

DAFTAR PUSTAKA

- Amazon Web Services. (2020). *How Sony Interactive Entertainment renders with AWS*. Retrieved from AWS: <https://aws.amazon.com/id/solutions/case-studies/sony-2020-reinvent-video/>
- Amazon Web Services. (2024). *AWS Supports Sony Interactive Entertainment to Scale Its PlayStation™ Network Microservices to Serve Millions of Players*. Retrieved from AWS: <https://aws.amazon.com/id/solutions/case-studies/sony-interactive-ent-case-study/>
- Andrew Goldfarb. (2021). *Ghost of Tsushima Director's Cut arrives on PS5 and PS4 consoles on August 20*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2021/07/01/ghost-of-tsushima-directors-cut-arrives-on-ps5-and-ps4-consoles-on-august-20/>
- Arsenault, D. (2009). Video Game Genre, Evolution and Innovation. *Eludamos: Journal for Computer Game Culture*.
- BAFTA. (2025). *Games Awards*. Retrieved from BAFTA: <https://www.bafta.org/awards/games/?award-year=2023>
- Bethany Hulse. (2024, June). *Concord Beta dates announced, Beta Early Access launching July 12*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2024/06/27/concord-beta-dates-announced-beta-early-access-launching-july-12/>
- Bluepoint Games. (2025). *PRIDE - QUALITY - EXCELLENCE*. Retrieved from Bluepoint: <https://www.bluepointgames.com/>
- Bungie. (2025). *Intellectual Property and Trademarks*. Retrieved from help.bungie.net/: <https://help.bungie.net/hc/en-us/articles/360049201911-Intellectual-Property-and-Trademarks>
- CC Mathews, N. W. (2016). How Are Modern Video Games Marketed? *The computer games journal*.
- Clifford Tyler . (2019, May 1). *AMD CEO: With new products launching, 2019 is a 'growth year'*. Retrieved from CNBC: <https://www.cnbc.com/2019/05/01/amd-ceo-with-new-products-launching-2019-is-a-growth-year.html>
- Consalvo, M. (2006). Console video games and global corporations: Creating a hybrid culture. *New Media & Society*.
- De Voldere, I. (2017). Mapping the Creative Value Chains. *EUROPEAN COMMISSION*.

- Epic Games. (2020, June 15). *A first look at Unreal Engine 5*. Retrieved from Unreal Engine: <https://www.unrealengine.com/en-US/blog/a-first-look-at-unreal-engine-5>
- Epic Games. (2022, April 11). *Sony and KIRKBI Invest in Epic Games to Build the Future of Digital Entertainment*. Retrieved from epicgame: <https://www.epicgames.com/site/en-US/news/sony-and-kirkbi-invest-in-epic-games-to-build-the-future-of-digital-entertainment>
- Epic Games. (2025, February 21). *Licensing*. Retrieved from Unreal Engine: <https://www.unrealengine.com/en-US/license>
- Epic Games. (2024, November 18). *Playstation 5*. Retrieved from Unreal Engine : <https://dev.epicgames.com/documentation/en-us/unreal-engine/development-for-playstation-5-in-unreal-engine>
- Epic Games. (2024, December 13). *Unreal Engine games celebrated at The Game Awards 2024*. Retrieved from Unreal Engine: <https://www.unrealengine.com/en-US/news/unreal-engine-games-celebrated-at-the-game-awards-2024>
- Eric Lempel. (2020, Oktober). *Watch Travis Scott's new PS5 video*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2020/10/23/watch-travis-scotts-new-ps5-video/>
- Firesprite. (2023, March 7). *Team Interview: Horizon Call of The Mountain*. Retrieved from Firesprite: <https://firesprite.com/news/2023/03/horizon-call-of-the-mountain-team-interview/>
- Firesprite. (2025, April). *About Firesprite*. Retrieved from LinkedIn: <https://www.linkedin.com/company/firesprite>
- Gary Gereffi, J. H. (2005). The governance of global value chains. *Review of International Political Economy*.
- Gavin, A. (2025). *Why did we sell Naughty Dog?* Retrieved from LinkedIn: https://www.linkedin.com/posts/andrew-gavin-441765_why-did-we-sell-naughty-dog-its-a-question-activity-7277011334121058305-JZKz/
- Gereffi, e. a. (2005). The governance of global value chains. *Taylor & Francis*.
- González-Piñero, M. (2017). *Redefining the value chain of the video games industry 2017*. Kunnskapsverket C/O Høgskolen i Innlandet, Postboks 400, N - 2418 Elverum: Kunnskapsverket.
- Gupta, P. K. (2012). MERGERS AND ACQUISITIONS (M&A): THE STRATEGIC CONCEPTS FOR THE NUPTIALS OF CORPORATE SECTOR. *INNOVATIVE JOURNAL OF BUSINESS AND MANAGEMENT*.

