

The Comparison of *Sword Art Online* Anime by Reki Kawahara with the Novel *Eye of Minds* by James Dashner: Intrinsic Study, Sociology of Literature, and Register

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This study aims to compare: (1) the intrinsic elements of *Sword Art Online* anime by Reki Kawahara with the novel *The Eye of Minds* by James Dashner; (2) the two works based on the sociological aspects of literary works and (3) the language registers of them in terms of livelihood learning and understanding the programming language register (coding). The approach used is descriptive-qualitative. The data used in this study were the similarities and differences of these two works in term of intrinsic elements, sociological aspects, and registers. Data sources in this study were the anime *Sword Art Online* and the novel *The Eye of Minds*. The data used in this study was collected through note-taking and the study of the literature. The data was analysed using intertextuality method strengthened by the hermeneutic method. The results showed the writers' sociological aspect and literary works, intrinsic elements of the anime and the novel in the form of themes, characterisations, settings, plot, and the message, as well as programming registers and their intentions.

Key words: *Comparison of anime, Novels, Literary sociology, Registers.*

Introduction

There are no stand alone texts, including in literary texts. Every text that appears will always have a relationship with both texts in the same era and those that have existed in the past including oral texts (McGuire, 2018). The text referred to is called the main text while the text referring to other texts is called the transformation text. Intertextuality tries to find the relationships between literary works and the external texts of those works (Tarín Sanz, 2017). Even further, intertextuality not only explores the relationship between texts but also why the text was made and what message was brought (Al-Shabab, 2012; Suárez Turriza, 2013).

The word literature comes from Sanskrit language which means a text containing instructions or guidelines. Literature is divided into two types, oral literature and written literature. Oral literature is spread by word of mouth so that there is often a decline in its existence as *pantun*, *karmina*, etc. On the other hand, written literature is disseminated through writing so consequently literary works last longer and have a greater influence in society.

Literary works as creative and imaginative works are inseparable from the aesthetic and artistic elements. One of the highest forms of literary works that can be enjoyed is drama. Drama or theatre viewed from the perspective of a literary work, is a script that must be read, worked on and acted out. Based on this, literature is a textual concept turned into a visual, then it is developed into a film by the film industry. Films require many actors to perform literary texts. Furthermore, some literary artists and activists began to think of creating a drama that does not need to be acted out but is illustrated using digital media, then it becomes animation or cartoons.

Animation is becoming increasingly famous because of technological advancements. Some comic fans began to explore anime. Anime is included in popular culture, originates from Japan, and is accepted by Indonesian people (Prista & Grendi, 2017; Farooq & Hussain, 2017) Like drama and cartoons, anime also has a plot that is divided into several episodes and consists of various genres.

Unlike anime, a novel has a uniqueness that allows the readers to involve themselves in the psychology of the story. However, in general readers of literary works only enjoy literature without interpreting the full meaning of its depth. Literary works need a systematic interpretation process (Rafiek, 2018). Literary works are actually expressions of personal thoughts and tastes. Literary works are the manifestation of feelings, thoughts, or experiences of writers. The development of literary studies can be classified into an interdisciplinary study. This results in various approaches to the study of literature, including literary psychology, sociology of literature, anthropology of literature, feminist literary criticism, and new historicism. In addition, it also produces various theoretical frameworks developed from

the relationship between literature and various disciplines, such as psychoanalysis / literary psychology, author psychology, reader psychology, author sociology, reader sociology, sociology of literary works, as well as genetic structuralism and literary sociology of Marxism.

Sociology of literature is seen as a literary work that is relevant to the community. The sociological approach to literature is the relationship between literature and society, whereas literature is an expression of people's feelings. People, whether they want it or not, keep conveying and expressing life (Wellek and Warren, 1990; Sabakti, 2019). According to Wellek and Werren, sociology is divided into three parts, namely reader sociology, author sociology, and sociology of literary works. The author's sociology is related to the social status and ideology of the author and his social problems, the sociology of literary works is related to the contents of literary works while the sociology of the reader concerns the social impact of literary works on the reading community.

Unconsciously, many things can be taken from literary works, for example the message contained in them, as well as foreign terms outside the Indonesian terms included in the realm of registers. Lestari (2010) states that the register is a vocabulary that is related to the characteristics of work and community groups. This is then able to be used as material for livelihood learning and vocabulary with new terms being studied in the literary works.

