II (2022): 11958-11974. http://dx.doi.org/10.53730/ijhs.v6nS2.8231
[43] Oktaviany, Feny, Frida Philiyanti, and Viana Meilani Prasetio. "Implementation of Active Knowledge Sharing Strategy in Intermediate Level Dokkai through Scientific Approach." *Japanedu: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 5, no. 1 (2020): 9-14. https://doi.org/10.17509/japanedu.v5i1.23757
[44] Nandiyanto, Asep Bayu Dani, Dwi Novia Al Husaeni, Dwi Fitria Al Husaeni, Ida Hamidah, Bunyamin Maftuh, and M. Solehuddin. "Is Universitas Pendidikan Indonesia Ready for Internationalization? A Bibliometric Analysis in The Science and Technology-Related Publications." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 32, no. 2 (2023): 14-29. https://doi.org/10.37934/araset.32.2.1429
[45] Nandiyanto, Asep Bayu Dani, Dwi Novia Al Husaeni, and Dwi Fitria Al Husaeni. "Introducing ASEAN Journal of Science and Engineering: A Bibliometric Analysis Study." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 31, no. 3 (2023): 173-190. https://doi.org/10.37934/araset.31.3.173190
[46] Nandiyanto, Asep Bayu Dani, Dwi Fitria Al Husaeni, and Dwi Novia Al Husaeni. "Social Impact and Internationalization of "Indonesian Journal of Science and Technology" the Best Journal in Indonesia: A Bibliometric Analysis." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 32, no. 2 (2023): 42-59. https://doi.org/10.37934/araset.32.2.4259
[47] Al Husaeni, Dwi Fitria, and Asep Bayu Dani Nandiyanto. "Bibliometric using Vosviewer with Publish or Perish (using google scholar data): From step-by-step processing for users to the practical examples in the analysis of digital learning articles in pre and post Covid-19 pandemic." *ASEAN Journal of Science and Engineering* 2, no. 1 (2022): 19-46.

[48] Azizah, Nissa Nur, Rina Maryanti, and Asep Bayu Dani Nandiyanto. "How to search and manage references with a specific referencing style using google scholar: From step-by-step processing for users to the practical examples in the referencing education." *Indonesian Journal of Multidiciplinary Research* 1, no. 2 (2021): 267-294. https://doi.org/10.17509/ijomr.v1i2.37694
[49] Ramadhan, Doni Fajar, Azhar Muhammad Fabian, and Hendri Maja Saputra. "Dental suction aerosol: Bibliometric analysis." *ASEAN Journal of Science and Engineering* 2, no. 3 (2022): 295-302.
[50] Hamidah, Ida, Sriyono Sriyono, and Muhammad Nur Hudha. "A bibliometric analysis of Covid-19 research using VOSviewer." *Indonesian Journal of Science and Technology* (2020): 34-41. https://doi.org/10.17509/ijost.v5i2.24522
[51] Setiyo, Muji, Dori Yuvenda, and Olusegun David Samuel. "The concise latest report on the advantages and disadvantages of pure biodiesel (B100) on engine performance: Literature review and bibliometric analysis." *Indonesian Journal of Science and Technology* 6, no. 3 (2021): 469-490. https://doi.org/10.17509/ijost.v6i3.38430
[52] Soegoto, Herman, Eddy Soeryanto Soegoto, Senny Luckyardi, and Agis Abhi Rafdhi. "A bibliometric analysis of management bioenergy research using VOSviewer application." *Indonesian Journal of Science and Technology* 7, no. 1 (2022). https://doi.org/10.17509/ijost.v7i1.43328
[53] Mudzakir, Ahmad, Karina Mulya Rizky, Heli Siti Halimatul Munawaroh, and Dhesy Puspitasari. "Oil palm empty fruit bunch waste pretreatment with benzotriazolium-based ionic liquids for cellulose conversion to glucose: Experiments with computational bibliometric analysis." *Indonesian Journal of Science and Technology* 7, no. 2 (2022): 291-310. https://doi.org/10.17509/ijost.v7i2.50800
[54] Hamidah, Ida, Ramdhani Ramdhani, Apri Wiyono, Budi Mulyanti, Roer Pawinanto, Asep Nandiyanto, Marcus Diantoro, Brian Yuliarto, Jumril Yunas, and Andrivo Rusydi. "Biomass-based supercapacitors electrodes for electrical energy storage systems activated using chemical activation method: A Review." *Available at SSRN 4480419*.
[55] Shidiq, Andika Purnama. "A bibliometric analysis of nano metal-organic frameworks synthesis research in medical science using VOSviewer." *ASEAN Journal of Science and Engineering* 3, no. 1 (2023): 31-38.
[56] Ruzmetov, Abrorbek, and Aziz Ibragimov. "Past, current and future trends of salicylic acid and its derivatives: A bibliometric review of papers from the Scopus database published from 2000 to 2021." *ASEAN Journal for Science and Engineering in Materials* 2, no. 1 (2023): 53-68.
[57] Nordin, Nik Abdul Hadi Md. "Correlation between process engineering and special needs from bibliometric analysis perspectives." *ASEAN Journal of Community and Special Needs Education* 1, no. 1 (2022): 9-16.
[58] Bilad, Muhammad Roil. "Bibliometric analysis for understanding the correlation between chemistry and special needs education using VOSviewer indexed by google." *ASEAN Journal of Community and Special Needs Education* 1, no. 2 (2022): 61-68.
[59] Sudarjat, Hadi. "Computing bibliometric analysis with mapping visualization using VOSviewer on “pharmacy” and “special needs” research Data in 2017-2021." *ASEAN Journal of Community and Special Needs Education* 2, no. 1 (2023): 1-8.
[60] Firdaus, Ivan Rivan, Mona Fiametta Febrianty, Patriana Nurmansyah Awwaludin, Marisa Noviyanti Fajrah Ilsya, Yudi Nurcahya, and Kuston Sultoni. "Nutritional research mapping for endurance sports: A bibliometric analysis." *ASEAN Journal of Physical Education and Sport Science* 2, no. 1 (2023): 23-38.
[61] Mulyawati, Isah Bela, and Doni Fajar Ramadhan. "Bibliometric and visualized analysis of scientific publications on geotechnics fields." *ASEAN Journal of Science and Engineering Education* 1, no. 1 (2021): 37-46. https://doi.org/10.17509/ajsee.v1i1.32405
[62] Nordin, Nik Abdul Hadi Md. "A bibliometric analysis of computational mapping on publishing teaching science engineering using VOSviewer application and correlation." *Indonesian Journal of Teaching in Science* 2, no. 2 (2022): 127-138.
[63] Wirzal, Mohd Dzul Hakim, and Zulfan Adi Putra. "What is the correlation between chemical engineering and special needs education from the perspective of bibliometric analysis using VOSviewer indexed by google scholar." *Indonesian Journal of Community and Special Needs Education* 2, no. 2 (2022): 103-110. https://doi.org/10.17509/ijcsne.v2i2.44581
[64] Solehuddin, M., M. Muktiarni, Nur Indri Rahayu, and Rina Maryanti. "Counseling guidance in science education: Definition, literature review, and bibliometric analysis." *Journal of Engineering Science and Technology* 18 (2023): 1-13.
[65] Sahidin, Idin, N. Nohong, Marianti A. Manggau, A. Arfan, W. Wahyuni, Iren Meylani, M. Hajrul Malaka, Nur Syifa Rahmatika, Agung W. M. Yodha, Nur Upik En Masrika, Abdulkadir Kamaluddin, Andini Sundowo, Sofa Fajriah, Rathapon Asasutjarit, Adryan Fristiohady, Rina Maryanti, Nur Indri Rahayu, M. Muktiarni, "Phytochemical profile and biological activities of ethylacetate extract of peanut (Arachis hypogaea L.) stems: In-vitro and in-silico studies