- Hiromi Wakai. (2024). *The PlayStation Portal remote player experience to evolve with new system update*. Retrieved from [blog.playstation.com: https://blog.playstation.com/2024/11/19/the-playstation-portal-remote-player-experience-to-evolve-with-new-system-update/](https://blog.playstation.com/2024/11/19/the-playstation-portal-remote-player-experience-to-evolve-with-new-system-update/)
- Ian Purnomo. (2024, January). *(For Southeast Asia) Kim Se Jeong Invites you to celebrate a Happy New Play-Year*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2024/01/30/202401231-kimsejonghnpny/>
- Jan-Bart, B. V. (2024, September 24). *Horizon Zero Dawn Remastered launches on PS5 & PC October 31, pre-orders available Oct 3*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2024/09/24/horizon-zero-dawn-remastered-is-coming-to-ps5-pc-october-31-2024/>
- Jim, R. (2020, November 11). *The dawn of a new generation: PS5 is almost here*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2020/11/11/the-dawn-of-a-new-generation-ps5-is-almost-here/>
- Joost Rietveld, R. S. (2021). Market Orchestrators: The Effects of Certification on Platforms and Their Complementors. *Strategy Science*.
- Justia. (2025). *RATCHET & CLANK RIFT APART - Trademark Details*. Retrieved from [trademarks.justia.com: https://trademarks.justia.com/889/60/ratchet-clank-rift-88960516.html](https://trademarks.justia.com/889/60/ratchet-clank-rift-88960516.html)
- JUSTIA Trademarks. (2025). *DESTINY 2: THE FINAL SHAPE - Trademark Details*. Retrieved from [trademarks.justia.com: https://trademarks.justia.com/908/99/destiny-2-the-final-90899333.html](https://trademarks.justia.com/908/99/destiny-2-the-final-90899333.html)
- Ketan Mahajan. (2025, January 13). *Gaming console Statistics 2025 By Games, Performance, Quality*. Retrieved from Market.us News: <https://www.news.market.us/gaming-console-statistics/>
- Kettunen, J. (2017). Console Gaming : An analysis of how digital sales can be increased from both an industry and consumer perspective.
- Killström Kalle. (2024, August 04). Monetizing the Growth of the Video Game Industry. *Theseus*. Retrieved from DW.
- Killström, K. (2024, Agustus 04). Monetizing the Growth of the Video Game Industry. *Theseus*. Retrieved from DW.
- Lemon Sky. (2025). *The Last of Us Part II*. Retrieved from [lemonskystudios.com: https://www.lemonskystudios.com/case-studies-games/the-last-of-us-part-ii](https://www.lemonskystudios.com/case-studies-games/the-last-of-us-part-ii)
- Loveridge, S. (2021). *PS5 wins Best Gaming Hardware at the Golden Joystick Awards 2021*. Retrieved from [gamesradar: https://www.gamesradar.com/ps5-wins-best-gaming-hardware-at-the-golden-joystick-awards-2021/](https://www.gamesradar.com/ps5-wins-best-gaming-hardware-at-the-golden-joystick-awards-2021/)

<https://www.gamesradar.com/ps5-wins-best-gaming-hardware-at-the-golden-joystick-awards-2021/>

Marchand André, T. H.-T. (2013). Value Creation in the Video Game Industry: Industry Economics, Consumer. *Journal of Interactive Marketing*.

