

DAFTAR PUSTAKA

- Adiningtyas, S. W. 2017, 'Peran guru dalam mengatasi kecanduan game online', *Jurnal KOPASTA*, vol. 4, no. 1, pp. 28–40.
- American Psychiatric Association. 2013, *Diagnostic and statistical manual of mental disorders*, 5th edn, American Psychiatric Association, Washington DC.
- Arikunto. 2010, *Prosedur penelitian sebagai suatu pendkatan praktik*, Rineka Cipta, Jakarta.
- Asosiasi Penyedia Jasa Internet Indonesia. 2017, *Penetrasi dan perilaku pengguna internet Indonesia*, diakses 17 Mei 2018, <https://www.apjii.or.id/>.
- Bass, P. F. 2015, 'Gaming addiction: When going online goes off-kilter', *Contemporary Pediatrics*, vol. 32, no. 11, pp. 16–23.
- Caplan, S., Williams, D., & Yee, D. 2009, 'Problematic internet use and psychosocial weel-being among MMO players', *Computers in Human Behaviour*, vol. 25, pp. 1312–1319.
- Carli, V., Durkee, T., Wasserman, D., Hadlaczky, G., Despalins, R., Kramarz, E., Wasserman, C., Sarchiapone, M., Hoven, C. W., Brunner, R., & Kaess, M. 2013, 'The association between pathological internet use and comorbid psychopathology : A systematic review', *Psychopathology*, vol. 46, no. 1, pp. 1-13.
- Chen, K. H., MN-NP., NP(F)., CSCS., Oliffe, J. L., & Kelly. 2018, 'Internet gaming disorder: An emergent health issue for men, *American Journal of Men's Health*.
- Desai, R., Sarin, S. K., Cavallo, D., & Potenza, M. 2010, 'Video gaming among high school students: health correlates, gender differences and problematic gaming', *Pediatrics*, vol. 126, no. 6, pp. 1414–1424.
- Dreier, W., Wolfling, K., Duven, E., Giralt, S., Beutel, M. E., & Muller, K. W. 2017, 'Free to play about addicted whales, at risk dolphins and healthy minnows monetarization design and internet gaming disorder', *Addictive Behavior*, vol. 64, pp. 328-33.
- Entertainment Software Association. 2017, *Essential facts about the computer and video game industry*, diakses 17 Mei 2018 <http://www.theesa.com/>.

- Fauziawati, W. 2015, 'Upaya mereduksi kebiasaan bermain game online melalui teknik diskusi kelompok', *Psikopedagogia*, vol. 4, no. 2, pp. 115–123.
- Doni 2018, 'Gambaran Perilaku Kecanduan Game Online Pada Anak Usia Sekolah di Wilayah Kecamatan Magetan', *Skripsi*, Jurusan Keperawatan Universitas Muhammadiyah Surakarta, Surakarta.
- Griffiths, M.D., Davies, M.N.O. & Chappell, D. 2004, 'Online computer gaming: A comparison of adolescent and adult gamers', *Journal of Adolescence*, vol. 27, pp. 87-96.
- Griffiths, M. D. 2010, 'Computer game playing and social skills: a pilot study', *Aloma : Journal of Psychology, Educational Sciences and Sports*, vol. 27, pp. 301-310.
- Griffiths, M. D., Van Rooij, A. J., Kardefelt-Winther, D., Starcevic, V., Kiraly, O., Pallesen, S., ... Demetrovics, Z. 2015, 'Working towards an international consensus on criteria for assessing internet gaming disorder: A critical commentary on Petry et al. (2014)', *Addiction*, vol. 111 no. 1, pp. 167–178.
- Hainey, T., Connolly, T., Stansfield, M., & Boyle, E. 2011, 'The differences in motivations of online game players and offline game players: A combined analysis of three studies at higher education level', *Computers & Education*, vol. 27, pp. 2197–2211.
- Hardanti, H. A., Nurhidayah, I., & Fitri, S. Y. R. 2013, 'Faktor-faktor yang melatarbelakangi perilaku adiksi bermain game online pada anak usia sekolah', *Jurnal Keperawatan Padjajaran*, vol. 1, no. 3, pp. 166–175.
- Hurlock, E. B. 2010, *Psikologi perkembangan suatu pendekatan sepanjang rentang kehidupan*, 5th edn, Erlangga, Jakarta.
- Jap, T., Tiatri, S., Sebastian, E. J., & Suteja, M. S. 2013, 'The development of indonesian online game addiction questionnaire', *Plos One*, vol. 8, no. 4, pp. 1-5.
- Kiraly, O., Scleza, P., Potens, H. M, Urban, R., Griffiths, M. D., & Demetrovoc, Z. 2015, 'Validation of the ten item internet gaming disorder test (IDGT-10) and evaluation of the nine DSM-5 internet gaming disorder criteria', *Addictive Behaviours*, pp. 1-8.
- Kurnia, R. 2012, 'Konsepsi bermain dalam menumbuhkan kreativitas pada anak usia dini', *Education Child*, vol.1, no.1, pp. 77–85.

