

Self-Concept among Otaku and Weeaboo in Japanese Pop Culture: A Systematic Literature Review

Konsep Diri pada Otaku dan Weeaboo dalam Budaya Pop Jepang: Tinjauan Pustaka Sistematis

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Abstract

This study aims to identify and synthesize the findings of previous research on self-concept, covering definitions and criteria related to Otaku and Weeaboo. The method used in this study is a systematic literature review utilizing the Preferred Reporting Items for Systematic Reviews and Meta-Analyses (PRISMA) guidelines. The article search process utilized the Scopus and PubMed databases. The screening process yielded 15 articles for further analysis. From the results of this analysis, it was found that "Otaku" is a term derived from a Japanese word meaning "home." This term refers to individuals who enjoy spending time at home pursuing hobbies related to Japanese pop culture, such as watching anime, playing computer and video games, and reading manga and novels. Additionally, "Weeaboo" is a term for non-Japanese individuals who are so fascinated by Japanese pop culture that it leads to a desire to become Japanese. These two terms often overlap and share similar criteria. The self-concept of Otaku and Weeaboo individuals is shaped by their interest in Japanese pop culture, such as anime, manga, games, and novels. Even within the Weeaboo community, they view themselves as part of the Japanese people. This self-concept is further strengthened by community involvement, whether among Otaku or Weeaboo.

Keywords : Japanese; Otaku; Pop Culture; Self-Concept; Weeaboo

Abstrak

Penelitian ini bertujuan untuk mengidentifikasi dan mensintesis temuan-temuan penelitian sebelumnya mengenai konsep diri yang mencakup definisi hingga kriteria pada Otaku dan Weeaboo. Metode yang digunakan dalam penelitian ini berupa tinjauan pustaka sistematis dengan alat bantu Preferred Reporting Items for Systematic Reviews and Analyse (PRISMA). Proses pencarian artikel menggunakan database Scopus dan PubMed. Hasil penyaringan mendapat 15 artikel untuk dianalisis lebih lanjut. Dari hasil analisis tersebut, ditemukan bahwa Otaku merupakan istilah yang berasal dari kata Jepang yang berarti "rumah". Istilah ini diperuntukkan bagi individu yang senang menghabiskan waktu di dalam rumah untuk melakukan hobinya yang berkaitan dengan budaya pop Jepang seperti menonton anime, bermain komputer dan video game, serta membaca manga dan novel. Selain itu, Weeaboo merupakan istilah bagi individu non-Jepang yang tertarik dengan budaya pop Jepang hingga menimbulkan keinginan untuk menjadi orang Jepang. Kedua istilah ini seringkali tumpang tindih dan memiliki kriteria yang mirip. Konsep diri pada individu Otaku dan Weeaboo terbentuk melalui ketertarikan mereka pada budaya pop Jepang seperti anime, manga, game, dan novel. Bahkan dalam komunitas Weeaboo, mereka menilai diri sebagai bagian dari orang Jepang. Konsep diri ini semakin kuat karena adanya keterlibatan komunitas, baik pada Otaku maupun Weeaboo.

Kata Kunci : Budaya Pop; Jepang; Konsep Diri; Otaku; Weeaboo

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INTRODUCTION

Japan is a country with a strong culture. During the Tokugawa period, the Japanese people minimized their contact with the outside world in order to build a national culture. This was done to strengthen their identity and distinctiveness. Japan's strong culture, traditions, natural environment, and historical values foster a sense of individual identity within a community that is free yet disciplined and full of energy for future growth. The formation of this identity has produced cultural products that are unique, whimsical, and peace-loving. Japan promotes its culture through anime, which represents the desires, imagination, and daily needs of people. Anime is well-received by both Japanese and non-Japanese audiences. The cultural values embedded in anime have earned it respect and affection from the international community and fostered a process of cultural acculturation (Hidayat & Hidayat, 2020).