Marchand, A. (2013). Value Creation in the Video Game Industry: Industry Economics, Consumer. *Journal of INTERACTIVE MARKETING*. Retrieved from https://www.marketingcenter.de/sites/mcm/files/downloads/research/lmm/literature/marchand_hennig-thurau_2013_jim_value_creation_in_the_video_game_industry_industry_economics_consumer_benefits_and_research_opportunities.pdf

Matthew Gallant. (2020, August). *The Last of Us Part II Update Adds Grounded Difficulty, Permadeath Mode, and More*. Retrieved from <https://www.naughtydog.com/>: https://www.naughtydog.com/blog/the_last_of_us_part_ii_grounded_update

McAllister, K. (2025). *History of Bend Studio*. Retrieved from [bendstudio.com: https://www.bendstudio.com/blog/history-of-bend-studio/](https://www.bendstudio.com/blog/history-of-bend-studio/)

Newzoo. (2024, february 8). *Newzoo's games market revenue estimates and forecasts by region and segment for 2023*. Retrieved from Newzoo: <https://newzoo.com/resources/blog/games-market-estimates-and-forecasts-2023>

Nisar Asghar. (2021, November 19). *PlayStation Studios di Cloud*. Retrieved from Sony Interactive Entertainment: <https://sonyinteractive.com/en/news/blog/playstation-studios-in-the-cloud/>

Nishino Hideaki . (2020, March 18). *Unveiling New Details of PlayStation 5: Hardware Technical Specs [UPDATED]*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2020/03/18/unveiling-new-details-of-playstation-5-hardware-technical-specs/>

Nishino, H. (2020, March 18). *Unveiling new details of PlayStation 5: Hardware technical specs [UPDATED]*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/archive/2020/03/18/unveiling-new-details-of-playstation-5-hardware-technical-specs/>

Nixxes Software. (2025, May). *About Nixxes Software*. Retrieved from LinkedIn: <https://www.linkedin.com/company/nixxes-software-bv/>

NM Coe, H. Y. (2015). Global production networks: Theorizing economic development in an interconnected world. *Oxford University Press*.

- Pashkov, S. (2021). Video Game Industry Market Analysis Approaches that resulted in industry success and high demand. *Unit International Business Administration*.
- PixelOpus. (2022, November 9). *Epic congratulations to our friends*. Retrieved from Pixelopus: <https://x.com/Pixelopus/status/1590364469867458560>
- PlayStation Asia. (2024). *Undangan dari Kim Se Jeong • Happy New Play-Year untuk semuanya*. Retrieved from YouTube: <https://youtu.be/ZSSNiAHdNk4?si=MgQV7MtmHRM2KMJf>
- PlayStation Esports. (2024, April). *Evo Japan 2024 Day 1 Watch Party [ENGLISH]*. Retrieved from PlayStation Esports: <https://www.youtube.com/live/gCnDNvd5JAE?si=fOFB6XztpPcXPJxl>
- Ponte, G. G.-R. (2019). Introduction to the Handbook on Global Value Chains. *elgaronline.com*.
- Razzaque, M. M.-J. (2015). Middleware for internet of things: a survey. *IEEE Internet of things journal*.
- RTS Management Inc. (2021, March 18). *Sony and RTS Jointly Acquire the Evolution Championship Series*. Retrieved from rts: <https://www.rts.gg/articles/evo-press-release>
- Sandqvist, U. (2015). THE GAMES THEY ARE A CHANGIN': NEW BUSINESS MODELS AND TRANSFORMATION WITHIN THE VIDEO GAME INDUSTRY. *Humanities & Social Sciences Latvia*.
- secret6. (2020). *Working on The Last of Us Part II: A Six-Year Journey of Learning and Growth*. Retrieved from secret6: <https://secret6.com/post/working-on-the-last-of-us-part-ii-a-six-year-journey-of-learning-and-growth>
- Shurui Du, X. P. (2021). Research on Marketing Mix of Mobile Online Games. *ATLANTIS PRESS*.
- Sid Shuman. (2020, September 12). *Watch live: PlayStation 5 Showcase airs today at IPM Pacific*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2020/09/12/watch-live-playstation-5-showcase-on-wednesday-september-16/>
- Sid, S. (2020, November 19). *PlayStation 5's launch expands around the world*. Retrieved from Playstation.Blog: <https://blog.playstation.com/2020/11/19/playstation-5s-launch-expands-around-the-world/> See how PlayStation celebrated the global launch of the PS5 console with iconic buildings and popular sites around the world.
- SIE Communications. (2005, December 8). *Sony Computer Entertainment Acquires Guerrilla Games – leading developer of Killzone franchise*.

