

## References

- Amabile, T.M. (1996), *Creativity in Context: Update to The Social Psychology of Creativity*. New York: Westview Press.
- Amabile, T.M., R. Conti, H. Coon, J. Lazenby, and M. Herron (1996), 'Assessing the Work Environment for Creativity', *The Academy of Management Journal*, 39( 5), pp.1154–84.
- Amabile, T.M. and M.G. Pratt (2016), 'The Dynamic Componential Model of Creativity and Innovation in Organizations: Making Progress, Making Meaning', *Research in Organizational Behavior*, 36, pp.157–83.
- Andersen, B. and R. Kozul-Wright (2000), 'Copyrights, Competition and Development', *UNCTAD Discussion Paper, No. 145*. [https://unctad.org/system/files/official-document/dp\\_145.en.pdf](https://unctad.org/system/files/official-document/dp_145.en.pdf) (accessed March 2023).
- Antara News* (2022), 'Indonesia has Leading Role in Developing Creative Economy: President', 6 October. <https://en.antaranews.com/news/253453/indonesia-has-leading-role-in-developing-creative-economy-president> (accessed March 2023).
- Antara News* (2023), 'Govt Lists Achievements of Tourism, Creative Economy Sector in 2022', 26 January. <https://en.antaranews.com/news/270729/govt-lists-achievements-of-tourism-creative-economy-sector-in-2022> (accessed March 2023).
- Asosiasi Industri Rekaman Indonesia (Indonesia Recording Industry Association) (2023), About ASIRI. <https://asiri.co.id/about/> (accessed March 2023).
- Association Game Indonesia (2021), 'Peta Ekosistem Industri Game Indonesia 2021'. <https://www.agi.or.id/petagame2021> (accessed March 2023)
- Believe (2023), '5 Things to Know About Indonesia's Music Market with Dahlia Wijaya', 24 March. <https://www.believe.com/blog/5-things-know-about-indonesias-music-market> (accessed March 2023).
- Basori, M.H., L. Mardiana, and W.N.I. Setiawan (2018), 'Media Economics and the Use of Technology in the Production of Local Gaming Industry', *International Seminar on Application for Technology of Information and Communication*.
- British Council, Indonesia (2020), *Music Research: The Mapping of Indonesia Music Sector Ecology*. <https://www.britishcouncil.id/en/music-research-mapping-indonesian-music-sector-ecology> (accessed March 2023).
- Csikszentmihalyi, M. (1988), 'Society, Culture, and Person: A Systems View of Creativity', in R.J. Sternberg (ed.), *The Nature of Creativity*. Cambridge: Cambridge University Press, pp.325–39.
- Csikszentmihalyi, M. (1999), 'Implications of a Systems Perspective for the Study of Creativity', in R.J. Sternberg (ed.), *Handbook of Creativity*. New York, NY: Cambridge University Press, pp.313–35.
- Data Reportal (2023), *Essential YouTube Statistics and Trends for 2023*, March.

- Dellyana, D. and T.M. Simatupang (2014), 'Existing Music Business Model in Indonesia in Search of New Income Sources', *Procedia- Social and Behavioral Sciences*, 115, pp.407–14. [https://www.researchgate.net/publication/275246178\\_Existing\\_Music\\_Business\\_Model\\_in\\_Indonesia\\_in\\_Search\\_of\\_New\\_Income\\_Sources](https://www.researchgate.net/publication/275246178_Existing_Music_Business_Model_in_Indonesia_in_Search_of_New_Income_Sources) (accessed March 2023).