The acculturation of Japanese culture in Indonesia has existed since the Japanese occupation of Indonesia (1942–1945), during which Japan perpetuated its culture throughout its colonial rule. Although it temporarily faded after independence, the process of Japanese cultural acculturation in Indonesia resumed in the 1980s due to the popularity of anime on national television channels, such as *Pokémon* and *Dragon Ball**. This process gave rise to communities of Japanese culture enthusiasts often referred to as Otaku and Weeaboo/Wibu (Effendy et al., 2025; Faisal et al., 2022; Hidayat & Hidayat, 2020; Rasyid et al., 2024).

In Indonesia, the Otaku and Weeaboo phenomena are also reflected in the proliferation of Instagram accounts that adopt these identities. Most of these accounts have a large number of followers, and their posts receive significant engagement from users. In addition, there are many Otaku and Weeaboo communities in Indonesia, especially in major cities, that are active both online (Discord, Facebook, Instagram) and offline through Japanese-themed events. Examples include the Jakarta Anime Lovers Community (KOPAJA), the Jakarta Otaku Community (KOJ), and various Discord forums such as Anime World Indonesia (Indonesia Anime, 2025; Nugroho, 2020; Seputar Otaku, 2026). This shows that this phenomenon is also spreading in Indonesia.

The terms “Otaku” and “Weeaboo” are often applied to enthusiasts of Japanese pop culture. In a study by Appel et al. (2019), “Otaku” is frequently defined as an individual who spends most of their time at home and lacks social skills. “Otaku” is also defined as a fan who is obsessed with anime and manga (Boonchutima & Surakanon, 2023). On the other hand, “weeaboo” is often used as a derogatory term (Hidayat & Hidayat, 2020).

Although controversial, the labels “Otaku” and “Weeaboo” shape these individuals' self-concept. Self-concept is a psychological representation of oneself formed from self-assessment and social experiences (Calhoun & Acocella in Fahlefi et al., 2025; Hidayati & Suseno, 2025). Self-concept also encompasses an individual's understanding of their personal characteristics (Byrne in Permana & Sulastri, 2025).

The concept of self among Otaku and Weeaboo has been examined in several studies in Indonesia. From the various existing studies, it is evident that there are some discrepancies regarding differing perceptions of the psychological effects of being an Otaku or a Weeaboo. Some studies view these effects as positive, such as fostering a sense of connection and solidarity, strengthening identity, promoting an understanding of Japanese culture, facilitating self-discovery, and building courage. Conversely, other studies highlight negative effects related to the emergence of individual barriers in social communication (Andini & Oktari, 2025; Yulian & Sugandi, 2019).

Although there have been many studies examining Japanese pop culture, interpretations of the terms “Otaku” and “Weeaboo” remain diverse. Research defines “Otaku” as a fan of Japanese culture in general (Yulian & Sugandi, 2019). Meanwhile, Fariz et al. (2024) define “weeaboo” as a youth cultural phenomenon involving the imitation of Japanese culture. In this study, the researchers position the terms “otaku” and “weeaboo” as social labels attached to individuals who are enthusiasts of Japanese pop culture.

Furthermore, systematic studies specifically examining self-concept within these communities remain limited. Over the past five years, there have been four studies addressing self-concept among Otaku and Weeaboo. Research conducted by Pratama and Adim (2022) found that self-concept among Otaku begins in childhood through a lengthy process of cognitive, personal, and social development. Another study found a positive self-concept among anime-loving adolescents due to their motivation to learn Japanese culture and language, which can support their future (Panggabean & Palupi, 2023). A subsequent study found that the Otaku community exhibits a positive self-concept due to the support and acceptance within that community (Gaffardan et al., 2024). Additionally, the self-concept among Otaku adolescents was found to be shaped by four main factors: self-appraisal (viewing the self as an object), the reaction and response of others, the roles you play – the roles you taking, and the reference group (Putra & Khasan, 2024).

This situation highlights the need for a more integrated study. This research aims to identify and synthesize the findings of previous studies on self-concept, ranging from definitions to criteria, related to Otaku and Weeaboo through a systematic literature review. This study is expected to make a theoretical contribution to the development of psychological research, particularly in social psychology and cultural psychology, within the context of self-concept and popular subcultures. Practically, the results of this study are expected to serve as a foundation for a more objective understanding of the Otaku and Weeaboo communities.

