

DAFTAR PUSTAKA

- Aldao, A & Nolen Hoeksema, S. (2010). Specificity of cognitive emotion regulation strategies: a transdiagnostic examination. *Journal of Behavior and Therapy*, Elvesier. 48, 974 -983.
- Atkinson, R. L., Atkinson, R. C., Smith, E. E., & Bem, D. J. (2010). *Pengantar Psikologi*. Ciputat : Karisma Publishing Group.
- Anjungroso, F. (2014). *Ada 25 Juta Orang Indonesia Doyan Main Game Online*. Diperoleh tanggal 20 Oktober 2018 dari <http://www.tribunnews.com/iptek/2014/01/31/ada-25-juta-orang-indonesia-doyan-main-game-online>.
- Azwar, S. (2015). *Penyusunan Skala Psikologi Edisi 2*. Yogyakarta: PustakaBelajar.
- Azwar, S. (2015). *Reliabilitas dan validitas*.Yogyakarta: Pustaka Pelajar.
- Bainbridge, W.S. (2010). *Online Multiplayer Games*. California: Morgan & Claypool Publishers.
- Beranuy, M. , Savier, C., Mark, D.G. (2013). A Qualitative analysis of online gaming addict ini treatment. *International Journal of Mental Helth and Adiiction*, 11 (2), 149-161.
- Chaplin, J. P. (2009). *Kamus Lengkap Psikologi Terjemahan Kartini Kartono*. Jakarta: Rajawali Pers.
- Dinata, O. (2017). Hubungan kecanduan game online clash of clan terhadap perilaku sosial. *Jom FISIP*, 4 (2), 1-15.
- Estevez, A., Jauregui, P., Sancez-Marcos, I., Lopez-gonzales, H., & Griffithts, M.D. (2017). Attachement and menotion regulation in subtance addictions and behavioral addiction. *Journal of Behavioral Addiction*, 6 (4), 534-544.
- Ferguson, C. J., Coulson, M., & Barnett, J. (2011). A meta-analysis of pathological gaming prevalence andcomorbidity with mental health, academic and social problems. *Journal of Psychiatric Research*, 45, 1573–1578.

- Gaetan, S., Brejard, V., & Bonnet, A. (2016). Video games in adolescence and emotional functioning: Emotion regulation, emotion intensity, emotion expression, and alexithymia. *Computer in Human Behavior*, 61(1), 344-349.
- Griffiths, M. D. (2014). Gaming addiction in adolescence revisited. *Education and Health*, 32 (4), 125-129.
- Gratz, K. L., & Roemer, L. (2004). Multidimensional assessment of emotion regulation and dysregulation: Development, factor structure, and initial validation of the Difficulties in Emotion Regulation Scale. *Journal of Psychopathology and Behavioral Assessment*, 36, 41-54.
- Gross, J.J & Thompson, R.A. (2007). *Emotion Regulation Conceptual*. Handbook of Emotion Regulation, Edited By James J. Gross. New York: Guilfors Publication.
- Gross, J. J. (2006). *Handbook of Regulation Emotion*. New York: The Guilford Press, A Division of Guilford Publication, Inc.
- Gross, J. J. (2002). Emotion Regulation: Affective, Cognitive, and Social Consequences. *Psychophysiology*, 39 (2002), 281-291.
- Hadi, S. (2015). *Statistika*. Yogyakarta: Pustaka Pelajar.
- Haghbin, M., Fatemeh, S., Davood, H., & Mark, D. G. (2013). A brief report on the relationship between self-control, video game addiction and academic achievement in normal and ADHD students. *Journal of Behavioral Addictions*. 2 (4), 239-243.
- Hurlock, E. B. (2012). *Psikologi Perkembangan, Suatu Pendekatan Sepanjang Rentang Kehidupan (Terjemahan)*. Jakarta: Erlangga.
- Heriyanto, T. (2009). Game online di Indonesia semakin subur. Diperoleh tanggal 20 Oktober 2018 dari <http://inet.detik.com/read/2009/02/06/093617/1080445/654/gameonline-di-indonesia-makin-subur>.
- Hellstrom, C., Kent, W. N., Jerzy, L., & Cecilia, A. (2015). Effects of adolescent online gaming time and motives on depressive, musculoskeletal, and psychosomatic symptoms. *Upsala Journal Of Medical Sciences*, 120 (4), 263-275.