- Directorate General of Multilateral Cooperation (2022), *Projecting Indonesia's Creative Economy Potential on the Global Stage*. Jakarta. [L3NpdGVzL3B1c2F0L0RvY3VtZW50cy9CdWt1L0RpcGxvbWFzaSUyMEVrb25vbWkIMjBLcmVhdGlmL1Byb2plY3RpbmclMjBJbmRvbMvZaWFzJTIwQ3JlYXRpdmlMjBFY29ub215JTIwUG90ZW50aWFsLnBkZg==](https://kemlu.go.id/L3NpdGVzL3B1c2F0L0RvY3VtZW50cy9CdWt1L0RpcGxvbWFzaSUyMEVrb25vbWkIMjBLcmVhdGlmL1Byb2plY3RpbmclMjBJbmRvbMvZaWFzJTIwQ3JlYXRpdmlMjBFY29ub215JTIwUG90ZW50aWFsLnBkZg==) (kemlu.go.id) (accessed May 2023).
- Economic Research Institute for ASEAN and East Asia (2023), *Redefining Indonesia's Digital Economy*, 2022-06, January. <https://www.eria.org/research/redefining-indonesias-digital-economy/> (accessed March 2023).
- Economic Research Institute for ASEAN and East Asia (2023), *ASEAN Digital Community 2040*. Jakarta. <https://www.eria.org/publications/asean-digital-community-2040/> (accessed March 2023).
- Economic Research Institute for ASEAN and East Asia (2023), *Accelerating Digital Transformation in Indonesia: Technology, Market, and Policy*. Jakarta. <https://www.eria.org/uploads/media/Books/2022-Accelerating-Digital-Transformation-Indonesia/Accelerating-Digital-Transformation-Indonesia-rev3.pdf> (accessed March 2023).
- Ellen Macarthur Foundation (2023), *The Circular Economy in Detail-Deep Dive*. <https://ellenmacarthurfoundation.org/the-circular-economy-in-detail-deep-dive> (accessed March 2023).
- Ericsson, K.A. (ed.) (1996), *The Road to Excellence: The Acquisition of Expert Performance in the Arts and Sciences, Sports, and Games*. Mahwah, NJ: Lawrence Erlbaum Associates, Inc.
- Feldman, D.H., M. Csikszentmihalyi, and H. Gardner (1994), *Changing the World: A Framework for the Study of Creativity*. New York, NY: Praeger.
- Fortress of Doors (2021), *The Future of Games is an Instant Flash to the Past*, 24 June. <https://www.fortressofdoors.com/the-future-of-games-is-an-instant-flash-to-the-past/> (accessed March 2023).
- Frensch, P.A. and J. Funke (1995), 'Definitions, Traditions, and a General Framework for Understanding Complex Problem Solving', in P.A. Frensch and J. Funke (eds.), *Complex Problem Solving: The European Perspective*. Hillsdale, NJ: Erlbaum, pp.3–25.
- Fulcrum (2022), *The State of Indonesia's Digital Economy in 2022*, 23 November. <https://fulcrum.sg/the-state-of-indonesias-digital-economy-in-2022/> (accessed March 2023).
- Gardner, H. (1988), 'Creative Lives and Creative Works: A Synthetic Scientific Approach', in R.J. Sternberg (ed.), *The Nature of Creativity*. New York: Cambridge University Press, pp.298–321.

- Gardner, H. (1993), *Frames of Mind: The Theory of Multiple Intelligences*. New York: Basic Books, London: HarperCollins.
- Gardner, H. (1993), *Creating Minds: An Anatomy of Creativity as Seen Through the Lives of Freud, Einstein, Picasso, Stravinsky, Eliot, Graham, and Gandhi*. New York: Basic Books.
- Gardner, H. (1995), 'Creativity: New Views from Psychology and Education', *RSA Journal*, 143(5459), pp.33–42.
- Game Developer (2020), *Decade Retrospective: Indonesian Games 2010-2020*, February <https://www.gamedeveloper.com/business/decade-retrospective-indonesian-games-2010-2020> (accessed March 2022).
- Game Developer (2022), *Video Game Insights Report: First Half of 2022 on Steam*, 30 June. <https://www.gamedeveloper.com/blogs/video-game-insights-report-first-half-of-2022-on-steam> (accessed March 2023).