Method

This research uses descriptive-qualitative methods (Tojo & Takagi, 2017; Zurqoni, 2019). The object of this research is the intrinsic element and the anime register for "Sword Art Online" as well as the novel "The Eye of Minds". The data were obtained directly from observations of the anime "Sword Art Online" from the first episode to the last episode, as well as reading and interpreting the novel "The Eye of Minds" by James Dashner. The data of this study has similarities and differences in intrinsic elements, sociological aspects, and the registers of the two writings. The data sources were the anime *Sword Art Online* and the novel *The Eye of Minds*. This research used note taking and the study of literature method. The data was then analysed using intertextuality reinforced by the hermeneutic method. The intertextuality method was carried out to identify the similarities and differences in the intrinsic elements of the *Sword Art Online* anime by Reki Kawahar and the novel *The Eye of Minds* by James Dashner. The hermeneutic method was used to identify the sociology of the authors of those writings based on the sociological aspects of literary works and to compare the registers of them as livelihood learning and understanding the programming language registers (coding).

Findings and Discussion

Comparison of Intrinsic Elements

Identity

Anime "Sword Art Online" is one of the animations taken from a novel by Reki Kawahara. The novel was published on April 10, 2009 and is an ongoing series. The anime, directed by Tomohiko Ito, published on July 7, 2012, is an ongoing series. The *manga* version (Japanese comics) of *Sword Art Online* (SAO) is divided into 8, namely *Sword Art Online*, *Sword Art Online: Aincrad*, *Sword Art Online: Fairy Dance*, *Sword Art Online: Girls Ops*, *Sword Art Online: Progressive*, *Sword Art Online: Phantom Bullet*, *Sword Art Online: Caliber*, *Sword Art Online: Mother's Rosary*.

"The Eye of Minds" by James Dashner is the first novel in a series called The Mortality Doctrine. The series is divided into 3 parts namely "The Eye of Minds", "The Rule of Thoughts", and "The Game of Lives". Previously James Dashner wrote a novel called "The Maze Runner" which has been made into a film as well as becoming an international bestseller. The novel is 320 pages thick in its translated version. The original series were published in 2013 and the translation was published in 2016 by Gramedia Pustaka Utama. One of the characteristics of James Dashner's novels is a type of science fiction that goes into a labyrinth and plays wildly on the imagination of the readers.

Theme

Both of these literary works convey the same theme, which is about technology based on online virtual games peppered with mystery and romance. Both also have the potential for learning based on register programming or commonly referred as coding. The theme also includes the fantasy adventure genre. Some connoisseurs of this literary work certainly have an extraordinary imagination.
menjadi penolong bagi keduanya.

Characterisation

One theme that distinguishes the two of works are the characterisations. There are many characters in the anime "Sword Art Online (SAO)" and in the novel "The Eye of Minds". It is worth remembering that literary works have protagonists and antagonists. The protagonist is a character who has good character, saviour, and can also be referred as the angelic side. The antagonist is a character who has a bad disposition, troublemaker, or commonly referred as the evil side. Not all characters have aspects that are always good or always bad. It could be

that a character experiences a character shift to produce a conflict. Here is the characterisation of the anime "Sword Art Online"

Kirito (Kazuto Kirigaya)

The voice over (*seiyu*) is Yoshitsugu Matsuoka, a protagonist who is very hardworking and a tenacious soloist. He is a beater (beta-tester and cheaters); it is a term used for the first game player or the earliest person using the game. Cheater is a term for players who play cheating (using certain codes to solve problems or games).

Asuna (Yuuki Asuna)

The voiceover (*seiyu*) is Haruka Tomatsu, a vice-chairman of a strongest takeover group called the "Knight of Blood". He is a beautiful player and very skilled in playing games. Because of his speed, he is referred to as The Flash or The Lightning. Much love is expressed for him, but he is only loyal to Kirito. They got married in a virtual game, and in the real world they finally met and had a relationship as lovers.

Yui (Yui Mental Health Counseling Program 001)

The voiceover (*seiyu*) is Kanae Ito. The adopted child of Kirito and Asuna is actually an Artificial Intelligence (AI) or a computer program that had artificial intelligence. Yui has a spoiled, curious character, and is very supportive of her adoptive parents. This was proven when Yui is willing to sacrifice herself to disappear in order to protect Kirito and Asuna. He is also a helper figure for both.