with bibliometric analysis." *Indonesian Journal of Science and Technology* 8, no. 2 (2023): 217-242. https://doi.org/10.17509/ijost.v8i2.54822

[66] Nandiyanto, Asep Bayu Dani, and Dwi Fitria Al Husaeni. "A bibliometric analysis of materials research in Indonesian journal using VOSviewer." *Journal of Engineering Research* 9, no. ASSEEE (2021): 1-16. https://doi.org/10.36909/jer.ASSEEE.16037

[67] Nandiyanto, Asep Bayu Dani, Risti Ragadhita, Dwi Novia Al Husaeni, and Willy Cahya Nugraha. "Research trend on the use of mercury in gold mining: Literature review and bibliometric analysis." *Moroccan Journal of Chemistry* 11, no. 1 (2023): 11-1. https://doi.org/10.48317/IMIST.PRSM/morjchem-v11i1.36576

[68] Al Husaeni, Dwi Fitria, Asep Bayu Dani Nandiyanto, and Rina Maryanti. "Bibliometric analysis of educational research in 2017 to 2021 using VOSviewer: Google scholar indexed research." *Indonesian Journal of Teaching in Science* 3, no. 1 (2023): 1-8. https://doi.org/10.17509/ijcsne.v3i1.43181

[69] Al Husaeni, Dwi Novia, Asep Bayu Dani Nandiyanto, and Rina Maryanti. "Bibliometric analysis of special needs education keyword using VOSviewer indexed by google scholar." *Indonesian Journal of Community and Special Needs Education* 3, no. 1 (2023): 1-10. https://doi.org/10.17509/ijcsne.v3i1.43181

[70] Maryanti, Rina, Nur Indri Rahayu, M. Muktiarni, Dwi Fitria Al Husaeni, Achmad Hufad, S. Sunardi, and Asep Bayu Dani Nandiyanto. "Sustainable development goals (SDGs) in science education: Definition, literature review, and bibliometric analysis." *Journal of Engineering Science and Technology* 17 (2022): 161-181.

[71] Al Husaeni, Dwi Fitria, and Dwi Novia Al Husaeni. "Computational bibliometric analysis of research on science and Islam with VOSviewer: Scopus database in 2012 to 2022." *ASEAN Journal of Religion, Education, and Society* 1, no. 1 (2022): 39-48. https://doi.org/10.56294/dm202282

[72] Nandiyanto, Asep Bayu Dani, Dwi Novia Al Husaeni, Risti Ragadhita, Meli Fiandini, Dwi Fitria Al Husaeni, and Muhammad Aziz. "Resin matrix composition on the performance of brake pads made from durian seeds: From computational bibliometric literature analysis to experiment." *Automotive Experiences* 5, no. 3 (2022): 328-342. https://doi.org/10.31603/ae.6852

[73] Al Husaeni, Dwi Novia. "Bibliometric analysis of briquette research trends during the Covid-19 pandemic." *ASEAN Journal for Science and Engineering in Materials* 1, no. 2 (2022): 99-106. https://doi.org/10.56294/dm202282

[74] Ragadhita, Risti, and Asep Bayu Dani Nandiyanto. "Computational bibliometric analysis on publication of techno-economic education." *Indonesian Journal of Multidiciplinary Research* 2, no. 1 (2022): 213-222. https://doi.org/10.17509/ijomr.v2i1.43180

[75] Nandiyanto, Asep Bayu Dani, Muhammad Kunta Biddinika, and Farid Triawan. "How bibliographic dataset portrays decreasing number of scientific publication from Indonesia." *Indonesian Journal of Science and Technology* 5, no. 1 (2020): 154-175. https://doi.org/10.17509/ijost.v5i1.22265

[76] Nandiyanto, Asep Bayu Dani Meli Fiandini, and Dwi Novia Al Husaeni. "Research trends from the scopus database using keyword water hyacinth and ecosystem: A bibliometric literature review." *ASEAN Journal of Science and Engineering* 4, no. 1 (2024): 33-48. https://doi.org/10.17509/ajse.v4i1.60149

[77] Al Husaeni, Dwi Novia, and Asep Bayu Dani Nandiyanto. "Bibliometric analysis of high school keyword using VOSviewer indexed by google scholar." *Indonesian Journal of Educational Research and Technology* 3, no. 1 (2023): 1-12. https://doi.org/10.17509/ijcsne.v3i1.43181

[78] Al Husaeni, Dwi Novia, and Dwi Fitria Al Husaeni. "How to Calculate Bibliometric Using VOSviewer with Publish or Perish (Using Scopus Data): Science Education Keywords." *Indonesian Journal of Educational Research and Technology* 2, no. 3: 247-274.

[79] Nursaniah, Sofi Septiani Julaeha, and Asep Bayu Dani Nandiyanto. "Bibliometric Analysis for Understanding "Science Education" for "Student with Special Needs" using VOSviewer." *ASEAN Journal of Community and Special Needs Education* 2, no. 1 (2023): 45-54.