METHODS

This study employed a systematic literature review method using the Preferred Reporting Items for Systematic Reviews and Analyses (PRISMA) 2020 guidelines

(Page et al., 2021). PRISMA was used to systematically map the articles. The PRISMA flowchart is shown in Figure 1.

In the article search process, this study used Scopus and PubMed as sources for finding articles. Scopus was used because it has broad coverage and a rigorous literature indexing system based on peer review across various disciplines (Hardovi et al., 2025). In addition, PubMed was selected because it is a scientific article database containing

33.8 million open-access scientific publications (Bramley et al. in Ardini et al., 2024).

The article search was conducted in English using the keywords “Otaku” and “Weeaboo.” The search began on February 26, 2026, and was completed on the same day. In this study, the researcher used only literature from journals featuring qualitative and quantitative studies, as well as literature reviews.

Table 1. Article Search Formula

Database	Query
Scopus	Otaku OR Weeaboo
PubMed	Otaku OR Weeaboo

Table 2. Inclusion and Exclusion Criteria

Criteria	Description
Inclusion	Quantitative, qualitative, mixed-methods, and literature review articles in the context of Otaku and Weeaboo. Articles published between 2016 and 2026. The article is taken from a journal. The article is in English.
Exclusion	Articles published outside of journals (books, book chapters, reports, etc.). An article that is not open access. Articles that do not match the context or keywords. Articles in languages other than English.

