DAFTAR PUSTAKA

Achmad, R. A. & Ramdhani, N. (2015). Peranan motivasi, ciri kepribadian dan kecemasan social terhadap kecanduan game online. Tesis: Universitas Gadjah Mada

Adams, E. (2009). *Fundamentals of game design (2nd ed)*. New York: New Riders Publishing.

APJII, & Teknopreneur. (2019). Hasil Survei Penetrasi dan. Perilaku Pengguna Internet Indonesia 2018. Jakarta: Asosiasi. Penyelenggara Jasa Internet Indonesia.

Beranuy, M., Carbonell, X., & Griffiths, M. D. (2013). A qualitative analysis of online gaming addicts in treatment. *International Journal of Mental*. 11(2)

Brand, J. E., Todhunter, S., & Jervis, J. (2017). Digital Australia 2018 (DA18) https://www.igea.net/wp-   content/uploads/2017/07/Digital-Australia-2018-DA18-Final-1. pdf.

Brian, D., & Wiemer-Hastings, J. (2005). Addiction to the internet and online gaming. *Journal cyberpsychology and behavior,* 8(2).

Brown, P., & Levinson, S.C. (1987). Politeness: someuniversals in language use. New York: Cambridge University Press

Caplan, S. E. (2007). Relations among loneliness, social anxiety, and problematic Internetuse. *CyberPsychology & Behavior*. 10(2)

Chak, K., & Leung, L. (2004). Shyness and locus of control as predictors of Internet addiction and Internet use. *CyberPsychology & Behavior*. 7(5)

Chou, C., Condron, L., & Belland, J. C. (2005). A review of the research on Internet addiction. *Educational Psycho-logy Review*, 17(4)

Chuang, Yao-Chung. (2006). Massively Multiplayer Online Role-Playing Game-Induced Seizures: ANeglected Health Problem in Internet Addiction. *CyberPsychology & Behavior*. 9(4)

Dayakisni, Tri & Hudaniah. (2009). *Psikologi sosial.* Malang: UMM Press.

Erwin, B. A., Turk, C. L., Heimberg, R. G., Fresco, D. M., & Hantula, D. A. (2003). TheInternet: Home to a severe population of individuals with social anxiety disorder? Journalof Anxiety Disorders. 18(5)

Essau, C. A., Lewinsohn, P. M., Olaya, B., & Seeley, J. R. (2014). Anxiety disorders in adolescents and psychosocial outcomes at age 30. *Journal of Afective Disorders, 163*, 125–132

Gavriloff, D., & Lusher, J. (2015). Social Anxiety and Mindfulness in Online Gamers. *Comput Game J.* DOI 10.1007/s40869-015-0010-z

Ghuman, D., & Griffiths, M. D. (2012). A cross-genre study of online gaming: Player demographics, motivation for play and social interactions among players. *International Journal of Cyber Behavior, Psychology and Learning*, 2(1), 13–29

Griffiths, M. D., & Davies, M. N. O. (2005). *Videogame addiction: Does it exist? In J. Goldstein & J. Raessens (Eds.)*, Handbook of computer game studies. Boston: MIT Press.

Hetzel-Riggin, M. D., & Pritchard, J. R. (2011). Predicting problematic internet use in men and women: The contributions of psychological distress, coping style, and body esteem. C*yberpsychology, Behavior, and Social Networking, 14*(9), 519–525

Hirumi, A. 2C. (2013). *Bermain Game di Sekolah: Video Game dan Permainan Komputer Simulasi untuk Anak SD dan SMP.* PT. Indeks

Huan, V. S., Ang, R. P., & Chye, S. (2014). Loneliness and shyness in adolescent problematic internet users: The role of social anxiety. *Child & Youth Care Forum*, *43*, 539–551

Hussain, Z., Griffiths, M. D., & Baguley, T. S. (2012). Online gaming addiction: Classification, prediction and associated risk factors. *Addiction Research and Theory*, 20(5), 359–371.

Jahja, Yudrik. (2011). *Psikologi Perkembangan*, Jakarta : Kencana

Jannah, N., Mudjiran, M., & Nirwana, H. (2015). Hubungan kecanduan game dengan motivasi belajar siswa dan implikasinya terhadap Bimbingan dan Konseling*. Konselor*, 4(4), 200–207.

Jap, T., Tiatri, S., Jaya, E. S., & Suteja, M. S. (2013). The development of Indonesian online game addiction questionnaire*. PLoS ONE*, 8(4).