[80] Al Husaeni, Dwi Novia. "Bibliometric analysis of research development in sports science with VOSviewer." *ASEAN Journal of Physical Education and Sport Science* 2, no. 1 (2023): 9-16. https://doi.org/10.56294/dm202282

[81] Nandiyanto, Asep Bayu Dani and Dwi Fitria Al Husaeni. "Bibliometric analysis of engineering research using vosviewer indexed by google scholar." *Journal of Engineering Science and Technology* 17, no. 2 (2022): 883-894.

[82] Al Husaeni, Dwi Fitria and Asep Bayu Dani Nandiyanto. "Bibliometric computational mapping analysis of publications on mechanical engineering education using vosviewer." *Journal of Engineering Science and Technology* 17, no. 2 (2022): 1135-1149.

[83] Nandiyanto, Asep Bayu Dani, Dwi Novia Al Husaeni, and Dwi Fitria Al Husaeni. "Introducing ASEAN Journal of Science and Engineering: A bibliometric analysis study." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 31, no. 3 (2023): 173-190. https://doi.org/10.37934/araset.31.3.173190

[84] Al Husaeni, Dwi Novia, Dwi Fitria Al Husaeni, Asep Bayu Dani Nandiyanto, and Abdulkareem Sh Mahdi Al-Obaidi. "Introducing ASEAN Journal of Science and Engineering Education: A bibliometric analysis study for understanding internationalization." *Data and Metadata* 1 (2022): 43-43. https://doi.org/10.56294/dm202282.

[85] Nandiyanto, Asep Bayu Dani, Risti Ragadhita, Meli Fiandini, Dwi Novia Al Husaeni, and Muhammad Aziz. "The role of iron oxide in hydrogen production: Theory and bibliometric analyses." *Moroccan Journal of Chemistry* 11, no. 04 (2023): 11-4. https://doi.org/10.48317/IMIST.PRSM/morjchem-v11i04.41591.

[86] Al Husaeni, Dwi Fitria, Dwi NoviaAl Husaeni, Asep Bayu Dani Nandiyanto, Mauhibur Rokhman, Saefuddin Chalim, Jiraporn Chano, Abdulkareem Sh Mahdi Al-Obaidi, and Martin Roestamy. "How technology can change educational research? definition, factors for improving quality of education and computational bibliometric analysis." *ASEAN Journal of Science and Engineering* 4, no. 2 (2024): 127-166. https://doi.org/10.17509/ajse.v4i2.

[87] Nandiyanto, Asep Bayu Dani, Dwi Novia Al Husaeni, Dwi Fitria Al Husaeni, Ida Hamidah, Bunyamin Maftuh, and M. Solehuddin. "Is Universitas Pendidikan Indonesia ready for internationalization? A bibliometric analysis in the science and technology-related publications." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 32, no. 2 (2023): 14-29. https://doi.org/10.37934/araset.32.2.1429.

[88] Nandiyanto, Asep Bayu Dani, Dwi Fitria Al Husaeni, and Dwi Novia Al Husaeni. "Social impact and internationalization of "Indonesian Journal of Science and Technology" the best journal in Indonesia: a bibliometric analysis." *Journal of Advanced Research in Applied Sciences and Engineering Technology* 32, no. 2 (2023): 42-59. https://doi.org/10.37934/araset.32.2.4259%20.

[89] Kumar, K. "Mapping of nanotechnology research in animal science: Scientometric analysis," ASEAN Journal of Science and Engineering, vol. 1, no. 2 (2021), pp. 97-112. doi: https://doi.org/10.17509/ajse.v1i2.35092

[90] Fauziah, S.P., Suherman, I., Sya, M.F., Roestamy, M., Abduh, A., Nandiyanto, A.B.D. "Strategies in language education to improve science student understanding during practicum in laboratory: Review and computational bibliometric analysis." *International Journal of Language Education* 5, no. 4 (2021): 409-425. https://doi.org/10.26858/ijole.v5i4.53579

[91] Al Husaeni, D.F., Al Husaeni, D.N., Ragadhita, R., Bilad, M.R., Al-Obaidi, A.S.M., Abduh, A., Nandiyanto, A.B.D. "How language and technology can improve student learning quality in engineering? definition, factors for enhancing students comprehension, and computational bibliometric analysis." *International Journal of Language Education* 6, no. 4 (2022): 445-476. https://doi.org/10.26858/ijole.v6i4.53587

[92] Nandiyanto, Asep Bayu Dani, Risti Ragadhita, and Muhammad Aziz. "Involving particle technology in computational fluid dynamics research: A bibliometric analysis." *CFD Letters* 15, no. 11 (2023): 92-109. https://doi.org/10.37934/cfdl.15.11.92109

[93] Zahra, Nisa Erza Az, Via Luviana Dewanty, Aulia Oktafiana Raudlatul Jannah, Adinda Arum Sari, Risti Maulidiah Permana, and Rosita Nurul Rahayu. "A Development of Instagram Filter as Japanese Language Learning Medium." In *Fifth International Conference on Language, Literature, Culture, and Education (ICOLLITE 2021)*, pp. 504-509. Atlantis Press, 2021.

[94] Dewanty, Via Luviana, Ghaitsa Naf'han Deandra, Putri Naura Syifa Alika, and Ghaida Farisya. "Japanese Language Learning Through Folklore Themed Instagram." In *Fifth International Conference on Language, Literature, Culture, and Education (ICOLLITE 2021)*, pp. 702-707. Atlantis Press, 2021.

[95] Haristiani, Nuria, Via Luviana Dewanty, and Mumu Muhammad Rifai. "Autonomous Learning Through Chatbot-based Application Utilization to Enhance Basic Japanese Competence of Vocational High School Students." *Journal of Technical Education and Training* 14, no. 2 (2022): 143-155. https://doi.org/10.30880/jtet.2022.14.02.013

[96] Guillén-Gámez, Francisco D., Ana Lugones, and M. José Mayorga-Fernández. "ICT use by pre-service foreign languages teachers according to gender, age and motivation." *Cogent Education* 6, no. 1 (2019): 1574693. https://doi.org/10.1080/2331186X.2019.1574693

[97] Subekti, Adaninggar Septi. "Self-made vocabulary cards and differentiated assessments to improve an autistic learner's English vocabulary mastery." *International Journal of Education* 13, no. 1 (2020): 8-17. https://doi.org/10.17509/ije.v13i1.22587

[98] Valdez, Rolly B., Joseline R. Tamoria, and Angelica R. Barron. "Interactive Notebook: Effects on Creative and Critical Thinking Skills of Social Studies Students." *International Journal of Education* 15, no. 1: 50-60. https://doi.org/10.17509/ije.v15i1.46157