- Hurlock, E. B. (2012). *Psikologi Perkembangan, Suatu Pendekatan Sepanjang Rentang Kehidupan (terjemahan)*. Jakarta: Erlangga.
- Immanuel, N. (2009). *Gambaran Profil Kepribadian pada Remaja yang Kecanduan Game Online dan yang Tidak Kecanduan Game Online*. Skripsi dipublikasikan. Depok: Fakultas Psikologi UI.
- Karapetsas, A. V., Karapetsas, V. A., Zygouris, N. X., & Fotis, A. I. (2014). Internet gaming addiction. Reasons, diagnosis, prevention and treatment. *Encephalos*, 51 (2014), 10-14.
- King, D. K., & Delfabbro, P. (2019). *Internet Gaming Disorder Theory, Assessment, Treatment, and Prevention*. Cambridge: Academic Press.
- Kuss, D. J., & Griffiths, M. D. (2012). Internet gaming addiction: A systematic review of empirical research. *International Journal of Mental Health and Addiction*, 10 (2), 278-296.
- Lee, B. W., & Leeson, P. R. C. (2015). Online gaming in the context of social anxiety. *Psychology of Addictive Behaviors*, 29 (2), 473-482.
- Lemmens, J.S., Valkenburg, P.M., Peter, J. (2009). Development and Validation a Game Addiction Scale for Adolescent. *Media Psychology*. Vol. 12(1), 77-95.
- Lin, C., Imani, V., Brostrom, A., Arrestedt, K., Pakpour, A. H., & Griffiths, M. D. (2019). Evaluating the psychometric properties of the 7-item persian game addiction scale for iranian adolescents. *Frontiers in Psychology*, 10 (2019), 1-13.
- Lo, S., Wang, C., & Fang, W. (2005). Physical interpersonal relationships and social anxiety among online game players. *Cyber Psychology & Behaviour*, 8 (1), 15-20.
- Lupton, D. (1998). *The emotional self. A sociocultural exploration*. London: Sage Publications.
- Marchica, L. A., Mills, D. J., Derevensky, J. L., & Montreuil, T. C. (2019). The role of emotion regulation in video gaming and gambling disorder. *The Canadian Journal of Addiction*, 10 (4), 19-29.

- Macdermott, S. T., Gullone, E., & Allen, J. S. (2010). The emotion regulation index for children and adolescent (ERIC): A psychometric investigation. *Journal Psychopathology Behaviour Assesment*, 32, 301 – 314.
- Monks, F.J., Knoers, A.M. P. & Haditono, S.R. 2006. *Psikologi Perkembangan Pengantar dalam berbagai bagianya*. Yogyakarta: Gadjah Mada University Press.
- Nayak, K. J. (2018). Relationship among smartphone usage, addiction, academic performance and the moderating role of gender: a study of higher education students in india. *Computer & Education*, 123(2018), 164-173.
- Ng, B. D., & Wiemer-Hastings, P. (2005). Addiction to the internet and online gaming. *Cyber psychology and behaviour*, 8 (2), 110-113.
- Plusquellec, M. (2000). Do virtual worlds threaten children's and teenagers mental health?. *Archives de Pediatrie*, 7 (2), 209-210.
- Rahayu, A. (2019). Sumber Resiliensi Pada Mahasiswa Yang Bekerja Full Time. *Skripsi*. Yogyakarta: Universitas Mercu Buana Yogyakarta.
- Reevy, G.M. (2010). Encyclopedia of Emotion. Santa Barbara, California. Greenwood An Imprint of ABC-CLIO, LLC.
- Russoniello, C. V., O'Brien, K., & Parks, J. M. (2009). The Effectiveness of casual video games in improving mood and decreasing stress. *Journal of Cyber Therapy & Rehabilitation*, 2 (1), 53-66.
- Shaffer, S. (2009). *Internet Gaming and College Student*. Diperoleh tanggal 14 Desember 2019 dari <http://https://www.collegiateparent.com/wellness/internet-gaming-and-college-students/>.
- Shiota, M. N & Kalat, J. (2012). *Emotion – Second Edition*. Belmont, USA. Wadsworth: Cengage Learning.
- Soo, Z. (2017). *The Phenomenal Rise of E-sports in China Where Gamers Outnumber The US Population*. Diperoleh tanggal 20 Oktober 2018 dari <https://www.scmp.com/news/china/society/article/2104805/chinas-e-sports-phenomenon-just-imagine-americas-entire-capital>.

