

BIBLIOGRAPHY

- Alfian, M., & Pinem, R. (2021). The Role of Civil Society in Indonesia for Global Humanitarian Narratives in Digitalization Era. *Proceedings of the 5th International Conference on Indonesian Social and Political Enquiries, ICISPE 2020, 9-10 October 2020, Semarang, Indonesia*. Proceedings of the 5th International Conference on Indonesian Social and Political Enquiries, ICISPE 2020, 9-10 October 2020, Semarang, Indonesia, Semarang, Indonesia. <https://doi.org/10.4108/eai.9-10-2020.2304715>
- Andersson, J. (2012, July 30). *Paradox Development Studio—A Brief History*. Paradox Interactive Forums. <https://forum.paradoxplaza.com/forum/threads/paradox-development-studio-a-brief-history.623146/>
- Anward, M. (2021, May 21). *Victoria 3—Dev Diary #0*. Paradox Interactive Forums. <https://forum.paradoxplaza.com/forum/threads/victoria-3-dev-diary-0.1475078/>
- Anward, M. (2022, September 21). *Victoria 3—Dev Diary #59—AI | Paradox Interactive Forums*. <https://forum.paradoxplaza.com/forum/developer-diary/victoria-3-dev-diary-59-ai.1543736/>
- Bremer, S. A. (1989). Computer Modeling in Global and International Relations:

The State of the Art. *Social Science Computer Review*, 7(4), 459–478.
<https://doi.org/10.1177/089443938900700406>

Bremer, S. A., Gruhn, W. L., & für Sozialforschung, F. G. W. B. (1988). *Micro
 Globus user's manual:[a computer model of long-term global political and
 economic processes]*. Ed. Sigma.

Cusack, T. R., & Stoll, R. J. (1990). *Exploring realpolitik: Probing international
 relations theory with computer simulation*. Rienner.

De Zamaróczy, N. (2017). Are We What We Play? Global Politics in Historical
 Strategy Computer Games. *International Studies Perspectives*, 18,
 155–174. <https://doi.org/10.1093/isp/ekv010>

Diplomacy—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from
<https://vic3.paradoxwikis.com/Diplomacy>

Diplomatic play—Victoria 3 Wiki. (n.d.). Retrieved July 4, 2025, from
https://vic3.paradoxwikis.com/Diplomatic_play

Foreign policy | Definition, Objectives, & Facts | Britannica. (n.d.). Retrieved
 July 3, 2025, from <https://www.britannica.com/topic/foreign-policy>

Ghys, T. (2012). Technology Trees: Freedom and Determinism in Historical
 Strategy Games. *Game Studies*, 12(1).
https://gamestudies.org/1201/articles/tuur_ghys

Green, D. (2019). *The Two Worlds of Nineteenth Century International Relations*.

Routledge.

Hughes, B. B., & Bremer, S. A. (1990). Disarmament and Development: An Analysis Using GLOBUS. *International Political Science Review*, 11(2), 187–205. <https://doi.org/10.1177/019251219001100204>

Husien, S. (2022). Richard Snyder’s Approach for Analyzing Decision-Making Process in Foreign Policy. *Journal for Political and Security Studies*, 5(2), 189–217. <https://doi.org/10.31271/jopss.10069>

Interest group—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from https://vic3.paradoxwikis.com/Interest_group

King, C. (2009, November 11). *Developer Diary Number 1 – Why?* Paradox Interactive Forums. <https://forum.paradoxplaza.com/forum/threads/developer-diary-number-1-why.443002/>

KuromiAK. (n.d.-a). *Steam Workshop::Kuromi’s AI*. Retrieved July 4, 2025, from <https://steamcommunity.com/workshop/filedetails/?id=3227982912>

Laws—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from <https://vic3.paradoxwikis.com/Laws>

Loban, R. (2017, July). Digitising Diplomacy: Grand Strategy Video Games as an Introductory Tool for Learning Diplomacy and International Relations. *Proceedings of DiGRA 2017 Conference*. <https://doi.org/10.26503/dl.v2017i1.915>