[99] Tømte, Cathrine, Ann-Britt Enochsson, Ulf Buskqvist, and Asbjørn Kårstein. "Educating online student teachers to master professional digital competence: The TPACK-framework goes online." *Computers and Education* 84, (2015): 26-35. https://doi.org/10.1016/j.compedu.2015.01.005

[100] Hamat, Afendi, and H. A. S. L. I. N. D. A. Abu hassan. "Use of Social Media for Informal Language Learning by Malaysian University Students." *3L: Language, Linguistics, Literature* 25, no. 4 (2019). http://dx.doi.org/10.17576/3L-2019-2504-05

[101] Morbo, Emy A. "Instructional materials and alternative teaching practices in physical education." *Indonesian Journal of Educational Research and Technology* 1, no. 2 (2021): 67-70. https://doi.org/10.17509/ijert.v1i2.33415

[102] Winarni, Rahayu Siwi, and Linna Meilia Rasiban. "Perception of japanese students in using online video as a learning media." *Indonesian Journal of Educational Research and Technology* 1, no. 1 (2021): 15-16. https://doi.org/10.17509/ijert.v1i1.32652
[103] Millatina, Silmi Nabilah, Rina Maryanti, and Verra Wulandary. "Strengthening literacy of cultural arts and crafts in the material of sculpture for 6th-grade elementary school students through learning video media." *Indonesian Journal of Educational Research and Technology* 2, no. 3 (2022): 189-194. http://dx.doi.org/10.17509/ijert.v2i3.38675
[104] Faishol, Riza, and Imam Mashuri. "The Concept of Learning Media in the Perspective of the Qur'an and Al-Hadith." *Journal of Islamic Education Research* 3, no. 2 (2022): 129-148. https://doi.org/10.35719/jier.v3i2.244
[105] Adnyani, Kadek Eva Krishna, Gede Satya Hermawan, I. Wayan Adnyana, and Ni Nyoman Murniasih. "DEVELOPING MOODLE BASED E-LEARNING MEDIA FOR THE DOKKAI SHOKYU COURSE." *Prasi: Jurnal Bahasa, Seni, dan Pengajarannya* 13, no. 02 (2018): 87-95. https://doi.org/10.23887/prasi.v13i2.16450
[106] Lestari, Kartika Suci, Yerry Soepriyanto, and Arafah Husna. "Multimedia Drill and Practice Belajar Kosa Kata Bahasa Jepang Untuk Siswa Lintas Minat." *JKTP: Jurnal Kajian Teknologi Pendidikan* 3, no. 4 (2020): 415-424. http://dx.doi.org/10.17977/um038v3i42020p415
[107] Firwandi, Wahyu. "Keefektifan Pembelajaran Bahasa Jepang melalui Video Ditinjau dari Motivasi dan Prestasi Belajar Peserta Didik di SMK Negeri 1 Buer Kabupaten Sumbawa." *Justek: Jurnal Sains dan Teknologi* 5, no. 2 (2022): 324-336. https://doi.org/10.31764/justek.v5i2.11794
[108] Akmal, Akmal. "The use of audio-visual media in speaking ability of english-speaking club students at stmik royal kisaran." *Journal of Science and Social Research* 2, no. 1 (2019): 1-6. https://doi.org/10.54314/jssr.v2i1.324
[109] Lin, Chih-Cheng, and Ya-Chuan Yu. "Effects of presentation modes on mobile-assisted vocabulary learning and cognitive load." *Interactive Learning Environments* 25, no. 4 (2017): 528-542. https://doi.org/10.1080/10494820.2016.1155160
[110] Teng, Mark Feng. "The effectiveness of multimedia input on vocabulary learning and retention." *Innovation in language learning and teaching* 17, no. 3 (2023): 738-754. https://doi.org/10.1080/17501229.2022.2131791
[111] Gunawan, Fara Nabila, Yerry Soepriyanto, and Agus Wedi. "Pengembangan multimedia drill and practice meningkatkan kecakapan bahasa jepang ungkapan sehari-hari." *JKTP: Jurnal Kajian Teknologi Pendidikan* 3, no. 2 (2020): 187-198. http://dx.doi.org/10.17977/um038v3i22020p187
[112] Skidmore, Lucy, and Roger K. Moore. "Using Alexa for flashcard-based learning." In *Proceedings of Interspeech 2019*, pp. 1846-1850. ISCA, 2019. https://doi.org/10.21437/interspeech.2019-2893
[113] Tolmachev, Arseny, Sadao Kurohashi, and Daisuke Kawahara. "Automatic Japanese Example Extraction for Flashcard-based Foreign Language Learning." *Journal of information processing* 30 (2022): 315-330. https://doi.org/10.2197/ipsjjip.30.315
[114] Qian, Wanwan. "The Development Strategy of the Multimedia Fusion Mode of Big Data Technology in Japanese Translation Teaching." *Advances in Multimedia 2022* (2022). https://doi.org/10.1155/2022/9408108
[115] Purba, Risdo Sappetua, Desinora Natalia Hutauruk, Diancrisy Situmeang, Aninda Nesya Mode, and Reza Pratama. "Character building through online learning using a mobile gadget at a junior high school in Medan, Indonesia." *Jurnal Pendidikan Ilmu Sosial* 30, no. 2 (2021): 203-216. https://doi.org/10.17509/jpis.v30i2.41067
[116] Haristiani, N. U. R. I. A., A. A. Danuwijaya, M. M. Rifai, and H. Sarila. "Gengobot: A chatbot-based grammar application on mobile instant messaging as language learning medium." *Journal of Engineering Science and Technology* 14, no. 6 (2019): 3158-3173.
[117] Haristiani, Nuria, and Dian Bayu Firmansyah. "Android application for enhancing Japanese JLPT N5 kanji ability." *Journal of Engineering Science and Technology* 12, no. 10 (2016): 106-114.
[118] Manoppo, V. CD, B. S. Kusuma, I. Fakhry, Soni Mulyawan Setiana, and Yoza Achmad Adidaya. "Digital media using Android device for Japanese grammar learning." *International Journal of Computer in Humanities* 1 (2021): 13-20.
[119] Haristiani, Nuria. "Artificial Intelligence (AI) chatbot as language learning medium: An inquiry." In *Journal of Physics: Conference Series*, vol. 1387, no. 1, p. 012020. IOP Publishing, 2019. https://doi.org/10.1088/1742-6596/1387/1/012020
[120] Sumikawa, Yasunobu, Masaaki Fujiyoshi, Hisashi Hatakeyama, and Masahiro Nagai. "An FAQ dataset for E-learning system used on a Japanese University." *Data in brief* 25 (2019): 104001. https://doi.org/10.1016/j.dib.2019.104001
[121] Yawata, Kazunori, Tamao Suzuki, Keisuke Kiryu, and Ken Mohri. "Performance evaluation of Japanese BERT model for intent classification using a chatbot." In *人工知能学会全国大会論文集 第 35 回* (2021), pp. 2N4IS2c05-2N4IS2c05. 一般社団法人 人工知能学会, 2021. https://doi.org/10.11517/pjsai.JSAI2021.0_2N4IS2c05
[122] Fryer, Luke K., Kaori Nakao, and Andrew Thompson. "Chatbot learning partners: Connecting learning experiences, interest and competence." *Computers in human Behavior* 93 (2019): 279-289. https://doi.org/10.1016/j.chb.2018.12.023

