

DAFTAR PUSTAKA

- Abedini, Y., Zamani, B.E., Kheradmand, A., Rajabizadeh, G. (2012). Impacts of mothers' occupation status and parenting styles on levels of self-control, addiction to computer games, and educational progress of adolescents. *Addict Health*, 4(3-4), 102-110.
- Adiputri, N.C. (2014, 10 Februari). Tragis! Bocah 13 Tahun di Malaysia Bunuh Diri Akibat di-Bully. Detik [online] diakses pada tanggal 26 Agustus 2014 dari <http://news.detik.com/read/2014/02/10/162250/2492409/1148/tragis-bocah-13-tahun-di-malaysia-bunuh-diri-akibat-di-bully?nd772204btr>.
- Amankan 134 Siswa Bolos di Warnet (2014, 19 Mei). *Jawa Pos*, hal 33.
- American Psychiatric Association. (1994). *Diagnostic and statistical manual of mental disorder IV-TR*. Washington, DC: Author.
- Asher, S.R., Taylor, A.R. (1981). The social outcomes of mainstreaming: Sociometric assessment and beyond. *Exceptional Children Quarterly*, 1, 13-30.
- Azwar, S. (2010). *Reliabilitas dan Validitas*. Yogyakarta: Pustaka Pelajar.
- Barnett, J., Coulson, M. (2010). Virtual real: A psychological perspective on massively multiplayer online games. *Review of General Psychology*, 14(2), 167-179.
- Baumrind, D. (1966). Effects of authoritative parental control on child behavior. *Child Development*, 37(4), 887-907.
- Baumrind, D. (1971). Current patterns of parental authority. *Developmental Psychology Monographs*, 4, (1).
- Baumrind, D. (1991). The influence of parenting style on adolescent competence and substance use. *Journal of Early Adolescence*, 11(1), 56-95.
- Call, M.E., Burrow-Sanchez, J.J. (2010). Identifying Risk Factors and Enhancing Protective Factors to Prevent Adolescent. Dalam R. Zheng, J. Burrow-Sanchez, & C. Drew (eds.), *Adolescent Online Social Communication and Behavior* (pp. 152-167). New York: IGI Global.
- Chan, E., Vorderer, P. (2006). Massively Multiplayer Online Games. Dalam Vorderer, P. & Bryant, J. (eds.), *Playing Video Games: Motives, Responses, and Consequences* (pp. 77-88). Mahwah, N.J: Lawrence Erlbaum Associates.
- Chaplin, J.P. (2011). Kamus Lengkap Psikologi. Jakarta: Rajawali Press.

- Cole, H., Griffiths, M. (2007). Social interactions in massive multiplayer online role-playing gamers. *Cyber Psychology & Behavior*, 10(4).
- Crockett, L., & Losoff, M. (1984). Perceptions of the peer group and friendship in early adolescence. *Journal of Early Adolescence*, 4(2), 155-181.
- Darling, N., & Steinberg, L. (1993). Parenting style as context: An integrative model. *Psychological Bulletin*. American Psychological Association. 113 (3), 487-496.
- Fauzi, A. (2012, 26 Juni). Ratusan Gamers Coba Pecahkan Rekor Main Game 150 Jam. Detiknet [online]. Diakses pada tanggal 6 Juni 2014 dari <http://inet.detik.com/read/2011/06/26/104143/1668756/654/ratusan-gamers-coba-pecahkan-rekor-main-game-150-jam>.
- Ferguson, C.J., Olson, C.K. (2013). Friends, fun, frustration and fantasy: Child motivations for video game play. *Motivation and Emotion*, 37, 154-164.
- Field, A. (2009). *Discovering Statistic Using SPSS (3rd. ed.)*. London: SAGE Publication.
- Freeman, C.B. (2008). Internet gaming addiction. *The Journal for Nurse Practitioners*, 4(1), 42-47.
- Gandapurnama, B. (2013, Januari). Kecanduan Game Online, Bocah Ini Nekat Mencuri Motor. Detik Bandung [online]. Diakses pada tanggal 15 April 2013 dari <http://news.detik.com/bandung/read/2013/01/21/181007/2148753/486/kecanduan-game-online-bocah-ini-nekat-mencuri-motor>.
- Goldstein, E. (2010). *Sensation and Perception (8th. ed.)*. USA: Wadsworth.
- Granic, I., Lobel, A., Engels, C.M.E. (2014). The benefits of playing video games. *American Psychologist*, 69(1), 66-78.
- Griffiths, M. (2009). Online computer gaming: Advice for parents and teachers. *Education and Health*, 27(1).
- Griffiths, M. (2010). The role of context in online gaming excess and addiction: Some case study evidence. *International Journal of Mental Health and Addiction*, 8, 119-125.
- Griffiths, M.D., Davies, M.N.O., Chappell, D. (2004). Demographic factors and playing variables in online computer gaming. *Cyberpsychology & Behavior*, 7(4).
- Gunarsa. S.D. (2004). *Dari Anak Sampai Usia Lanjut: Bunga Rampai Psikologi Anak*. Jakarta: BPK Gunung Mulia.

