Bibliography

Topic: Gaming and Asian Success Culture

Case Study: Korea and the rise of Esports

Theoretical Issues: Mental health and representation in Asia, Success and Osomatsu-San, parenting, parenting and gaming, entertainment, otaku/shut-in culture, Esports movement Background: Gaming, entertainment, Asian-parenting, Psychology

Scholarly Sources:

Baek, Youngkyun. 2013. *Psychology of Gaming*. New York: Nova Science Publishers, Inc. 2013 *eBook Collection (EBSCOhost)*, EBSCOhost.

Jin, Dal Yong. 2010. *Korea's Online Gaming Empire*. [electronic resource]. N.p. Cambridge, Massachussetts: MIT Press, 2010. *LINUS Catalog, EBSCOhost*.

Jin, Dal Yong. 2016. New Korean Wave: Transnational Cultural Power in the Age of Social Media. Urbana, Chicago: University of Illinois Press, [2016], 2016. LINUS Catalog, EBSCOhost.

Joo, Jeongsuk. 2011. "Transnationalization of Korean Popular Culture and the Rise of 'Pop Nationalism' in Korea." *Journal of Popular Culture* 44, no. 3: 489-504. *SPORTDiscuss with Full Test*, EBSCOhost.

Myonggu, Yi, and William A. Douglas. "Korean Confucianism Today." *Pacific Affairs* 40, no. 1/2 (1967): 43-59. doi:10.2307/2754621.

Non-Scholarly Sources:

Hack, Brett. 2016. "Subculture as Social Knowledge: a Hopeful Reading of Otaku Culture." Contemporary Japan- Journal of the German Institute for Japanese Studies, Tokyo 28, no. 1: 33-57. Academic Search Complete, EBSCOhost.

"World Suicide Rates by Country." *The Washington Post*: Organization for Economic Cooperation and Development. 2005.

Sutter, John D. "Why internet connections are fastest in Korea" CNN, March 31, 2010.

Dominguez, Trace. "How Powerful is South Korea?" *NowThis*, YouTube video, 3:26. May 16. 2015.

"Economy of South Korea," Wikipedia.

"Korea e-Sports Association," Wikipedia.

"Video gaming in South Korea," Wikipedia.

"Seoul: The World's Most Wired City," ABC News, YouTube video, 5:12. June 25, 2010.

"In Hypercompetitive South Korea, Pressure Mounts on Young Pupils" *PBS NewsHour*, YouTube video, 8:52. January 21, 2011.

Primary Sources:

"Esports set 'set for £1bn revenue and 600 million audiences by 2020" BBCSports, BBC.com. 21 March 2017.

"Gaming Can Make a Better World with Jane McGonigal." TED, TED 2010. Video.

"Why is South Korea Already so Strong in Overwatch?" YoutubeVideo, theScore Esports.

Posted 10 Nov 2016.

Young, Danny. 2015. "Why is Korea So Good at Esports?" Blog, Ebuyer.com.