Retrieved from Sonyinteractive.com: <https://sonyinteractive.com/en/press-releases/2005/sony-computer-entertainment-acquires-guerrilla-games-leading-developer-of-killzone-franchise/>

SIE Communications. (2023, April 20). *Origins – PlayStation Productions*. Retrieved from Sony Interactive Entertainment: <https://sonyinteractive.com/en/news/blog/origins-playstation-productions/>

Sirani, J. (2023). *Where Switch, PS5 Rank Among the Best-Selling Video Game Consoles of All Time*. Retrieved from IGN Southeast Asia: <https://sea.ign.com/nintendo-switch-1/188777/news/where-switch-ps5-rank-among-the-best-selling-video-game-consoles-of-all-time>

Siyoto Sandu, K. M. (2015). Dasar Metodologi Penelitian. *Literasi Media*.

Sn systems. (2025, February 6). *Home*. Retrieved from snsystems: <https://www.snsystems.com/about-us/our-history>

Sony. (2019). *Sony Corporate Report 2019*. SONY.

SONY. (2023). *Corporate Report*. Retrieved from sony.com: https://www.sony.com/en/SonyInfo/IR/library/corporatereport/CorporateReport2023_E.pdf

SONY. (2023, april 28). *FY2022 Consolidated Financial Results*. Retrieved from SONY: https://www.sony.com/en/SonyInfo/IR/library/presentation/pdf/22q4_sonyspeech.pdf

Sony. (2024). *Business Segment Events & Presentations, Game & Network Services (G&NS) Segment*. Retrieved from SONY: https://www.sony.com/en/SonyInfo/IR/library/presentation/business_segment_meeting/archive.html

Sony. (2024). *Corporate Report*. Retrieved from Sony: <https://www.sony.com/en/SonyInfo/IR/library/corporatereport/>

Sony. (2024). *Corporate Report 2024*. Retrieved from Sony: <https://www.sony.com/en/SonyInfo/IR/library/corporatereport/>

Sony. (2024). *PlayStation®5 Design Story*. Retrieved from SONY: <https://www.sony.com/en/SonyInfo/design/stories/PS5/>

Sony. (2024, September 30). *PlayStation®5 Design Story*. Retrieved from Design Stories: <https://www.sony.com/en/SonyInfo/design/stories/PS5/>

Sony Group Corporation. (2020, August 28). *Corporate Report 2020*. Retrieved from SONY: https://www.sony.com/en/SonyInfo/IR/library/corporatereport/CorporateReport2020_E.pdf