[123] Tarek, A. I. T., Mohamed El Hajji, ES-SAADY Youssef, and Hammou Fadili. "Towards highly adaptive edu-chatbot." *Procedia Computer Science* 198 (2022): 397-403. https://doi.org/10.1016/j.procs.2021.12.260
[124] Mageira, Kleopatra, Dimitra Pittou, Andreas Papasalouros, Konstantinos Kotis, Paraskevi Zangogianni, and Athanasios Daradoumis. "Educational AI chatbots for content and language integrated learning." *Applied Sciences* 12, no. 7 (2022): 3239. https://doi.org/10.3390/app12073239
[125] Kohnke, Lucas, Benjamin Luke Moorhouse, and Di Zou. "ChatGPT for language teaching and learning." *RELC Journal* (2023): 00336882231162868. https://doi.org/10.1177/00336882231162868
[126] Pratama, Muhammad Adhitya Dhita, Yudhi Raymond Ramadhan, and Teguh Iman Hermanto. "Rancangan UI/UX Design Aplikasi Pembelajaran Bahasa Jepang Pada Sekolah Menengah Atas Menggunakan Metode Design Thinking." *JURIKOM (Jurnal Riset Komputer)* 9, no. 4 (2022): 980-987. http://dx.doi.org/10.30865/jurikom.v9i4.4442
[127] Hamzah, Norhasyimah, Nor Farah Emilia Mohd Rosli, Siti Nur Kamariah Rubani, Arihasnida Ariffin, and Normah Zakaria. "Aplikasi Android Pembelajaran Abjad Bahasa Jepun (JingoCat Apps)." *Innovative Teaching and Learning Journal* 6, no. 1 (2022): 52-60. https://doi.org/10.11113/itlj.v6.88
[128] Robo, Salahudin, M. Riandi Widiyantoro, Ichsan Tambijo, and T. Trisno. "Aplikasi Pembelajaran Bahasa Jepang Hiragana, Katakana dan Kanji Dasar." *Kesatria: Jurnal Penerapan Sistem Informasi (Komputer dan Manajemen)* 4, no. 1 (2023): 177-190. https://doi.org/10.30645/kesatria.v4i1.128
[129] Fitrianingsih, Fitrianingsih, and Lisda Nurjaleka. "The Use of TikTok as Japanese Learning Media." *Japanese Research on Linguistics, Literature, and Culture* 5, no. 2 (2023): 128-143. https://doi.org/10.33633/jr.v5i2.8547
[130] Golonka, Ewa M., Anita R. Bowles, Victor M. Frank, Dorna L. Richardson, and Suzanne Freynik. "Technologies for foreign language learning: A review of technology types and their effectiveness." *Computer assisted language learning* 27, no. 1 (2014): 70-105. https://doi.org/10.1080/09588221.2012.700315
[131] Danh, Nguyen Tan. "Sustanaible Methods of Improving Kanji Learning Skills for Japanese Language Learners at Basic Level at FPT University." In *E3S Web of Conferences*, vol. 295, p. 05031. EDP Sciences, 2021. https://doi.org/10.1051/e3sconf/202129505031
[132] Basri, Merri Silvia, and Adisthi Martha Yohani. "Pengaruh Aplikasi Poro Belajar Bahasa Jepang Kanji terhadapKemampuan Kanji pada Mahasiswa Prodi Pendidikan Bahasa Jepang FKIP Universitas Riau." *Jurnal Onoma: Pendidikan, Bahasa, dan Sastra* 8, no. 1 (2022): 225-231. https://doi.org/10.30605/onoma.v8i1.1692
[133] Syuja'ie, Ahmad Wildan, Sari Hartini, and Fajar Agustini. "Animasi interktif media pembelajaran bahasa Jepang dasar untuk siswa sekolah menengah kejuruan." *Journal of Students 'Research in Computer Science* 1, no. 1 (2020). https://doi.org/10.31599/jsrcs.v1i1.75
[134] Karimah, Virgi Marlany Ibnatul, Fahriany Fahriany, and Firdaus Habibi. "Japanese vocabulary acquisition through anime: a case study on Dwimeilinda." *IZUMI* 8, no. 2 (2019): 65-74. http://dx.doi.org/10.14710/izumi.8.2.65-74
[135] Mamat, Roslina, Normaliza Abd Rahim, NIK RAFIDAH NIK MUHAMAD AFFENDI, and ROSWATI ABDUL RASHID. "Perkembangan komik dan animasi: Satu kajian perbandingan antara Melayu dan Jepun." *Jurnal Komunikasi: Malaysian Journal of Communication* 35, no. 2 (2019): 260-276. https://doi.org/10.17576/JKMJC-2019-3502-16
[136] Han, Chan Yee, and Wong Ngan Ling. "The Use of Anime in Teaching Japanese as a Foreign Language." *Malaysian Online Journal of Educational Technology* 5, no. 2 (2017): 68-78.
[137] Shintaku, Kayo. "Self-directed learning with anime: A case of Japanese language and culture." *Foreign Language Annals* 55, no. 1 (2022): 283-308. https://doi.org/10.1111/flan.12598
[138] Wahidati, Lufi, Mery Kharismawati, and Alvin Octo Mahendra. "Pengaruh konsumsi anime dan manga terhadap pembelajaran budaya dan bahasa jepang." *Izumi* 7, no. 1 (2018): 1-10. http://dx.doi.org/10.14710/izumi.7.1.1-10
[139] Steele, Dale, Rong Zhang, and Shiyu Song. "The Impact of Manga on Japanese Students' Reading Habits." In *Proceedings of the 2018 2nd International Conference on Education and E-Learning*, pp. 206-211. 2018. https://doi.org/10.1145/3291078.3291112
[140] Saifudin, Akhmad. "Penggunaan manga humor dalam pembelajaran bahasa dan penelitian bahasa Jepang." *JAPANEDU: Jurnal Pendidikan dan Pengajaran Bahasa Jepang* 2, no. 2 (2017): 99-113. http://dx.doi.org/10.17509/japanedu.v2i2.8711
[141] Kuwano, Masahide, Ryosuke Yamanishi, Yoko Nishihara, and Naoko Takei. "Framework of Manga Application for Teaching Japanese Language." In *Learning and Collaboration Technologies. Designing, Developing and Deploying Learning Experiences: 7th International Conference, LCT 2020*, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings, Part I 22, pp. 356-367. Springer International Publishing, 2020. https://doi.org/10.1007/978-3-030-50513-4_27
[142] Danh, Nguyen Tan, and Huynh Tan Hoi. "Use of Comics to Enhance Students' Japanese Ability as Well as to Awake their Hidden Potential." *International Journal of Early Childhood Special Education* 14, no. 1 (2022). http://dx.doi.org/10.9756/INT-JECSE/V14I1.221050