Lyfa (Suguhakirigaya)

Kirito's cousin in the real world, he has a helper nature and loved Kirito. It was proven when he fell in love with Kirito while saving Asuna in a different virtual game, and Kirito had only just realised after being in the real world.

Klein

Klein is Kirito's friend who is interested in Asuna. He is very sensitive and funny. He makes Asuna laugh and that made Kirito jealous, but at the end, he acknowledges the relationship between Kirito and Asuna.

Agil

Agil is the bald protagonist carrying an axe, Kirito's friend selling antiques. He is a person who really likes to work and he is an expert in identifying antiques in virtual games.



Heathcliff (Kayaba Akihiko)

Heathcliff is the creator of Nerve Gear SAO who is antagonistic, very selfish as well as the biggest troublemaker in this anime. But in the next episode Kayaba gave a hint to Kirito and became a protagonist.

Silica (Keiko Ayano)

Silica is Kirito's popular friend who is very loving in nature.

Lizbeth (Rika Shinozaki)

She is Asuna's best friend who is recommended to Kirito, as well as Asuna's companion. Lizbeth also actually likes Kirito, but his love is hidden because he knows that Kirito really loves Asuna.

Kuradeel

He is a traitor as well as Asuna's protector. In one of episodes she tries to kill Kirito, but he fails.

Here is the characterisation of the novel "The Eye of Minds":

Michael

Michael is a protagonist as well as the main character who lives with Helga. He has a strict and unyielding nature. At the end of the story, it is revealed that Michael was not a player. He was a guinea pig by Tangen (object of a program).

Sarah

She is a smart woman who is a virtual friend of Michael. She is an expert in hacking codes as well as Michael's adventure companion. They never meet in the real world, but often discuss in the virtual world. Michael can feel that his love is only for Sarah. The spice of love occurred when they had a great adventure together after Bryson's death.

Bryson

A friend of Michael in the virtual world who is also a friend of Sarah, he is a little impatient, and arrogant. He continues to accompany Michael on his journey to find a Sacred Gorge.

Tanya

A girl who is full of discouragement and wants to end her life by destroying her own essence, she is the key to the initial problems in this novel. VNS agents referred to Tanya's death as the Doctrine of Death.



Kaine

He is a player who is able to hack the code and kill other players. He is the originator of cyberterrorism and lives in a castle.

Ronika

She is the protagonist magician who provides information about the game *Devils of Destruction* and the existence of the Sacred Gorge.

Killer creatures in a Virtual Game

The characters in SAO and *The Eye of Minds* have a similarity, namely the character Kirito who is very brave and unyielding, as Michael in the novel *The Eye of Minds* is. Both of them are also main characters who have extraordinary strength and skill. Asuna's figure also bears a resemblance to Sarah's intelligent character and becomes the dream of the main character, both of whom also loved each other because of their adventures with the main character. The Heathcliff figure was similar to the character of Kaine and became a ruler as well as an antagonist because of his cunning character.

Background

Both of these literary works have quite flexible place settings. The settings in the anime SAO tend to vary from starting in the forest, church, park, village, labyrinth, anti-crystal places and lakes. The settings of the places were made to resemble the real world. In the novel *The Eye of Minds* the places used were volcanoes, castles, altars and churches. The atmosphere was tense and the setting for the time of day was also flexible, whether it be night, morning, afternoon or evening.

Plot

The plot in the SAO anime was a mixed plot, while the novel *The Eye of Minds* had a forward flow. SAO told the story of Kirito's adventures in completing the game and everything remained a mystery in the virtual world. Kirito was one of the students trapped in the virtual game and who tried to finish the game so he could get out and survive. While *The Eye of Minds*, tells the story of a man who sought the Sacred Gorge as a revelation of a mystery.

Viewpoint

The perspective that both authors have in common regards to telling the story was the viewpoint of an all-knowing third person. This point of view is often used in novels, because it makes it easy for writers to tell story to the audience in more detail.



Message

Both of these literary works have the same message that was to never give up on making an effort, giving the maximum possible effort without worrying about the end result. Another message was that friendship, cooperation and mutual trust will foster strength and enthusiasm.