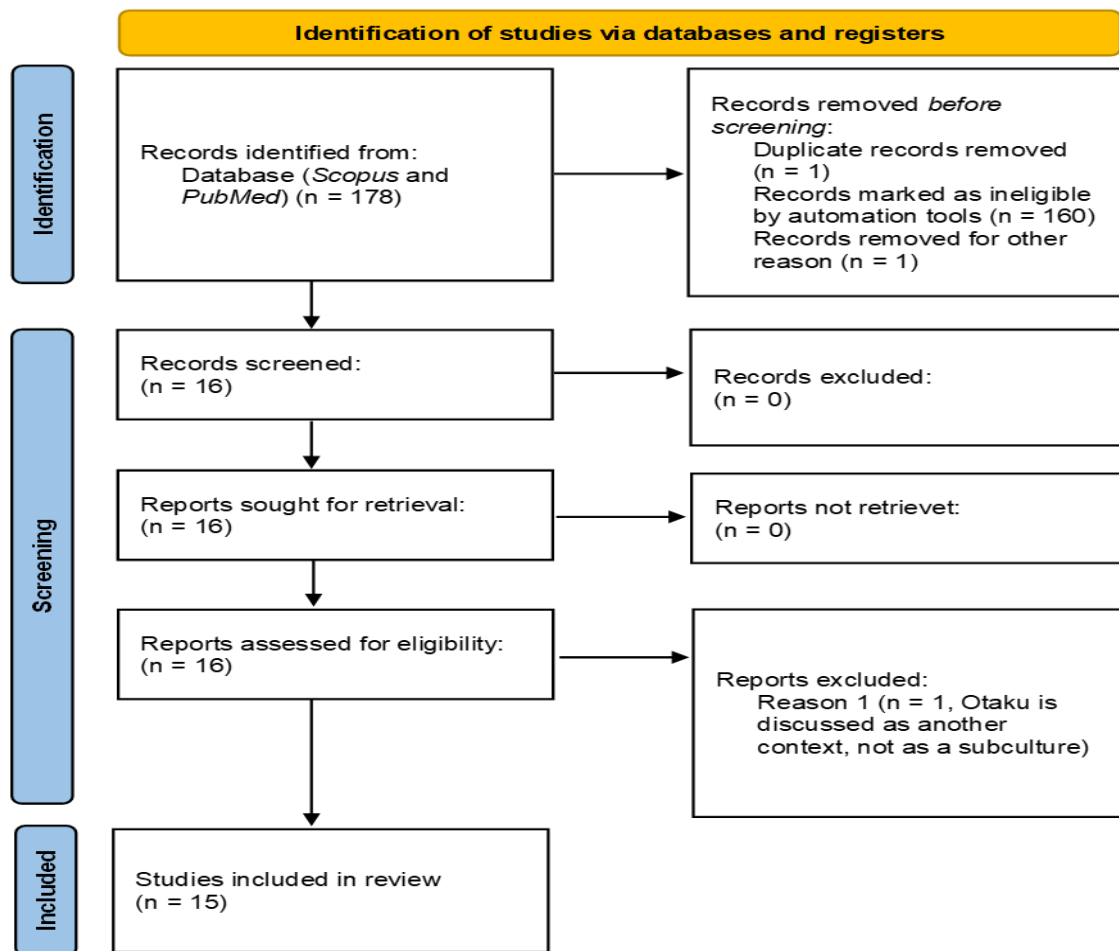


Figure 1. PRISMA Model

RESULT

The search results, based on the specified criteria, yielded 15 articles containing data suitable for analysis. The data were collected from the Scopus and PubMed databases

covering the years 2016–2026. The analyzed articles included information on authors, publication years, titles, terms, definitions, and criteria related to “Otaku” and “Weeaboo.” The results of the literature analysis are presented in the table below.

Tabel 3. Article Analysis Results

No.	Author & Year	Title	Result
1.	Markus Appel, Caroline Marker, and Martina Mara (2019)	<i>Otakuism and the Appeal of Sex Robots</i>	Otaku: A Japanese subcultural phenomenon characterized by a strong interest in the fictional worlds found in animation, manga, and video games. “Otaku” also means “home”; the term is used to describe people who spend most of their time at home and are not very skilled at social interaction. Weeaboo: It has a meaning that overlaps with “Otaku” and is another term for “Otaku.” Criteria for an Otaku: 1. AMG fandom (Anime, Manga, Games). 2. Most indoor activities. 3. Shyness. 4. Interest in Japanese culture.
2.	Víctor Hugo Fernández-Bedoya, Johanna de Jesús Stephanie Gago-Chávez, Monica Elisa Meneses-La-Riva, and Josefina Amanda Suyov-Vega (2022)	<i>Exposure to Anime in Peru and Its Relationship with Demand for Goods and Services Related to Japanese Popular Culture</i>	Otaku: People who are interested in anime, manga, video games, the internet, computers, books, action figures, celebrities, special effects, and cosplay. Criteria for an Otaku: 1. Very interested in anime, manga, video games, the internet, figurines, cosplay, and Japanese popular culture. 2. Usually identifies as an anime fan. 3. Often hangs out in otaku communities. 4. Has a deep interest in Japanese cultural products such as food, fashion, music, language, and travel to Japan.
3.	Smith Boonchutima & Apinya Surakanon (2023)	<i>The impact of VTubers and streamers on the purchase intention of Otaku and non-Otaku respondents: A comparative study</i>	Otaku: Die-hard fans of anime and manga, but the term has now come to include anyone with an interest in Japanese popular culture, including video games. Criteria for an Otaku: 1. Playing video games for 5 hours or more every day 2. Collecting items related to virtual idols 3. Attending events centered on favorite anime, video games, or virtual idols.
4.	Caitlin Casiello (2021)	<i>Drawing sex: Pages, bodies, and sighs in Japanese eromanga</i>	Otaku: Die-hard fans of niche media, particularly anime, manga, and video games. Criteria for an Otaku: 1. Die-hard fans of niche media (anime, manga, games) 2. Consuming anime, manga, and games.
5.	Zhen Troy Chen (2020)	<i>Slice of life in a live and wired masquerade: Playful prosumption as identity work and performance in an identity college Bilibili</i>	Otaku: Literally means “home” in Japanese. It was originally used as a first-person pronoun for fans to greet one another. It later became a subcultural label for die-hard fans and those obsessed with ACGN (anime, comics, games, and novels). Criteria for an Otaku: 1. Fans of ACGN (anime, comics, games, novels). 2. Geeky and obsessed with these media.
6.	Jiaying Chen (2022)	<i>Becoming others playing the virtual identity and intimacy</i>	Otaku: A cultural subculture that has developed alongside the online entertainment industry. Criteria for an Otaku: 1. Fans of anime, video games, and virtual communities.