[143] Brianto, Rico, and Dian Puspita Ramadhani. "MANGATOON AS A MEDIUM FOR DEVELOPING ENGLISH READING SKILLS." *Jurnal Cakrawala Ilmiah* 2, no. 1 (2022): 59-66. https://doi.org/10.53625/jcijurnalcakrawalailmiah.v2i1.3485

[144] Nurcholis, Rifki, Ade Irma Purnamasari, Arif Rinaldi Dikananda, Odi Nurdiawan, and Saeful Anwar. "Game Edukasi Pengenalan Huruf Hiragana Untuk Meningkatkan Kemampuan Berbahasa Jepang." *Building of Informatics, Technology and Science (BITS)* 3, no. 3 (2021): 338-345. https://doi.org/10.47065/bits.v3i3.1091

[145] Ramadhan, Raden Gamma, and Ade Surahman. "Media Pembelajaran Aksara Jepang Berbasis Android untuk Siswa SMA Kelas X." *Jurnal Informatika dan Rekayasa Perangkat Lunak* 4, no. 3 (2023): 246-252. https://doi.org/10.33365/jatika.v4i2.2602

[146] Indahningrum, Marina. "Game adventure untuk pembelajaran penggunaan hatsuon pada mata kuliah hanashikata." *Paramasastra: Jurnal Ilmiah Bahasa Sastra dan Pembelajarannya* 7, no. 2 (2020): 104-104. https://doi.org/10.26740/paramasastra.v7n2.p104

[147] Ying, Yi, P. M. Susilo, F. R. Mei, and T. Rahardjanti. "The Role of the Mandamonic Games in Supporting Mandarin Learning at Elementary School." In *Journal of Physics: Conference Series*, vol. 1764, no. 1, p. 012107. IOP Publishing, 2021. https://doi.org/10.1088/1742-6596/1764/1/012107

[148] Aizawa, Ikuya, Heath Rose, Gene Thompson, and Samantha Curle. "Beyond the threshold: Exploring English language proficiency, linguistic challenges, and academic language skills of Japanese students in an English medium instruction programme." *Language Teaching Research* (2020): 1362168820965510. https://doi.org/10.1177/1362168820965510

[149] Cheng, Alan, Lei Yang, and Erik Andersen. "Teaching language and culture with a virtual reality game." In *Proceedings of the 2017 CHI conference on human factors in computing systems*, pp. 541-549. 2017. https://doi.org/10.1145/3025453.3025857

[150] Leaning, Marcus. "A study of the use of games and gamification to enhance student engagement, experience and achievement on a theory-based course of an undergraduate media degree." *Journal of Media Practice* 16, no. 2 (2015): 155-170. https://doi.org/10.1080/14682753.2015.1041807

[151] Borrego, Carlos, Cristina Fernández, Ian Blanes, and Sergi Robles. "Room escape at class: Escape games activities to facilitate the motivation and learning in computer science." *JOTSE* 7, no. 2 (2017): 162-171. http://dx.doi.org/10.3926/jotse.247

[152] Khan, Amna, Farzana Hayat Ahmad, and Muhammad Muddassir Malik. "Use of digital game-based learning and gamification in secondary school science: The effect on student engagement, learning and gender difference." *Education and Information Technologies* 22 (2017): 2767-2804. https://doi.org/10.1007/s10639-017-9622-1

[153] Nesbitt, Dallas, and Amanda Müller. "Sustaining Motivation for Japanese" Kanji" Learning: Can Digital Games Help?." *JALT Call journal* 12, no. 1 (2016): 23-41. http://dx.doi.org/10.29140/jaltcall.v12n1.200

[154] Akbari, Elham, Ahmad Naderi, Robert-Jan Simons, and Albert Pilot. "Student engagement and foreign language learning through online social networks." *Asian-Pacific Journal of Second and Foreign Language Education* 1 (2016): 1-22. https://doi.org/10.1186/s40862-016-0006-7

[155] Mada, Ratu Dea, and Anharudin Anharudin. "How online learning evaluation (kahoot) affecting students' achievement and motivation (case study on it students)." *International Journal for Educational and Vocational Studies* 1, no. 5 (2019): 422-427. https://doi.org/10.29103/ijevs.v1i5.1494

[156] Plecher, David A., Christian Eichhorn, Janosch Kindl, Stefan Kreisig, Monika Wintergerst, and Gudrun Klinker. "Dragon tale-a serious game for learning japanese kanji." In *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts*, pp. 577-583. 2018. https://doi.org/10.1145/3270316.3271536

[157] Lau, Kung Wong, and Pui Yuen Lee. "The use of virtual reality for creating unusual environmental stimulation to motivate students to explore creative ideas." *Interactive Learning Environments* 23, no. 1 (2015): 3-18. https://doi.org/10.1080/10494820.2012.745426

[158] Febrianty, F., and R. Ricardo. "Information Technology for Japanese Learning." In *IOP Conference Series: Materials Science and Engineering*, vol. 662, no. 2, p. 022117. IOP Publishing, 2019. http://dx.doi.org/10.1088/1757-899X/662/2/022117

[159] Ge, Shigang, Chin Hai Leng, and Siti Mastura Baharudin. "The effect of multimedia and temporal contiguity principles on students' attitude and retention in learning Japanese language." *International Journal of Chinese Education* 11, no. 2 (2022): 2212585X221099964. https://doi.org/10.1177/2212585X221099964

[160] Kurnisar, Kurnisar, et al. "The development of multimedia-based teaching materials in the civil law coursework." Jurnal Pendidikan Ilmu Sosial 27, no. 1: 52-60.