Author Sociology

The Author's sociology affects and forms their social ideologies. The two authors in this study have similar backgrounds, both living in developed countries. United States and Japan have the most rapidly developing technological advancements in the world. Both Reki Kawahara and James Dashner were born in the 70s. Being almost the same age also affects the similarity of ideas they were raised by. Dashner had a vulgar and transparent nature and it was reflected in the nature of the novel in relation to the story of Michael who was interested in Sarah. The nature of this story reflects on the essence of western life which tends to be vulgar, transparent, and real. Reki Kawahara has a slightly closed personality that is clearly seen in the anime where his feelings of liking someone are subtly portrayed. This aspect is relevant to the lives of Asian people.

Sociology of Literary Works

The sociology of literary works includes the content, goals, and other implicit things in the literary work. The purpose of the two literary works is to understand how future technology will work. Although not entirely true, of course a little picture of this will be able to help avoid any cultural shock in the community. Kawahara's drawings illustrate home life in the form of a *dojo*, as well as displaying traditional Japanese sports namely *kendo*. Manga and anime writers must have used Japanese motifs in their modern manga and anime (Hiroko, 2017). Reki also illustrates the way the main character calls his younger brother, 'younger brother' instead of by his name, as well as his younger brother who calls the main character 'brother' instead of calling him by his name. In his novel, James Dashner describes the accepted way in western life where the main character calls his assistant directly by his name. The main character is very independent and also very visible in personal matters are not family matters.

It is also explained that when fighting his enemy; the main character *Sword Art Online* also uses a sword as his main weapon which is the hallmark of *Kendo*. In the novel *The Eye of Minds*, the characters do not have special weapons. Despite having a rapid technological development, both still reflect the culture of their respective communities.



Sociology of Readers

The sociology of the reader requires the authors to determine what will be accepted by the reading community. The relationship between the reading community and the author is certainly very close. Without readers literary works perform no function. The reading community and the audience will certainly be amazed by future patterns of thinking about technological progress. The community will be increasingly motivated to realise the existence of such progress. These considerations can assist technological revolution movements in developing countries.

Language Register

Register is a description of language that varies according to the situation, profession, and language facilities. The registers in these two literary works are included in the virtual internet registers because all have a tendency towards coding or information technology. The following are terms in the SAO anime that can be used as learning registers.

Black Iron Castle
Resurrection Room
Craftsman
Merchant
Teleport Gate
Starting city
Swordsman
Safe Area

Full Dive: The functions of the five senses are replaced and distracted in the virtual world
Nerve Gear: Full generation first dive interface
AmuSphere: Full second generation dive interface
MediCuboid: Full third generation dive interface, for medical
Soul Translator: Full fourth generation dive interface
Start Link: Command to start the game
Argus: The company that makes SAO virtual games
Guild: The Organization of online game players
Item: Item
Level: Level
Dungeons: Anti-crystal areas or areas with the most enemies and there are kings' enemies.
HP Bar: Player's life
Player: Player
First Motion: Movement to activate the ability of the sword



Skill: Ability in game

Sword Skill: Physical attack technique

Experience point: Level increase parameter

MMORPG (Massively Multiplayer Online Role Playing Game): Play the characters in the game

MMO (Massively Multiple Online): Game with thousands of players

RPG (Role Playing Game): Artificial figure

Server: The system that provides services

Switch: Attack alternately

EXP: The most important function in the game

The following are the terms in the novel "The Eye of Minds"

Tangent: NPC (Non-player character) non-playable characters

VirtNet: Virtual-Net (Virtual game technology)

Lifeblood: Game title in VirtNet

Lifeblood Deep: This is the area with the most mysterious enemies that end the Lifeblood players. After studying the registers in both of them, it can be concluded that the virtual internet register uses English in order to create new terms or intentions. Both of these literary works contain various terms that can be used in learning language registers and language inventories.

The research of Mokbel & Mashoor (2016) entitled "MulK Raj Anand's Punjab Trilogy and Naguib Mahfouz's Cairo Trilogy: A Comparative Study" reveals that Anand and Mahfouz's trilogy developed commitment within society and combined their private stories with socio-political development. Anand adopts the story of Lalu Singh to recreate social and political transformation in India, Mahfouz uses The Jawad family structure to mirror the political ramification and urban culture in Egypt. They also integrate their own life philosophy with many western philosophical and eastern values.

