

References:

- Alfasma, W., Santi, D. E., & Kusumandari, R. (2022). Loneliness dan perilaku agresi pada remaja fatherless. *Jurnal Penelitian Psikologi*, 3(1), 40–50
- Applebaum, Debra R., and G. Leonard Burns. "Unexpected childhood death: Posttraumatic stress disorder in surviving siblings and parents." *Journal of Clinical Child and Adolescent Psychology* 20.2 (1991): 114-120.
- Arsenault, D. (2009). Video game genre, evolution and innovation. *Eludamos: Journal for computer game culture*, 3(2), 149-176.
- Bellantoni, P. (2005). If It's Purple, Someone's Gonna Die: The Power of Color in Visual Storytelling (1st ed.). Routledge. <https://doi.org/10.4324/9780080478418>
- Bodziak, Kalyn & Lothschutz, Kylie & Pung, Caitlin & Abraham, Samuel. (2021). The Effects of Past Trauma on Current Mental Health. 18. 140-155.
- Bowman, N. D., Oliver, M. B., Rogers, R., Sherrick, B., Woolley, J., & Chung, M. Y. (2016). In control or in their shoes? How character attachment differentially influences video game enjoyment and appreciation. *Journal of Gaming & Virtual Worlds*, 8(1), 83-99.
- Calhoun, C. D., Stone, K. J., Cobb, A. R., Patterson, M. W., Danielson, C. K., & Bendezú, J. J. (2022). The Role of Social Support in Coping with Psychological Trauma: An Integrated Biopsychosocial Model for Posttraumatic Stress Recovery. *The Psychiatric quarterly*, 93(4), 949–970. <https://doi.org/10.1007/s11126-022-10003-w>

Carlson, E. B., & Ruzek, J. (2003). Effects of traumatic experiences. *National Center for PTSD, Department of veterans affairs.(Full Text).*

Caruth, C. (2016). *Unclaimed experience: Trauma, narrative, and history*. JHU press.

Cassidy, S. B. (2011). The videogame as narrative. *Quarterly review of Film and Video*, 28(4), 292-306.

Cicchirillo, V. J. (2020). The impact of video game character viewpoints and task on perceptions of cognitive and similarity identification. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 14(4).

Creswell, J.W. (2009). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (3rd edition)*. California: SAGE Publications.

Dunn, E. C., Nishimi, K., Powers, A., & Bradley, B. (2017). Is developmental timing of trauma exposure associated with depressive and post-traumatic stress disorder symptoms in adulthood?. *Journal of psychiatric research*, 84, 119–127.
<https://doi.org/10.1016/j.jpsychires.2016.09.004>

East, L., Jackson, D., & O'Brien, L. (2006). Father absence and adolescent development: A review of the literature. *Journal of Child Health Care*, 10(4), 283-295.

Erb, V., Lee, S., & Doh, Y. Y. (2021). Player-character relationship and game satisfaction in narrative game: Focus on player experience of character switch in The Last of Us Part II. *Frontiers in psychology*, 12, 709926.

Farokhmanesh, M. (2014, March 18). Why in-game dialogue and character conversations matter. *Polygon*. <https://polygon.com/2014/3/17/5519270/successful-in-game-dialogue-should-carry-players-forward>

Feriante, J., & Sharma, N. P. (2023, August 2). *Acute and chronic mental health trauma*. StatPearls - NCBI Bookshelf. <https://www.ncbi.nlm.nih.gov/books/NBK594231/>

Ford, J. D., Grasso, D. J., Elhai, J. D., & Courtois, C. A. (2015). Social, cultural, and other diversity issues in the traumatic stress field. *Posttraumatic Stress Disorder*, 503–546. <https://doi.org/10.1016/B978-0-12-801288-8.00011-X>

Ginting, R. F., Zein, T. T., & Perangin-Angin, A. B. (2022). Semiotic of Female Masculinity in Videogame 'The Last of Us Part II'. *RADIANT: Journal of Applied, Social, and Education Studies*, 3(1), 25-40.

Green, A. M. Ellie, Abby, and the Hospital Missions in The Last of Us Part II. *The Last of Us and Theology*, 17.

Hampson, S. E., Edmonds, G. W., Goldberg, L. R., Barckley, M., Klest, B., Dubanoski, J. P., & Hillier, T. A. (2016). Lifetime trauma, personality traits, and health: A pathway to midlife health status. *Psychological trauma : theory, research, practice and policy*, 8(4), 447–454. <https://doi.org/10.1037/tra0000137>

Hartman, G. (2003). Trauma within the Limits of Literature. *European Journal of English Studies*, 7(3), 257-274.

Herman, J. L. (1992). Complex PTSD: A syndrome in survivors of prolonged and repeated trauma. *Journal of traumatic stress*, 5(3), 377-391.