- Sony Group Corporation. (2022). *Corporate Report*. Retrieved from SONY:
https://www.sony.com/en/SonyInfo/IR/library/corporatereport/CorporateReport2022_E.pdf
- Sony Group Corporation. (2024, may 30). *Business Segment Meeting*. Retrieved from SONY:
https://www.sony.com/en/SonyInfo/IR/library/presen/business_segment_meeting/pdf/2024/GNS_E.pdf
- Sony Group Corporation. (2024, May 14). *Earnings Releases*. Retrieved from SONY:
<https://www.sony.com/en/SonyInfo/IR/library/presen/er/archive.html>
- Sony Group Corporation. (2024, September 15). *Epic Games Receives Strategic Investment from Sony Corporation*. Retrieved May 5, 2025, from SONY:
<https://www.sony.com/en/SonyInfo/News/Press/202007/20-0710E/>
- Sony Group Corporation. (2024, May 14). *FY2023 Consolidated Financial Results*. Retrieved from SONY:
<https://www.sony.com/en/SonyInfo/IR/library/presen/er/archive.html>
- Sony Group Corporation. (2024, September 30). *PlayStation®5 Design Story*. Retrieved from SONY:
<https://www.sony.com/en/SonyInfo/design/stories/PS5/>
- Sony Group Corporation. (2025, May). *Sony Group's Major Manufacturing Operations*. Retrieved from <https://www.sony.com> › biz › products:
https://www.sony.com/en/pressroom/biz/products/base_20250514E.pdf
- Sony Interactive Entertainment . (2025). *Add-ons by Game*. Retrieved from PlayStation.Store: <https://store.playstation.com/en-id/category/51c9aa7a-c0c7-4b68-90b4-328ad11bf42e/2>
- Sony Interactive Entertainment . (2025, March 22). *Education*. Retrieved from sonyinteractive.com: <https://sonyinteractive.com/en/impact/education/>
- Sony Interactive Entertainment . (2025). *How to update system software on a PS5 console*. Retrieved from playstation.com: <https://www.playstation.com/en-us/support/hardware/ps5/system-software/#latest>
- Sony Interactive Entertainment. (2004, May 11). *List of Third Party Game Developers and Publishers*. Retrieved from <https://sonyinteractive.com>:
<https://sonyinteractive.com/en/press-releases/2004/list-of-third-party-game-developers-and-publishers/>
- Sony Interactive Entertainment. (2010, June 16). *Registered Accounts on PlayStation®Network Exceed 50 Million Worldwide*. Retrieved from Sony Interactive Entertainment: <https://sonyinteractive.com/en/press-releases/2010/registered-accounts-on-playstationnetwork-exceed-50-million-worldwide/>

- Sony Interactive Entertainment. (2016, January 26). *Sony Computer Entertainment and Sony Network Entertainment Announce the Formation of Sony Interactive Entertainment LLC*. Retrieved from Sony Interactive Entertainment: <https://sonyinteractive.com/en/press-releases/2016/sony-computer-entertainment-and-sony-network-entertainment-announce-the-formation-of-sony-interactive-entertainment-llc/>
- Sony Interactive Entertainment. (2019). *Sony Interactive Entertainment Names Hermen Hulst Head of Worldwide Studios*. Retrieved from sonyinteractive.com: <https://sonyinteractive.com/en/press-releases/2019/sony-interactive-entertainment-names-hermen-hulst-head-of-worldwide-studios/>
- Sony Interactive Entertainment. (2019). *Sony Interactive Entertainment to Acquire Insomniac Games, Developer of PlayStation®4 Top-selling Marvel's Spider-Man, Ratchet & Clank*. Retrieved from sonyinteractive.com: <https://sonyinteractive.com/en/press-releases/2019/sony-interactive-entertainment-to-acquire-insomniac-games-developer-of-playstation4-top-selling-marvels-spider-man-ratchet-clank/>
- Sony Interactive Entertainment. (2020, March 10). *Hermen Hulst Q&A: Interview with Head of PlayStation's Worldwide Studios*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2020/03/10/hermen-hulst-qa-interview-with-head-of-playstations-worldwide-studios/>
- Sony Interactive Entertainment. (2021, June 2). *Hermen Hulst Q&A: What's Next for PlayStation Studios*. Retrieved from PlayStation.Blog: <https://blog.playstation.com/2021/06/02/hermen-hulst-qa-whats-next-for-playstation-studios/>
- Sony Interactive Entertainment. (2022). *Sony Interactive Entertainment to Acquire Haven Entertainment Studios Inc.* Retrieved from Sonyinteractive.com: <https://sonyinteractive.com/en/press-releases/2022/sony-interactive-entertainment-to-acquire-haven-entertainment-studios-inc/>
- Sony Interactive Entertainment. (2022). *Sony Interactive Entertainment to Acquire Leading Independent Video Game Developer, Bungie*. Retrieved from sonyinteractive.com: <https://sonyinteractive.com/en/press-releases/2022/sony-interactive-entertainment-to-acquire-leading-independent-videogame-developer-bungie/>
- Sony Interactive entertainment. (2023, March 31). *Business Data & Sales*. Retrieved from Sony Interactive entertainment: <https://sonyinteractive.com/en/our-company/business-data-sales/>