- Kuss, D. J. 2013, 'Internet gaming addiction: Current perspectives', *Psychology Research and Behavior Management*, vol. 6, pp. 125–137.
- Latubessy, A., & Wijayanti, E. 2017, 'Model indentifikasi kecanduan game menggunakan backward chaining', *Simetris*, vol. 8, no. 1, pp. 9–14.
- Lee, C., & Kim, O. 2017, 'Predictors of online game addiction among korean adolescents', *Addiction Research and Theory*, vol. 25, no. 1, pp. 58–66.
- Lemmens, J. S., & Hendricks, S. F. J. 2016, 'Addictive online games: Examining the Relationship between game genres and internet gaming disorder', *Cyberpsychology, Behaviour and Social Networking*, pp. 1–7.
- Lim, J., Lee, J. Y., Jung, H. Y., Sohn, B. K., Choi, S. W., Kim, Y. J., Kim, D. J., & Choi, J. S. 2016, 'Changes of quality of life and cognitive function in individuals with Internet gaming disorder : A 6-month follow-up', *Medicine*, vol. 95, no. 50, pp. 1–8.
- Maruli 2017, 'Gambaran Adiksi Online Game Pada Remaja di Kelurahan Padang Bulan Medan', *Skripsi*, Fakultas Kedokteran Universitas Sumatera Utara, Medan.
- Müller, K. W., Janikian, M., Dreier, M., Wolfing, K., Beutel, ME., Tzavara, C., Richardson, C., & Tsitsika, A. 2015, 'Regular gaming behavior and internet gaming disorder in European adolescents: results from a cross-national representative survey of prevalence, predictors, and psychopathological correlates', *Eur Child Adolesc Psychiatry*, vol. 24, pp. 565–574.
- Nuhan, M. Y. G. 2016, 'Hubungan intensitas bermain game online dengan prestasi belajar siswa kelas V sekolah dasar negeri jarakan kabupaten bantul Yogyakarta', *Jurnal Pendidikan Guru Sekolah Dasar*, vol. 6, pp. 494–501.
- Pande, M. N., & Marheni, A. 2015, 'Hubungan kecanduan game online dengan prestasi belajar siswa SMP negeri 1 kuta', *Jurnal Psikologi Udayana*, vol. 2, no. 2, pp. 163–171.
- Petry, N. M., Rehben, F., Gentile, D. A., Lemmens, J. S., Rumpf, H., Moble, T., Bischof, G., Tao, R., Fung, D. S. S., Borges, G., Auriacombe, M., Ibanez, A. G., Tam, P., & O'Brien, C. P. 2014, 'An international consensus for assessing internet gaming disorder using the new DSM-5 approach', *Addiction*, pp. 1–8.

- Potens, H. M. 2016. 'Current practices in the clinical and psychometric assessment of internet gaming disorder in the era of the DSM-5 : A mini Review of existing assessment tools', *Mental Health Addict*, vol. 1, no. 1, pp. 18-19.
- Potens, H. M., Kiraly, O., Demetrovics, Z & Griffiths, M. D. 2014, 'The conceptualisation and measurement of DSM-5 internet gaming disorder : The development of the IGD-20 Test', *Plos*, vol. 9, no. 10.
- Potter, P. A., & Perry, A. G. 2005, *Buku ajar fundamental keperawatan : Konsep, proses dan praktik*, 4th edn, EGC, Jakarta.
- Rehbein, F., Kliem, S., Baier, D., Mößle, T., & Petry, N. M. 2015, 'Prevalence of internet gaming disorder in German adolescents: diagnostic contribution of the nine DSM-5 criteria in a state-wide representative sample', *Article in Addiction*.
- Rho, M. J., Lee, H., Lee, T. H., Cho, H., Jung, D. J., Kim, D. J., & Choi, I. Y. 2018, 'Risk factors for internet gaming disorder: Psychological factors and internet gaming characteristic', *International Journal of Environmental Research and Public Health*, vol. 15, no. 40, pp. 1–11.
- Sarwono, W. S. 2012, *Psikologi remaja: Definisi remaja*, PT. Raja Grafindo Persada, vadiiJakarta.
- Satghare, P., Abidin, E., Vaingankar, J. A., Chua, B. Y., Pang, S., Picco, L., Poon, L. Y., Chong, S. A., & Subramaniam, M. 2016, 'Prevalence of sleep problems among those with internet gaming disorder in singapore', *ASEAN Journal of Psychiatry*, vol. 17 no. 2.
- Sholihin, M., & Farouq, K. 2016, 'Game pass-puzz dengan construct 2', *Joutica Press*, pp. 18–21.
- Smohai, M., Urban, R., Griffiths, M. D., Kiraly, O., Mirnics, Z., Vargha, A., & Demetrovics, Z. 2016, 'Online and offline video game use in adolescents: Measurement invariance and problem severity', *The American Journal of Drug and Alcohol Abuse*, pp. 1–6.
- Spekman, M. L., Konijn, E. A., Roelofsma, P. H., & Griffiths, M. D. 2013, 'Gaming addiction, definition and measurement: A large-scale empirical study', *Computers in Human Behavior*, vol. 29, no. 6, pp. 2150–2155.
- Surbakti, K. 2017, 'Pengaruh game online terhadap remaja', *Jurnal Curere*, vol. 1, no. 1, pp. 28–38.

- Tobing 2015, 'Hubungan Frekuensi dan Durasi Bermain Game Online dengan Masalah Mental dan Emosional Pada Remaja di SMP Negeri 1 Medan', *Skripsi*, Fakultas Kedokteran Universitas Sumatera Utara, Medan.
- Vadlin, S., Aslund, C., Rehn, M., & Nilsson, K. W. 2015, 'Psychometric evaluation of the adolescent and parent versions of the gaming addiction identification test (GAIT)', *Scandinavian Journal of Psychology*, vol. 56, pp. 726-735.
- Winther, Daniel K. 2014, 'A critical account of DSM-5 criteria for internet gaming disorder', *Informa Healthcare*, pp. 1-6.
- Yee, N. 2007, 'Motivations of play in online games', *Journal of Cyber Psychology and Behaviour*, vol. 9, pp. 772-775.