[161] Ayub, Mohd Sofi Mohammad, Othman Talib, and Nyet Moi Siew. "The Perceptions of Users Regarding Multimedia Principles in Mobile-Based Japanese Language Learning." *Turkish Online Journal of Educational Technology-TOJET* 17, no. 3 (2018): 113-124.

[162] Brata, Komang Candra, and Adam Hendra Brata. "User experience improvement of japanese language mobile learning application through mental model and A/B testing." *International Journal of Electrical and Computer Engineering* 10, no. 3 (2020): 2659. http://dx.doi.org/10.11591/ijece.v10i3.pp2659-2667
[163] Hafifah, Gusti Nur. "Teacher's perspectives of ICT integration in English language teaching: A review of literature." *Journal of English Educators Society (JEES)* 5, no. 1 (2020): 9-15. http://dx.doi.org/10.21070/jees.v5i1.205
[164] Kurnia Dani, Ahmad, Nana Rahayu, and Adisthi Martha Yohani. "Efektivitas Penggunaan Aplikasi Quizlet Sebagai Media Pembelajaran Kanji." *Jurnal Pendidikan Bahasa Jepang Undiksha* 9, no. 1 (2023): 65-69.
[165] Agustin, Lisania Ayu, Budi Hartanto, and Melissa Angga. "Pembuatan Aplikasi Pembelajaran Bahasa Jepang Level Dasar Berbasis Android." *CALYPTRA* 7, no. 2 (2019): 4720-4736.
[166] Kurniawan, Ryandra Radifa, and Putri Harliana. "Aplikasi Pengenalan Nama Benda dalam Bahasa Jepang dengan Metode GDLC Berbasis Android." *Jurnal Ilmu Komputer dan Sistem Komputer Terapan (JIKSTRA)* 4, no. 1 (2022): 1-11. **DOI:** https://doi.org/10.35447/jikstra.v4i1.457
[167] Robo, Salahudin, M. Riandi Widiyantoro, Ichsan Tambijo, and T. Trisno. "Aplikasi Pembelajaran Bahasa Jepang Hiragana, Katakana dan Kanji Dasar." *Kesatria: Jurnal Penerapan Sistem Informasi (Komputer dan Manajemen)* 4, no. 1 (2023): 177-190. DOI: https://doi.org/10.30645/kesatria.v4i1.128
[168] Prapta, Ida Bagus Nyoman Yoga Ligia, I. Ketut Gede Darma Putra, and I. Made Agus Dwi Suarjaya. "Aplikasi Augmented Reality Dinamis Pengenalan Huruf Kanji (AR-Kanji) Berbasis Android." *Jurnal Ilmiah Merpati (Menara Penelitian Akademika Teknologi Informasi)* 6, no. 3 (2018). DOI:10.24843/JIM.2018.v06.i03.p05
[169] Pratama, Muhammad Adhitya Dhita, Yudhi Raymond Ramadhan, and Teguh Iman Hermanto. "Rancangan UI/UX Design Aplikasi Pembelajaran Bahasa Jepang Pada Sekolah Menengah Atas Menggunakan Metode Design Thinking." *JURIKOM (Jurnal Riset Komputer)* 9, no. 4 (2022): 980-987. DOI: http://dx.doi.org/10.30865/jurikom.v9i4.4442
[170] Ramadhan, Raden Gamma, and Ade Surahman. "Media Pembelajaran Aksara Jepang Berbasis Android untuk Siswa SMA Kelas X." *Jurnal Informatika dan Rekayasa Perangkat Lunak* 4, no. 3 (2023): 246-252. DOI: https://doi.org/10.33365/jatika.v4i3.2602
[171] Hamzah, Norhasyimah, Nor Farah Emilia Mohd Rosli, Siti Nur Kamariah Rubani, Arihasnida Ariffin, and Normah Zakaria. "Aplikasi Android Pembelajaran Abjad Bahasa Jepun (JingoCat Apps)." *Innovative Teaching and Learning Journal* 6, no. 1 (2022): 52-60. DOI: https://doi.org/10.11113/itlj.v6.88
[172] Lukman, Musfirah Putri, Hamdan Arfandy, and Felicia Widjaja. "Pengembangan Sistem Pembelajaran Bahasa Jepang Berbasis Android." *SINTECH (Science and Information Technology) Journal* 2, no. 1 (2019): 33-39. DOI: https://doi.org/10.31598/sintechjournal.v2i1.307
[173] Karnawati, Rita Agustina, and Nisalsa Alifiarti. "Analisis Penggunaan Google Terjemahan sebagai Alat CALL Translingual terhadap Hasil Penulisan Bahasa Jepang Mahasiswa." *KIRYOKU* 7, no. 1 (2023): 198-207. DOI: https://doi.org/10.14710/kiryoku.v7i1.198-207
[174] Firdaus, Alika Shafa Naufal Putri, and Soni Mulyawan Setiana. "Pengaruh youtube johnnys'jr. Channel terhadap minat belajar bahasa jepang pada komunitas junior-tan." *Mahadaya Jurnal Bahasa, Sastra, dan Budaya* 2, no. 2 (2022): 175-186. DOI 10.34010/MHD.V2I2.8253
[175] Sanjaya, Wiwie, and Deli Deli. "Studı Kualıtatıf Penerımaan M-Learnıng Bahasa Jepang Oleh Mahasıswa." *In CoMBInES-Conference on Management, Business, Innovation, Education and Social Sciences* 1, no. 1 (2021): 874-
[176] Fadli, Apriyo, and Rahayu Amalia. "Perangkat Lunak Edukasi Berbahasa Jepang dengan Pendekatan UI Framework Menggunakan React Native." *JUPITER (Jurnal Penelitian Ilmu dan Teknik Komputer)* 15, no. 1c (2023): 559-569. **DOI:** https://doi.org/10.5281./6184/15.jupiter.2023.04
[177] Bawole, Fujio M., Sherly F. Lensun, and Ferdy Dj Rorong. "Pembelajaran kanji melalui gambar dan cerita pada kanji bagian-bagian tubuh." *Kompetensi* 2, no. 03 (2022): 1255-1264. https://doi.org/10.53682/kompetensi.v2i03.4753
[178] Fitri, Zainur, Bertha Nursari, Metty Suwandany, and Tia Martia. "The effectiveness of the flipped classroom method in dokkai 3 course to improve the reading skills of students of japanese language and culture studies level II Darma Persada University." *Aksara: Jurnal Ilmu Pendidikan Nonformal* 8, no. 2 (2022): 1043-1054. http://dx.doi.org/10.37905/aksara.8.2.1043-1054.2022
[179] Indrowaty, Sri Aju. "The Implementation of Project-Team Based Learning Method on Sakubun Online Learning." *EDUCATIO: Journal of Education* 6, no. 2 (2021): 191-202. https://doi.org/10.29138/educatio.v6i2.403
[180] Hidayat, Agustyan, and Ni Made Satvika Iswari. "Rancang bangun spaced repetition software untuk menghafal huruf jepang menggunakan algoritma supermemo 2 berbasis ios." *Ultima InfoSys: Jurnal Ilmu Sistem Informasi* 9, no. 1 (2018): 32-36.https://doi.org/10.31937/si.v9i1.846
[181] Amalia, Fatya Alty, and Arie Indra Gunawan. "Livening up Japan's halal tourism by captivating Indonesian potential Muslim tourists." *Journal of Islamic Marketing* 14, no. 9 (2023): 2235-2252. https://doi.org/10.1108/JIMA-04-2022-0106