Karaca, S., Karakoc, A., Gurkan, O. C., Onan, N., Barlas, G. U. (2019). Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game Addiction in Middle School Students. *Community Mental Health Journal.* 56(5).

Leary, M.R., & Kowalski, R.M., (1995). Social anxiety.New York: Guilford Press

Lee, I., Yu, C. Y., & Lin, H. (2007). Leaving a never ending game: Quitting MMORPGs and online gaming addiction. *Proceedings of DiGRA Conference*, 211–217.

Lee, E. (2011). A case study of game addiction. *Journal addiction of nursing*, 4(2)

Lemmens, J. S., Valkenburg, P. M., & Peter, J. (2009). Development and Validation of A Game Addiction Scale for Adolescents. *Media Psychology*, 12 (1)

Matsuba, M. Kyle,Ph.D. (2006). Searching for Self and Relationships Online. *Cyberpsychology & Behavior*. 9 (3).

McKenna, Katelyn Y. A., Amie S. Green., Gleason, Marci E. J. (2002). Relationship Formation on the Internet: What's the Big Attratiction?. *Journal of Social Issues*. 58 (1).

Morahan-Martin, J., & Schumacher, P. (2003). Loneliness and social uses of the Internet.*Computers in Human Behavior*. 19(6)

Nurazmi, Elita & Dewi, (2018). Hubungan Kecanduan Bermain Game Online Terhadap Regulasi Emosi Pada Remaja. *JOM FKp*, 5(2)

Prasetiawan, Hardi. (2016). Cyber Counseling Assisted With Facebook To Reduce Online Gaming Addiction. *Journal of Guidance and Counseling*. 6 (1).

Prizant-Passal, S., Shechner, T., & Aderka, I. M. (2016). Social anxiety and internet use—A meta-analysis: What do we know? What are we missing? *Computers in Human Behavior, 62*, 221–229

Rahayuningrum, Dwi Christina. (2017). Hubungan Motivasi Bermain Game Online Dengan Adiksi Game Online Pada Remaja. *Jurnal Kesehatan Medika Saintika,* 5(7)

Rooij, Van, A. J., Schoenmakers, T. M., Vermulst, A. A., van den Eijnden, R. J. J. M., & van de Mheen, D. (2010). Online video game addiction: Identification of addicted adolescent gamers. Addiction, 106(1)

Rudhiati, F., Apriany, D., & Hardianti, N. (2015). Hubungan durasi bermain video game dengan ketajaman penglihatan anak usia sekolah. *Skolastik Keperawatan*. 1(2)

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)

Santoso Y R D & Purnomo J T, (2017). Hubungan kecanduan game online terhadap penyesuaian sosial pada Remaja.

Saputra, Rahmadi. (2016). Hubungan Kecanduan Game Online Clash Of Clans Terhadap Prestasi Akademik Mahasiswa Ilmu Komunikasi Fakultas Ilmu Sosial Dan Politik Universitas Riau. *JOM FISIP*. 3 (2).

Schlenker, B.R., & Leary, M.R. (1982). Social anxietyand self-presentation: a conceptualization and model. *Psychological Bulletin*. 92(3)

Setiaji, Silvia., Virlia, Stefani. (2016). Hubungan Kecanduan Game Online Dan Keterampilan Sosial Pada Pemain Game Dewasa Awal Di Jakarta Barat. *Jurnal Psikologi Psibernetika*. 9 (2)

Siregar, Elna Yuslaina., Siregar, Rodiatul Hasanah. (2013). Penerapan Cognitive Behavior Therapy (CBT) Terhadap Pengurangan Durasi Bermain Games Pada Individu Yang Mengalami Games Addiction. *Jurnal Psikologi*. 9 (1).

Swasti & Martani, (2013). Menurunkan Kecemasan Sosial melalui Pemaknaan Kisah Hidup. *Jurnal Psikologi,* 40(1)

Tokunaga, Robert S., Rains, Stephen A. (2010). An Evaluation of Two Characterizations of the Relationships Between Internet Use, Time Spent, Using the Internet, and Psychosocial Problems. *Human Communication Research*. 36.

Wittek, C. T., Finseras, T. R., Pallesen, S., Mentzoni, R. A., Hanss, D., Griffiths, M. D., & Molde, H. (2016). Prevalence and Predictors of Video Game Addiction: A Study Based on a National Representative Sample of Gamers. *International Journal of Mental Health and Addiction*, 14(5)

Yee, N. (2006). Motivations for Play in Online Games. *Cyberpsychology & Behavior*. 9(8)