- Sony Interactive Entertainment. (2023, April 24). *Expanded Company Timeline*. Retrieved from Sony Interactive Entertainment Homepage: <https://sonyinteractive.com/en/our-company/expanded-company-timeline/>
- Sony Interactive Entertainment. (2024). *HAPPY NEW PLAY-YEAR*. Retrieved from playstation: <https://www.playstation.com/en-id/local/campaigns/happy-new-play-year/#:~:text=Let's%20continue%20playing%20this%20new,a%20HAPPY%20NEW%20PLAY-YEAR>
- Sony Interactive Entertainment. (2024, September 11). *LSI Development at SIE: Where Expertise Comes Together*. Retrieved from Sony Interactive Entertainment: <https://sonyinteractive.com/en/news/blog/lsi-development-at-sie-where-expertise-comes-together/>
- Sony Interactive Entertainment. (2024, May 19). *Sony Interactive Entertainment to Acquire Valkyrie Entertainment*. Retrieved from Sony Interactive Entertainment Homepage: <https://sonyinteractive.com/en/press-releases/2021/sony-interactive-entertainment-to-acquire-valkyrie-entertainment/>
- Sony Interactive Entertainment. (2025). *All PlayStation Plus games*. Retrieved from PlayStation.Plus : https://www.playstation.com/en-id/ps-plus/games/?category=MONTHLY_GAMES#plus-container
- Sony Interactive Entertainment. (2025). *All PS5 Games*. Retrieved from PlayStation Store: <https://store.playstation.com/en-id/category/d0446d4b-dc9a-4f1e-86ec-651f099c9b29/2>
- Sony Interactive Entertainment. (2025, May 12). *Beta Program at PlayStation*. Retrieved from playstation.com: <https://www.playstation.com/en-us/beta-program-at-playstation/>
- Sony Interactive Entertainment. (2025). *Classics Catalog*. Retrieved from PlayStation.Store: <https://store.playstation.com/en-us/category/8056ad23-7f30-485c-a628-b99f9d5aec5d/2>
- Sony Interactive Entertainment. (2025). *Gran Turismo® 7 (Simplified Chinese, English, Korean, Thai, Traditional Chinese)*. Retrieved from PlayStation.Store: <https://store.playstation.com/en-id/concept/10000956>
- Sony Interactive Entertainment. (2025, January 15). *How to Pitch your Game to PlayStation*. Retrieved from Sony Interactive Entertainment Homepage: <https://sonyinteractive.com/en/news/blog/how-to-pitch-your-game-to-playstation/>
- Sony Interactive Entertainment. (2025, March 28). *Playstation Careers*. Retrieved from Playstation: <https://www.playstation.com/en-us/corporate/playstation-careers/#listings>