[182] Ramadhan, Raden Gamma, and Ade Surahman. "Media Pembelajaran Aksara Jepang Berbasis Android untuk Siswa SMA Kelas X." *Jurnal Informatika dan Rekayasa Perangkat Lunak* 4, no. 3 (2023): 246-252. https://doi.org/10.33365/jatika.v4i3.2602
[183] Sianipar, Joshua Allways Palutu, and Rika Rosnelly. "Perancangan Aplikasi Media Pembelajaran Huruf Dan Kosakata Hiragana Bahasa Jepang Dengan Audio Berbasis Android." Jurnal Mahasiswa Fakultas Teknik dan Ilmu Komputer 1, no. 1 (2020): 899-914.
[184] Fahmi, Lukman, and Amiatun Nuryana. "Ustadz Adi Hidayat Bilingual Da'wa Message in Japan: Youtube Video Content Analysis." In *Proceedings of International Conference on Da'wa and Communication*, vol. 4, no. 1, pp. 33-41. 2022. https://doi.org/10.15642/icondac.v4i1.928
[185] Yusof, Nur Afian, Khairul Anwar Mastor, Hamdzun Haron, Aminudin Basir, and Jamsari Alias. "Anime and social disorders among secondary school adolescents." *Journal of Social Science and Humanities* 4, no. 2 (2021): 06-13. DOI: 10.26666/rmp.jssh.2021.2.2
[186] Yuliani, Risa, R. M. Mulyadi, and M. Adji. "Japanese Soft Power in Indonesia on Anime Entitled Ufo Baby: Study of Popular Culture." *IZUMI* 10, no. 2 (2021): 328-337. https://10.14710/izumi.10.2.328-337
[187] Octavita, Astri Indriana. "THE REPRESENTATION OF NOBITA WEAKNESS, IN DORAEMON STAND BY ME FILM." *Wanastra: Jurnal Bahasa dan Sastra* 12, no. 1 (2020): 97-104. https://doi.org/10.31294/w.v12i1.7518
[188] Yusof, Nor Afian, Khairul Anwar Mastor, Hamdzun Haron, Lim Kar Keng, Jamsari Alias, Maharam Mamat, and Ahmad Rafizi Salleh. "The Influence of Anime on The Moral Value among Arts and Design Students: A Pilot Study in Uitm Shah Alam." (2022). https://doi.org/10.55951/nurture.v17i4.374
[189] Candrika, Anindra, Moses G. R. Pandin, Vitor Ilham, and Ahza Naufal. 2021. "The influence of anime on the existence of indonesian language and literature." OSF Preprints. December 28. doi:10.31219/osf.io/evkx7
[190] Ramadhona, Eka Wisnu, Tio Prasetya, Ade Irma Purnamasari, Arif Rinaldi Dikananda, and Odi Nurdiawan. "Game edukasi â€ œnihongo kurabuâ€ belajar bahasa menggunakan unity 2d berbasis android." *Information Management for Educators and Professionals: Journal of Information Management* 6, no. 1 (2022): 71-80. **https://doi.org/10.51211/imbi.v6i1.1684**
[191] Wijaya, Agus Arifin, Saida Ulfa, and Henry Praherdiono. "Pengenalan kosa kata bahasa jepang melalui mobile learning berbasis game-based learning." *Jurnal Pendidikan: Teori, Penelitian, dan Pengembangan* 3, no. 9 (2018): 1178-1183. DOI: http://dx.doi.org/10.17977/jptpp.v3i9.11543
[192] Fakhriza, Zestky Fanny Oktovy, and Ali Akbar Rismayadi. "Perancangan Game AR kana untuk mempermudah belajar bahasa jepang menggunakan augmented reality." eProsiding Teknik Informatika (PROTEKTIF) 3, no. 1 (2022): 58-66.
[193] Khasanah, Umul, and Bommy Yuniar Santoso. "Wasei eigo and gairaigo in instagram." *Proceeding of International Seminar Enrichment of Career by Knowledge of Language and Literature* 9, no. 1 (2021): 57-72.
[194] Visiaty, Arianty, and Mutiawanthi Mutiawanthi. "Karakteristik Interaksi Kegiatan Online Asynchronous Peer Response dan Face to Face Peer Response." *Journal of Japanese Language Education and Linguistics* 6, no. 1 (2022): 19-36. DOI: https://doi.org/10.18196/jjlel.v6i1.13551
[195] Wijayanti, Wahyu Nur, and Akhmad Saifudin. "Implementation of Omotenashi in Japanese Ryokan." *Japanese Research on Linguistics, Literature, and Culture* 3, no. 2 (2021): 122-132. https://doi.org/10.33633/jr.v3i2.4657
[196] Susilowati, Rini. "The challenges of online learning in listening class during Covid-19 pandemic." *Edukasi Lingua Sastra* 18, no. 2 (2020): 56-72. https://doi.org/10.47637/elsa.v18i2.290