- Hermawan, M. and B. Abiyusug (2021), 'Factors Identifying Musician Entrepreneurship in a Less-Developed Country: The Case of Indonesia's Independent Musician', *Journal of Entrepreneurship in Emerging Economies*, 14(6), pp.1033–53.
- Hester, T. (2019), *Work Optional: Retire Early the Non-Penny-Pinching Way*. New York.
- Hong, Y. (2021), 'The Power of Bollywood, A Study on Opportunities, Challenges, and Audiences' Perceptions of Indian Cinema in China', *Global Media and China*, 6(3). <https://journals.sagepub.com/doi/full/10.1177/20594364211022605> (accessed March 2023).
- International Federation of the Phonographic Industry (2021), *Global Music Report, 2021*. [https://www.ifpi.org/wp-content/uploads/2020/03/GMR2021\\_STATE\\_OF\\_THE\\_INDUSTRY.pdf](https://www.ifpi.org/wp-content/uploads/2020/03/GMR2021_STATE_OF_THE_INDUSTRY.pdf) (accessed March 2023).
- International Federation of the Phonographic Industry (2023), *Global Music Report, 2023*. <https://globalmusicreport.ifpi.org/> (accessed March 2023).
- Indie Game Group Indonesia. <https://discord.com/invite/igg-indonesia> (accessed March 2023)
- Koalisi Seni (2022), 'A Prospective Music Market, Is Indonesian Government Policy Favourable for Musicians?' 17 November. <https://koalisiseni.or.id/en/a-prospective-music-market/> (accessed March 2023)
- Mayer, R.E. (1999), 'Fifty Years of Creativity Research', in R.J. Sternberg (ed.), *Handbook of Creativity*. New York: Cambridge University Press, pp.449–60.
- Meusbuerger, P. et al. (eds.) (2009), *Milieus of Creativity: Knowledge and Space*. Springer Science + Business Media B.V. 2009.
- Ministry of Communication and Information Technology, Indonesia-Kementerian Komunikasi dan Informatika (KomInfo) (2021). <https://www.kominfo.go.id/> (accessed March 2023).

- Ministry of Foreign Affairs of the Republic of Indonesia (2022), *Projecting Indonesia's Creative Economy Potential on the Global Stage, 2022*. Jakarta: Directorate General of Multilateral Cooperation. <https://drive.google.com/file/d/1QTUhbTjK2bmeptLw6sAV0sLpzl133VW-/view> (accessed March 2023).
- Ministry of Tourism and Creative Economy of the Republic of Indonesia (2014), *Rencana Pengembangan MUSIK Nasional 2015-2019 (National Music Development Plan 2015-2019)*. [https://www.academia.edu/27578679/EKONOMI\\_KREATIF\\_Rencana\\_Pengembangan\\_MUSIK\\_Nasional\\_2015\\_2019](https://www.academia.edu/27578679/EKONOMI_KREATIF_Rencana_Pengembangan_MUSIK_Nasional_2015_2019)
- Mumford, M.D. (1995), 'Situational Influences on Creative Achievement: Attributions or Interactions?' *Creativity Research Journal*, 8, pp.405–12.
- Mumford, M.D. (2003), 'Where Have We Been, Where Are We Going? Taking Stock in Creativity Research', *Creativity Research Journal*, 15(2–3).
- Musically (2021), *Why Indonesia's Music Market has Plenty of Potential*, 4 June. <https://musically.com/2021/06/04/why-indonesias-music-market-has-plenty-of-potential/> (accessed March 2023).
- Musically (2023), *Luminate Talks Music Data: Coldplay, Indonesia, Streaming Growth and More*, 20 January. <https://musically.com/2023/01/20/luminate-talks-music-data-coldplay-indonesia-streaming-growth-and-more/> (accessed March 2023).
- Newzoo (2022), *The Games Market in 2022: The Year in Numbers*, 21 December. <https://newzoo.com/resources/blog/the-games-market-in-2022-the-year-in-numbers> (accessed March 2023).
