References


Directorate General of Multilateral Cooperation (2022), Projecting Indonesia’s Creative Economy Potential on the Global Stage. Jakarta. L3NpdGVzL3B1c2F0L0RvY3ViZW50cy9CdWt1L0RpcGxvbWFzaSUyMEVrb25vbWkJMjBLcmVhdGlml1Bvb2pY3Rpbmc1MiBjbmlvbmVzaWFzJTJwQ3JlYXRpdmU1MjBFY29ub215JTIwUG90ZW50aWFsLnBkZg== (kemlu.go.id) (accessed May 2023).


Virtual SEAsia (2019), Southeast Asian Games on STEAM, Twitter, 11 November (accessed March 2023).