- Horban, O., & Maletska, M. (2018). Basic approaches to the definition of the concept of "videogame" as an element of modern scientific discourse. *Skhid*, (3 (155)), 29-33.
- Horn, C. J. (2024). Self-Deception and Moral Failure in The Last of Us. *The Last of Us and Philosophy: Look for the Light*, 113-120.
- Howie, H., Rijal, C. M., & Ressler, K. J. (2019). A review of epigenetic contributions to post-traumatic stress disorder. *Dialogues in clinical neuroscience*, 21(4), 417–428. <https://doi.org/10.31887/DCNS.2019.21.4/kressler>
- Kirkland, E. (2015). Resells Dreams and Shattered Memories: Psychoanalysis and Silent Hill. *Brumal. Revista de investigación sobre lo Fantástico*, 3(1), 161-182.
- Lazarus, R. S. (1991). Emotion and adaptation. New York: Oxford University Press.
- Lanius, R. A., Terpou, B. A., & McKinnon, M. C. (2020). The sense of self in the aftermath of trauma: lessons from the default mode network in posttraumatic stress disorder. *European journal of psychotraumatology*, 11(1), 1807703. <https://doi.org/10.1080/20008198.2020.1807703>
- Liberzon, I., Taylor, S. F., Amdur, R., Jung, T. D., Chamberlain, K. R., Minoshima, S., ... & Fig, L. M. (1999). Brain activation in PTSD in response to trauma-related stimuli. *Biological psychiatry*, 45(7), 817-826.
- Lynch KS, Lachman ME. The Effects of Lifetime Trauma Exposure on Cognitive Functioning in Midlife. *J Trauma Stress*. 2020 Oct;33(5):773-782. doi: 10.1002/jts.22522. Epub 2020 Jun 9. PMID: 32516491; PMCID: PMC7572703.

- Margolin, G., & Gordis, E. B. (2004). Children's exposure to violence in the family and community. *Current Directions in psychological science*, 13(4), 152-155.
- Merleau-Ponty, M. (2019). The film and the new psychology. In *Philosophers on film from Bergson to Badiou: A critical reader* (pp. 97-112). Columbia University Press.
- Morris, P. (2013). The depiction of trauma and its effect on character development in the Brontë fiction. *Brontë Studies*, 38(2), 157-168.
- Muriel, D., & Crawford, G. (2018). *Video games as culture: Considering the role and importance of video games in contemporary society*. Routledge.
- Nanou, E. (2022, January 24). 7 Reasons Why Character Development Is Important in Video Games. Makeuseof. Retrieved March 28, 2022, from <https://www.makeuseof.com/why-character-development-important-video-games/>
- Oya, A. (2024). Is Ellie's Revenge Ethically Justified?. *The Last of Us and Philosophy: Look for the Light*, 35-44.
- Palmer C. Major trauma and the injury severity score--where should we set the bar? *Annu Proc Assoc Adv Automot Med*. 2007;51:13-29. PMID: 18184482; PMCID: PMC3217501.
- Park C. L. (2022). Meaning Making Following Trauma. *Frontiers in psychology*, 13, 844891. <https://doi.org/10.3389/fpsyg.2022.844891>
- Sanyal, D., & LaCapra, D. (2002). Writing history, writing trauma. *SubStance*, 31(2/3), 301. <https://doi.org/10.2307/3685496>

- Sigurdson, J. F., Undheim, A. M., & Mehlum, L. (2004). "Adolescent self-harm and suicide attempts: The role of fathers in prevention." *European Child & Adolescent Psychiatry*
- Smethurst, T., & Craps, S. (2015). Playing with Trauma: Interreactivity, Empathy, and Complicity in The Walking Dead Video Game. *Games and Culture*, 10(3), 269-290. <https://doi.org/10.1177/1555412014559306>
- Southwick, S. M., Bonanno, G. A., Masten, A. S., Panter-Brick, C., & Yehuda, R. (2014). Resilience definitions, theory, and challenges: interdisciplinary perspectives. *European journal of psychotraumatology*, 5, 10.3402/ejpt.v5.25338. <https://doi.org/10.3402/ejpt.v5.25338>
- Turley, A. C. (2018). *Reading the Game: Exploring Narratives in Video Games as Literary Texts* (Doctoral dissertation).
- Vandewalle, A., Malliet, S., & Demoen, K. (2024). Playing with character: a framework of characterization in video games. *Games and Culture*, 19(6), 722-742.
- Wang, S. K., Feng, M., Fang, Y., Lv, L., Sun, G. L., Yang, S. L., Guo, P., Cheng, S. F., Qian, M. C., & Chen, H. X. (2023). Psychological trauma, posttraumatic stress disorder and trauma-related depression: A mini-review. *World journal of psychiatry*, 13(6), 331–339. <https://doi.org/10.5498/wjp.v13.i6.331>
- Widom, C.S. (1998). Child victims: Searching for opportunities to break the cycle of violence. *Applied & Preventive Psychology*

Xie, M., Tang, Y., Zhu, L., Dai, M., Wu, Y., Huang, Y., Liu, Y., Xiao, L., Li, T., & Wang, Q. (2021). Childhood Trauma and Mental Health Status in General Population: A Series Mediation Examination of Psychological Distress in COVID-19 Pandemic and Global Sleep Quality. *Frontiers in psychiatry*, 12, 782913. <https://doi.org/10.3389/fpsyt.2021.782913>