The relevance of this research in relation to Abdulrahman's research is that both use comparative studies in literary works that originate from different countries. The difference is that Abdulrahman's research uses novels and a comparative type of French Stream as a comparison for the similar type of literary work. On the other hand this study uses the comparative type of American Stream in which literary works being compared are novels and anime.

The research of Mohammed Abdou Moindjie (2016) entitled "The Behavior of Non-Finite Verbs in Translation: A Comparative Case Study of English, Malay and French" reveals that



more non-finite verbs are used in English than in Malay and French, due to some relative factors such as peculiarity and language norms in terms of the translators's choices.

The relevance of this research in relation to Mohammed's research is that both use comparative studies. The difference is that Mohammed's research uses linguistic comparisons focused on verbs in English, Malay and French.

The research of Hernández-pérez (2019) entitled "Looking into the 'Anime Global Popular' and the 'Manga Media': Reflections on the Scholarship of a Transnational and Transmedia Industry" shows that anime, manga, and videogames are transnational industries and inseparable from other media associated with Japanese popular culture that have been managed in order to attract diverse global audiences.

The relevance of this research in relation to Manuel's research is that both use anime as one of the objects of the study. The difference is that this research uses a comparative study between novels and anime. However, in Manuel's research, anime and manga are seen to have popular Japanese media associations.

The research of Hayashi & Masashi (2017) entitled "Impressions of Robot Design in Japanese Anime Series" Mobile Suit Gundam”, says that the scale models are designed to be cool and the super-deformed models are designed to be cute.

The relevance of this research in relation to Naoto Hayashi's research is that both use anime series in their studies. The difference is that this research uses an anime series titled "Sword Art Online", and the research that Hayashi & Masashi uses is an anime series titled "Mobile Suit Gundam".

The research of Roohollah Roozbeh (2017) entitled "Ibsen in Iranian Cinema: A Comparative Analysis of" A Doll's House "and Mehrjuei's Sara" results in the cultural editing process "of A Doll's House" taken place in Sara. "Cultural edition" means the internationalisation of the work.

The relevance of this research in relation to Roohollah Roozbeh's research is that both of them use comparative research with a cultural approach. The difference is that Roohollah Roozbeh's research uses a literary approach in the form of film with French Streams. This research uses literary works in the form of novels and anime with American Streams.

The research of Yavuz, Güneş&Şahin (2017) entitled “*A Comparative Analysis of the Use of English Colloquial Expressions by Japanese and Chinese University Student: Insight from an*



Anime Dubbing Activity” says that anime dubbing activities can be a fun and engaging way for students produce English colloquial expressions in a creative manner.

The relevance of this study to the research by Yavuz, Güneş & Şahin is both using anime as the object of research. The difference is that the research by Yavuz, Güneş & Şahin uses a comparison of Japanese and Chinese students in the dubbing anime. This was also the same for the anime *Sword Art Online* and the novel *The Eye of Minds*.

In their study entitled "College in James Dashner's *The Maze Runner*" Mamentu, Elizabeth & Sabudu (2018) show that Thomas uses a large amount of courage to help his friends and face every challenge. This courage eventually makes Thomas show the Glader a way out of the maze.

The relevance of this research in relation to the research by Mentu, Elizabeth & Sabudu is that both use the qualitative approach and James Dashner's research objects. The difference is that Rifky's research uses content analysis with primary and secondary data. However, this research uses primary data only.

Conclusion

Based on these findings it can be concluded that first, the intrinsic elements of the anime *Sword Art Online* and the novel *The Eye of Minds* have many similarities based on the theme, character and character of the time setting. The flow of both works has a mixed plot and tells about adventure on the virtual internet. Characters, and place settings tend to be very different, but both have a tense atmosphere. The point of view of the two is the all-knowing third person and the common message delivered is always to work hard.

Secondly, the sociology of the literature in this study covers the different social culture of the two authors, who originate from Japan and America respectively. The sociology of these literary works held social elements in terms of life and customs. Reader sociology involved the relationship between the readers and audience with the authors or creators of the anime.

Thirdly, there were 36 virtual internet registers, each of which had a different understanding. These registers can be used as learning registers and language inventories.



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