			2. Developing interest-based communities in virtual spaces.
7.	João Gonçalves, Catarina Navio, and Pedro Moura (2020)	<i>The occidental Otaku: Portuguese audience motivations for viewing anime</i>	Otaku: A small, organized community that considers itself on the fringes of society and interacts both online and offline. The majority of fans are not extreme fanatics, but rather casual fans who actively consume content (such as anime) and purchase merchandise. Criteria for an Otaku: 1. Watching anime regularly. 2. Participating in fandom activities (cosplay, anime conventions, joining fan groups on social media, reading and drawing manga, visiting anime forums and websites).
8.	Barbara Greene (2022)	<i>Reconstructing the grand narrative: The pure land of Madoka Magica</i>	Otaku: A Japanese subculture characterized by intensive consumption of and strong identification with anime, manga, and their derivative products, which has been the focus of studies on fan culture and postmodern identity since the 1980s. Criteria for an Otaku: 1. Heavy consumption of anime, manga, and related products. 2. Focusing on nijigen (the 2D/fictional world) rather than sanjigen (the real world). 3. A strong emotional attachment to certain fictional characters. 4. Being both a fan and a critic.
9.	Brett Hack (2016)	<i>Subculture as social knowledge: a hopeful reading of Otakuculture</i>	Otaku: A distinctive Japanese subculture centered on anime, manga, and video games, with a controversial reputation. Within Otaku culture, the fanatical behavior of fans is often seen as an escape into a fictional world of self-gratification. Criteria for an Otaku: 1. Loves and consumes a lot of anime, manga, and video games. 2. Is more interested in fictional worlds and feels a connection to the stories and characters within them. 3. Focuses on characters (especially female characters/bishōjo) and has an emotional attachment to them. 4. Enjoys taking and combining story elements or characters from various works.
10.	Debra Hidayat and Zinggara Hidayat (2020)	<i>Anime as Japanese intercultural communication: A study of the weeaboo community of Indonesian generation Z and Y</i>	“Otaku” and “Weeaboo” were originally derogatory terms that later evolved into subcultures. Otaku: Individuals who are considered to be so obsessed with media and fantasy products that they neglect their families and communities. The term originated in Japan, and its community has spread to various countries. Weeaboo: “Weeb” is derived from “wapanese” or “wannabe Japanese.” A “weeaboo” is someone who is not Japanese but wants to be Japanese. The weeaboo subculture has evolved into a movement that can be quite extreme, though it is based in non-Japanese countries. Their extreme behavior sometimes makes them feel like they are Japanese. Criteria for a Weeaboo: 1. Anime fans who are not from Japan but have a strong desire to connect with Japan or feel a close connection to it. 2. Incorporating elements of Japanese culture into their daily lives (language, clothing, accessories, food, and lifestyle). 3. Having a strong interest in anime characters. 4. Being active in the anime community, both online and offline.
11.	Sharon Kinsella (2025)	<i>Male Subcultures in Japan: Generating Sexual Capital and Gender-Class Mobility in a Low Birth Society</i>	Otaku: Male fans who are extremely enthusiastic about their idols and animated characters. Many of them have been deeply involved in the world of fiction and animation, often referred to as the “two-dimensional world” (ni-jigen) since the 1990s. This group emerged as the status of middle-class men in Japan weakened due to the economic crisis, which in turn spurred the rise of a culture centered on animated characters and video games. Criteria for an Otaku:

			1. Die-hard fans of anime characters and the two-dimensional (nijigen) world, such as fictional characters. 2. People who have an emotional attachment (moe) to cute two-dimensional characters and shōjo (female) characters.
12.	Filipe Segurado Severino and Francisco Silva (2025)	<i>Japanese Pop Culture Events as Catalysts for Otaku Tourism: Shaping Destination Choices and Tourist Experiences</i>	Otaku: A term used to describe enthusiastic fans of Japanese pop culture content such as anime and manga as representatives of a broader subculture within the process of adopting modern Japanese pop culture. Criteria for an Otaku: 1. Enthusiastic fans of Japanese pop culture (especially anime and manga). 2. Interested in visiting locations featured in anime and manga.
13.	Filipe Segurado Severino (2024)	<i>Using Japanese pop cultural heritage to create a tourist product exploring Otaku tourism</i>	Otaku: Refers to individuals who have a strong interest in elements related to Japanese pop culture, such as anime and manga. Criteria for an Otaku: 1. Has a strong interest in Japanese pop culture. 2. Is interested in activities related to that interest (visiting anime locations).
14.	Yoshinori Sugjura and Tomoko Sugjura (2020)	<i>Relation between daydreaming and well-being: Moderating effects of Otaku contents and mindfulness</i>	Otaku: The term “otaku” is a Japanese word, and the otaku subculture is considered a Japanese phenomenon. Otaku are enthusiastic and passionate about anime, video games, and manga. Criteria for an Otaku: 1. Heavy consumption of anime, comics, and video games. 2. A strong interest in fictional content.
15.	Jiangwei Zhou and Yu Zhao (2024)	<i>The exercise world of otaku: extended body techniques, alternative body projects, and controllable social architecture</i>	Otaku: Teenagers who are very obsessed with computers or pop culture. Criteria for an Otaku: Individuals involved in computer use or Japanese pop culture (e.g., video games).

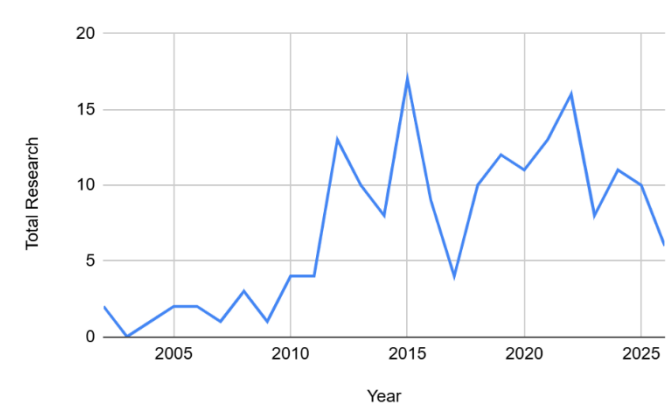


Figure 2. Trends in Research on Otaku and Weeaboo

Figure 2 shows research trends on the otaku and weeaboo phenomena in the Scopus and PubMed databases from 2002 to 2026. The graph shows a gradual increase since the early 2000s, with a significant surge in 2012 and a peak in 2015 (n=17). The fluctuating trend continued after the peak, with a higher average number of publications compared to the previous period, indicating sustained growth in academic interest in the otaku and weeaboo phenomena.

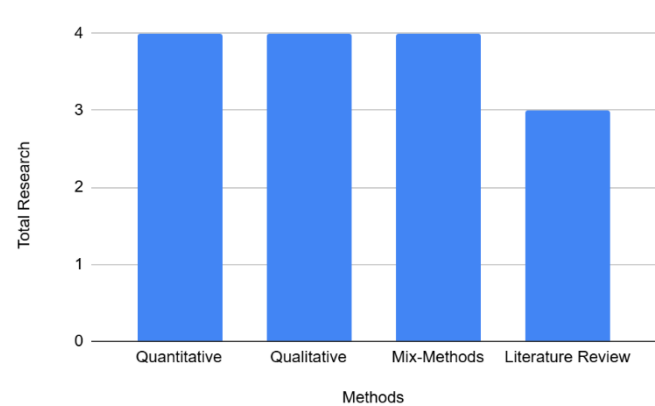


Figure 3. Diagram of the Types of Methods Used in the Articles Reviewed

Figure 3 shows the distribution of research methods across the articles reviewed in this study. Of the total 15 articles, qualitative, quantitative, and mixed-methods approaches were each used in four studies. In addition, literature reviews were used in three studies. This distribution pattern indicates that research on the otaku and weeaboo phenomena was conducted using diverse and relatively evenly distributed methodological approaches, with no single method dominating.