- Newzoo (2022), *Newzoo Global Games Market Report 2022*. <https://newzoo.com/resources/trend-reports/newzoo-global-games-market-report-2022-free-version> (accessed March 2023).
- Nonto, A.W. (2017), 'Beyond Lyrics and Melody, How Internet is Shaping Indonesian Music Industry', *Jakarta Globe*, 25 April. <https://jakartaglobe.id/culture/beyond-lyrics-melody-internet-shaping-indonesian-music-industry> (accessed March 2023).
- Organisation for Economic Co-operation and Development (2018), *Oslo Manual 2018: Guidelines for Collecting, Reporting and Using Data on Innovation*. Paris. [https://www.oecd-ilibrary.org/science-and-technology/oslo-manual-2018\\_9789264304604-en](https://www.oecd-ilibrary.org/science-and-technology/oslo-manual-2018_9789264304604-en) (accessed March 2023).
- Peter, M. (2009), 'Milieus of Creativity: The Role of Places, Environments, and Spatial Contexts', in M. Peter, J. Funk, and E. Wunder (eds.), *Milieus of Creativity: An Interdisciplinary Approach to Spatiality of Creativity*. Springer.
- Play Today (2023), *Top 20 Key Mobile Game Statistics for 2023*, 9 March. <https://playtoday.co/blog/stats/mobile-game-statistics/> (accessed March 2023).
- PT. Music Studio (2014), *Around Asia's Key Markets: Music Industry Overview—Music in Indonesia Today*. [https://www.slideshare.net/BrandedLimited/around-asiaa-key-markets-music-industry-overview?from\\_search=1](https://www.slideshare.net/BrandedLimited/around-asiaa-key-markets-music-industry-overview?from_search=1) (accessed March 2023).

- Rahmi, M.A.N. and Aminah (2022), 'Utilization the Economic Value of Intellectual Property (Copyright) as Collateral Object in Indonesia', *Legal Brief*, 11(5), pp.2742–51.
- Shin, W. (2017), 'The Success of K-pop and Why so Fast?' *Asian Journal of Social Science*. [https://www.academia.edu/41269471/The Success of k pop How Big and Why So Fast](https://www.academia.edu/41269471/The_Success_of_k_pop_How_Big_and_Why_So_Fast). (accessed March 2023).
- Simonton, D.K. (2000), 'Creativity: Cognitive, Personal, Developmental, and Social Aspects', *American Psychologist*, 55(1), pp.151–8.
- Statista (2023), *Games-Indonesia*, March. <https://www.statista.com/outlook/dmo/app/games/indonesia> (accessed March 2023).
- Sternberg, R.E. and T.I. Lubart (1991), 'An Investment Theory of Creativity and Its Development', *Human Development*, 34(1), pp.1–31.
- Sternberg, R.E. and T.I. Lubart (1999), 'The Concept of Creativity: Prospects and Paradigms', in R.J. Sternberg (ed.), *Handbook of Creativity*. New York: Cambridge University Press, pp.3–15.
- Sternberg, R.J. (2011), *Creativity. Cognitive Psychology*. Boston, MA: Cengage Learning.
- United Nations Conference on Trade and Development (2019), *Indonesia Adopts Blockchain to Grow Music Industry IP*, 5 April. <https://unctad.org/news/indonesia-adopts-blockchain-grow-music-industry-ip> (accessed March 2023).
- Virtual SEAsia (2019), *Southeast Asian Games on STEAM*, Twitter, 11 November (accessed March 2023).
- World Intellectual Property Organization (2015), *Creating Value from Music-the Rights that Make it Possible*. [https://www.wipo.int/ip-outreach/en/ipday/2015/creating\\_value\\_from\\_music.html](https://www.wipo.int/ip-outreach/en/ipday/2015/creating_value_from_music.html) (accessed March 2023).