- Sony Interactive Entertainment. (2025, February 28). *Playstation Partners*. Retrieved from Playstation Partners: <https://partners.playstation.net>
- Sony Interactive Entertainment. (2025). *PlayStation® accessories*. Retrieved from playstation: <https://www.playstation.com/en-id/accessories/>
- Sony Interactive Entertainment. (2025). *PlayStation® Affiliate Partner Marketing Program*. Retrieved from direct.playstation.com: <https://direct.playstation.com/en-us/playstation-affiliate-programme>
- Sony Interactive Entertainment. (2025). *Ratchet & Clank: Rift Apart (Simplified Chinese, English, Korean, Traditional Chinese)*. Retrieved from PlayStation.Store: https://store.playstation.com/en-id/product/HP9000-PPSA01476_00-RATCHETCLANKRIFT
- Sony Interactive Entertainment. (2025). *Retail Store*. Retrieved from playstation: <https://www.playstation.com/en-id/local/retailers-list/>
- Sony Interactive Entertainment Europe. (2025). *PLAYSTATION®5 SYSTEM SOFTWARE LICENSE AGREEMENT (Version 1.1)*. Retrieved from playstation.com: <https://www.playstation.com/en-in/legal/ps5-ssla/>
- Sony Interactive Entertainment LLC. (2020, 11 10). *Backward compatibility: PS4 games playable on PS5 consoles*. Retrieved from <https://www.playstation.com/en-us/>: <https://www.playstation.com/en-us/support/games/ps5-backward-compatibility-games/>
- Sony Interactive Entertainment LLC. (2025). *All PS5 Games*. Retrieved February 26, 2025, from PlayStation.Store: <https://store.playstation.com/en-us/category/d71e8e6d-0940-4e03-bd02-404fc7d31a31/1>
- Sony Interactive Entertainment LLC. (2025, January). *LEVEL UP NEW YEAR's play CAMPAIGN TERMS AND CONDITIONS*. Retrieved from Playstation: <https://www.playstation.com/en-id/local/campaigns/level-up-new-years-play/terms-and-conditions/>
- Sony Interactive Entertainment LLC. (2025, February 14). *PlayStation Network Rules*. Retrieved from Playstation: <https://www.playstation.com/en-us/legal/psn-rules/#:~:text=PlayStation%20Network%20-%20or%20PSN%20-%20is,have%20an%20account%20for%20PSN>
- Sony Interactive Entertainment LLC. (2025). *PLAYSTATION® PLUS SEASON OF PLAY*. Retrieved from playstation.com: <https://www.playstation.com/en-us/legal/season-of-play-competition-terms/>
- Sony Interactive Entertainment LLC. (2025, April 3). *PS5 Games*. Retrieved from playstation.com: <https://www.playstation.com/en-id/ps5/games/?smcid=fdc%3Aen-id%3Aprimary%20nav%3Amsg-ps5%3Agames>

- Sony Interactive Entertainment LLC. (2025, February 7). *Your guide to PlayStation Tournaments and esports*. Retrieved from Playstation: <https://www.playstation.com/en-us/editorial/the-playstation-guide-to-esports/>
- Sony Pictures . (2021). *Netflix and Sony Pictures Entertainment Sign Pay-One U.S. Licensing Deal for Feature Films*. Retrieved from sonypictures.com: https://www.sonypictures.com/corp/press_releases/2021/0408
- Stephen Kelly, V. K. (2020). Digital Supply Chain Management in the Videogames Industry: A Systematic Literature Review. *The Computer Games Journal*.
- Su Yanhui, B. P. (2020). Business Intelligence Challenges for Independent. *International Journal of Computer Games Technology*.
- Tiffany Johnson. (2022). *An update on Sony Interactive Entertainment's Social Justice Fund and the PlayStation Career Pathways Program*. Retrieved from sonyinteractive.com: <https://sonyinteractive.com/en/news/blog/an-update-on-sony-interactive-entertainments-social-justice-fund-and-the-playstation-career-pathways-program/>
- Tomaselli, F. C. (2008). Value Chain Management and Competitive Strategy in the Home Video Game Industry. *POMS 19th Annual Conference* .
- Valkyrie Entertainment. (2021, September 10). *We're so proud to continue working with* Retrieved from Valkyrie Entertainment: <https://x.com/valkyrieent/status/1436179041095020547>
- Valkyrie Entertainment. (2025, April 19). *About Valkyrie Entertainment*. Retrieved from Linkedin: <https://www.linkedin.com/company/valkyrie-entertainment>
- Virtuos. (2020). *VIRTUOS CONTRIBUTES TO THE LAST OF US: PART II'S IMPRESSIVE IMAGERY*. Retrieved from Virtuos.com: <https://www.virtuosgames.com/news/virtuos-contributes-to-the-last-of-us-part-iis-impressive-imagery/>
- Vlasta Stavova, L. D. (2018). A Large-Scale Comparative Study of Beta Testers and Regular Users. *Communications of the ACM*.
- Yuko Aoyama, H. I. (2003). Hardware gimmick or cultural innovation? Technological, cultural, and social foundations of the Japanese video game industry. *Elsevier*.
- Zackariasson, W. (2012). The video game industry: Formation, present state, and future. *books.google.com*.

Zandt, F. (2024, December 3). *The World's Best-Selling Video Game Consoles*. Retrieved from statista: <https://www.statista.com/chart/18903/video-game-console-sales/>