- Metacritic. (n.d.-b). *Victoria II Reviews*. Retrieved July 3, 2025, from <https://www.metacritic.com/game/victoria-ii/>
- Nevill, M., & Sahlén, L. (2022). *Grand Strategy Games and Economies: The Effect of Complexity on Gameplay* (p. 52). Uppsala University, Department of Game Design.
- Nexon, D. H., & Neumann, I. B. (2006). *Harry Potter and international relations*. Rowman and Littlefield.
- Nikitas, K., Adonios, K., Aikaterini, K., Sofia, S., Panagiotis, Z., & Efstathios, F. (2021). Engaging International Relations with Videogames. *International Academic Conference on HUMANITIES AND SOCIAL SCIENCE*, 6.
- Osterhammel, J., & Camiller, P. (2014). *The Transformation of the World: A Global History of the Nineteenth Century* (Translated by Patrick Camiller.). Princeton University Press.
- Oxford English Dictionary. (2023, December). *artificial intelligence, n. Meanings, etymology and more* | *Oxford English Dictionary*. https://www.oed.com/dictionary/artificial-intelligence_n
- Paradox Interactive. (2022). *Victoria 3* [Computer software]. Paradox Interactive. https://store.steampowered.com/app/529340/Victoria_3
- People Make Games (Director). (2024, September 5). *The Games Behind Your Government's Next War* [Video recording]. <https://www.youtube.com/watch?v=lYaDXZ2MI-k>

Pepinsky, T. B. (2005). From Agents to Outcomes: Simulation in International Relations. *European Journal of International Relations*, 11(3), 367–394. <https://doi.org/10.1177/1354066105055484>

Political movement—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from https://vic3.paradoxwikis.com/Political_movement

Power bloc—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from https://vic3.paradoxwikis.com/Power_bloc

Rahmasari, D. A., Putranti, I. R., & Alfian, M. F. (2022). Tindakan Tiongkok Dalam Mengoptimalkan Health Security Pada Penanganan Covid-19 (Studi Kasus: Teknologi Artificial Intelligence Tiongkok). *Journal of International Relations*, 8(2), 150–163.

Rank—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from <https://vic3.paradoxwikis.com/Rank>

riverlimburg. (2024, February 29). Exploring the Economic Engine of Victoria 3 [Substack newsletter]. *Dragon Tributary*. <https://riverlimburg.substack.com/p/exploring-the-economic-engine-of>

Robinson, N. (2012). Videogames, Persuasion and the War on Terror: Escaping or Embedding the Military—Entertainment Complex? *Political Studies*, 60(3), 504–522. <https://doi.org/10.1111/j.1467-9248.2011.00923.x>

Salt, C. (2014, February 7). *The History and Future of Paradox Grand Strategy—SpaceSector.com*.

<https://www.spacesector.com/blog/2014/02/the-history-and-future-of-paradox-grand-strategy/>

Sicart, M. (2008). Defining Game Mechanics. *Game Studies*, 8(2).
<https://gamestudies.org/0802/articles/sicart>

Snyder, R. C., Bruck, H. W., & Sapin, B. (2002). *Foreign Policy Decision-Making (Revisited)*. Palgrave Macmillan US.
<https://doi.org/10.1057/9780230107526>

SteamDB. (n.d.-c). *Most played Grand Strategy Games Steam Charts*. SteamDB.
 Retrieved June 29, 2025, from <https://steamdb.info/charts/?tagid=4364>

Subject—Victoria 3 Wiki. (n.d.). Retrieved July 3, 2025, from
<https://vic3.paradoxwikis.com/Subject>

Taber, C. S., & Timpone, R. (1994). The Policy Arguer: The Architecture of an Expert System. *Social Science Computer Review*, 12(1), 1–25.
<https://doi.org/10.1177/089443939401200101>

VGInsights. (n.d.-d). *Victoria 3 – Steam Stats*. Video Game Insights. Retrieved June 13, 2025, from <https://vginsights.com>

VGInsights. (n.d.-e). *Victoria II – Steam Stats*. Video Game Insights. Retrieved July 3, 2025, from <https://vginsights.com>

Victoria 3 Steam stats | Gamalytic. (n.d.). Retrieved June 13, 2025, from
<https://gamalytic.com/game/529340>

Victoria: An Empire Under the Sun Reviews—*Metacritic*. (n.d.). Retrieved June 13, 2025, from <https://www.metacritic.com/game/victoria-an-empire-under-the-sun/>

Victoria: An Empire Under the Sun—*Victoria 1 Wiki*. (n.d.). Retrieved June 13, 2025, from https://vic1.paradoxwikis.com/Victoria:_An_Empire_Under_the_Sun