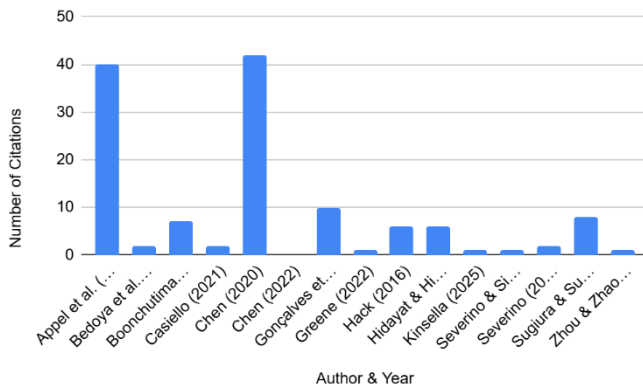


Figure 4. Diagram of the Number of Citations in the Articles Reviewed

Figure 4 shows the distribution of citations for the articles reviewed in this study. Two articles have a higher number of citations than the others: Appel et al. (2019) with 40 citations and Chen (2020) with 42 citations. In addition, the majority of the articles reviewed have a lower number of citations, fewer than ten. This pattern indicates that the academic impact of studies on otaku and weeaboo remains uneven, as only a small fraction of the articles have been widely cited by other research.

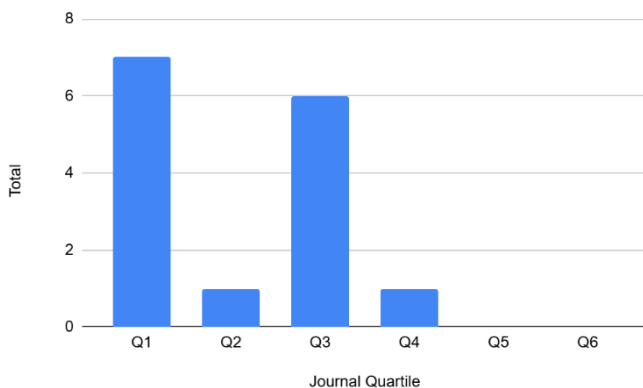


Figure 5. Total Quartile Diagram for the Articles Reviewed

Figure 5 shows the quartile distribution of the journals from which the articles were drawn. Most of the articles came from Q1 (n=7) and Q3 (n=6) journals. In addition, Q2 and Q4 were each represented by one article. Articles from Q5 and Q6 quartile journals were not included in this study. The predominance of articles from Q1 indicates that most of the reviewed literature comes from high-reputation journals.

DISCUSSION

Based on 15 articles retrieved from the Scopus and PubMed databases, the author has identified definitions and criteria for “Otaku” and “Weeaboo.” Otaku (オタク) literally means “house” in Japanese (Chen, 2020), and is often used to refer to individuals who spend most of their time at home (Appel et al., 2019; Z. T. Chen, 2020; Hack, 2016). Otaku is defined as an individual who is a fan of Japanese pop culture with a strong interest in fictional worlds, primarily in manga, anime, video games, novels, and idols (Appel et al., 2019;

Casiello, 2021; J. Chen, 2022; Z. T. Chen, 2020; Fernández-Bedoya et al., 2022; Hack, 2016; Severino & Silva, 2025; Zhou & Zhao, 2024). However, as times have changed, this term has come to refer to individuals interested in various aspects of Japanese popular culture (Boonchutima & Surakanon, 2023). It can therefore be concluded that “otaku” is a term derived from a Japanese word meaning “home.” This term refers to individuals who enjoy spending time at home pursuing hobbies related to Japanese pop culture, such as watching anime and idol shows, playing computer and video games, and reading manga and novels.