- Šporčić, B., & Glavak-Tkalić, R. (2018). The relationship between online gaming motivation, self-concept clarity and tendency toward problematic gaming. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 12(1), 1-4.
- Subic-Wrana, C., Beutel E, M., Brahler, E., Stobel-Richter, Y., Knebel, A., Lane, R. D., & Wiltink, J. (2014). How is emotional awareness related to emotion regulation strategies and self-reported negative affect in the general population?. *Journal Plos One*, 9(3), 1-10.
- Sublette, V., & Barbara, M. (2012). Consequences of play: a systematic review of the effects of Online Gaming. *International Journal of Mental Health and Addiction*, 10 (1), 3-23.
- Sultanbayeva, L., Shyryn, U., Minina, N., Zhanat, B., & Uaidullakyzy, E. (2012). The influence of computer games on children's. *Journal Sosial and Behavioral Sciences*, 82 (2013), 933-941.
- Sussman, S., & Sussman, A. N. (2011). Considering the definition of addiction. *International Journal Environment Resource Public Health*, 8 (2011), 4025-4038.
- Tarsini, Tarsini (2019) Hubungan Antara Self-Esteem Dengan Resiliensi Pada Mahasiswa Aktivis Dakwah Kampus Universitas Mercu Buana Yogyakarta. Skripsi thesis, Universitas Mercu Buana Yogyakarta.
- Thompson, R.A. (1994). Emotion Regulation: A Theme in search of definition. *Monographs of the Society for Research in Child Development*, 59(240), 2-3.
- Vernberg, E.M., Abwender, D.A., Ewell, K.K., & Susan, H. B. (1992). Social anxiety and peer relationship in early adolescence: a prospective analysis. *Journal of Clinical Child Psychology*, 21, 189–196.
- Wang, C., Chan, C. L. W., Mak, K., Ho, S., Wong, P. W. C., & Ho, R. T. H. (2014). Prevalence and correlates of video and internet gaming addiction among hong kong adolescent: a pilot study. *The Scientific World Journal*, 2014(2014), 1-9.
- Winnaiseh, L. (2017). Hubungan Regulasi Emosi Dengan Emotional Abuse Pada Remaja Akhir Yang Berpacaran. Skripsi. Malang: Universitas Muhammadiyah Malang.

- Yee, N. (2006). Motivations for play in online games. *Cyber Psychology & Behaviour*, 9 (6), 772-775.
- Yen, J., Ye-Chun, Y., Feng-Wei, W., Tai-Ling, L., Yun-Yu, C., & Cihh-Hung, K. (2017). Emotional regulation in young adult with internet gaming disorder. *International Journal of Environmental Research and Public Health*, 15 (30), 1-11.
- Young, K. S. (1996). Internet addiction: the emergence of a new clinical disorder. *Cyber Psychology and Behavior*, 1(3), 237-244.
- Young, K. S. (2004). Internet Addiction: A new clinical phenomenon and its consequences. *American Behavioral Scientist*, 48 (4), 402-415.
- Young, K. S. (2009). Understanding Online Gaming Addiction and Treatment Issues for Adolescents. *The American Journal of Family Therapy*. 37 (5), 355-372.
- Yusuf, P. M. & Kristiana, I. F. (2017). Hubungan antara Regulasi Emosi dengan Perilaku Prososial pada Siswa Sekolah Menengah Atas. *Jurnal Psikologi*, 7 (3), 98 -104.