The criteria for being an otaku include being part of a fan community centered on anime, manga/comics, video games, and novels. Otaku are also frequently involved in community gatherings, both online and offline (Gonçalves et al., 2021). Within these communities, they discuss Japanese cultural products such as food, clothing, music, language, and travel to Japan (Fernández-Bedoya et al., 2022). In addition to things related to Japan, Otaku also enjoy collecting items related to virtual idols and combining elements from various stories or characters (Boonchutima & Surakanon, 2023; Kinsella, 2025). Furthermore, Otaku are also associated with “nijigen,” which means a fictional or two-dimensional world (Greene, 2022; Kinsella, 2025). It can therefore be concluded that the criteria for an Otaku are: 1) A fan of anime, manga, video games, novels, and idols; 2) Involved in communities both online and offline; 3) Collects items related to virtual idols or favorite characters; 4) Identified with “nijigen” (the fictional world).

In addition, the analysis also identified two articles discussing “Weeaboo.” The term “Weeaboo” often overlaps in meaning with “Otaku” (Appel et al., 2019). However, some argue that “Weeaboo” is derived from the word “wapanese,” which means “wannabe Japanese.” “Weeaboo” is defined as a community of non-Japanese individuals who wish to become Japanese. The criteria for being a “Weeaboo” include: 1) being a non-Japanese anime fan; 2) feeling a strong connection to Japan; 3) adopting elements of Japanese culture into daily life (language, clothing, accessories, food, and lifestyle); 4) having a strong interest in anime characters; 5) Being active in the anime community (Hidayat & Hidayat, 2020). Thus, it can be concluded that “Weeaboo” is a term for non-Japanese individuals who are so fascinated by Japanese pop culture that it sparks a desire to become Japanese.

The otaku and Weeaboo phenomena can be explained through the concept of self. Self-concept refers to an individual’s perception of themselves across various dimensions of their life (Harter, 2015 in Renner et al., 2026). The self-concept of otaku and Weeaboo individuals is shaped by their interest in Japanese pop culture, such as anime, manga, video games, and novels. In fact, within the Weeaboo community, members view themselves as part of the Japanese people. This self-concept is further strengthened by community involvement, both among Otaku and Weeaboo. This aligns with the definition of self-concept as an individual’s understanding of themselves, influenced by both their own self-perception and others’ perceptions of them

(Hurlock in Permana & Sulastri, 2025). Furthermore, Otaku and Weeaboo individuals also express their love for anime, manga, novels, and video games by collecting items related to their favorite works or idols (Boonchutima & Surakanon, 2023; Kinsella, 2025). This aligns with the concept of self-concept, which encompasses an individual's understanding of their personal characteristics (Byrne in Permana & Sulastri, 2025).

CONCLUSION

This study aims to explore the self-concept of fans of Japanese pop culture, specifically Otaku and Weeaboo. The analysis revealed that "Otaku" is a term derived from a Japanese word meaning "home." This term refers to individuals who enjoy spending time at home pursuing hobbies related to Japanese pop culture, such as watching anime, playing computer and video games, and reading manga and novels. Additionally, "Weeaboo" is a term for non-Japanese individuals who are so fascinated by Japanese pop culture that they develop a desire to become Japanese. These two terms often overlap and share similar criteria.

This study has the merit of contributing to the body of research on Japanese pop culture, particularly in the context of Otaku and Weeaboo, which have rarely been discussed. However, this study has limitations, such as a lack of in-depth understanding. Therefore, future research is recommended to conduct an empirical study on the Otaku and Weeaboo phenomena, incorporating variables such as self-concept, identity construction, self-perception, and similar factors.

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ETHICAL CONSIDERATIONS

This study is a systematic literature review based on document analysis and does not directly involve human participants.

DECLARATION OF INTEREST

The authors declare that there are no conflicts of interest related to the conduct, writing, and publication of this article.

TRANSPARENCY OF DATA

The author guarantees the transparency and validity of the data presented in this article. All data used in this study consist of scientific articles obtained from the Scopus and PubMed databases. Supporting data, including the results of the data search, selection, and extraction processes, are

available and can be accounted for the purposes of scientific verification if necessary.

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AUTHORS' CONTRIBUTIONS

Hani Fadilah Humaira contributed to the conceptualization of the research, literature review, data extraction and analysis, and manuscript preparation. Nita Trimulyaningsih contributed to research supervision, critical review, and manuscript editing.

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