- Gunawan, F. (2013). Pola Perilaku Komunikasi dalam Game Online Audition AyoDance, Studi Etnografi pada Pemain Game Online AyoDance yang Kecanduan di Kota Malang, (Skripsi S1 – Diterbitkan). Fakultas Ilmu Sosial dan Ilmu Politik, Universitas Brawijaya, Malang.
- Hadi, S. (2000). *Metodologi Research*. Yogyakarta: Andi.
- Hadi, S. (2009, 29 Desember). Kecanduan Game Online, Pelajar Nekat Jual Pil Koplo. Detik Surabaya [online]. Diakses pada tanggal 15 April 2013 dari <http://news.detik.com/surabaya/read/2009/12/29/154853/1267898/475/kecanduan-game-online-pelajar-nekat-jual-pil-koplo>.
- Hair, E. C., Jager, J., Garrett, S. B. (2002, Juli). *Helping teens develop healthy social skills and relationships: What research shows about navigating adolescence*. Diunduh dari http://www.childtrends.org/Files//Child_Trends-2002_07_01_RB_TeenSocialSkills.pdf.
- Hair, E.C., Jager, J., Garrett, S.B. (2001, Desember). Background for Community-Level Work on Social Competency in Adolescence: Reviewing the Literature on Contributing Factors Child Trends Research Brief [online] diakses pada tanggal 20 November 2013 dari www.childtrends.org.
- Handayani, M.M., Suminar, D.R., Hendriani, W., Alfian, I.N., & Hartini, N. (2008). *Psikologi Keluarga*. Surabaya: Fakultas Psikologi Universitas Airlangga.
- Hauge, M.R., Gentile, D.A. (2003, April). *Video Game Addiction Among Adolescents: Associations with Academic Performance and Aggression*. Makalah dipresentasikan pada pertemuan Society for Research in Child Development Conference, Tampa, FL.
- Hightower, E. (1990). Adolescent interpersonal and familial precursors of positive mental health at midlife. *Journal of Youth & Adolescence*, 19(3), 257-275.
- Inderbitzen, H.M., Foster, S.L. (1992). The teenage inventory of social skills: Development, reliability, and validity. *Psychological Assessment*, 4(4), 451-459.
- Indriatno (2013, Maret). Satpol PP Surabaya Jaring 930 Siswa di Warnet dan Game Online. RRI [online]. Diakses pada tanggal 20 April 2013 dari <http://rri.co.id/index.php/berita/47086/Satpol-PP-Surabaya-Jaring-930-Siswa-di-Warnet-dan-Game-Online>.
- Jahja, Y. (2011). *Psikologi Perkembangan*. Jakarta: Kencana.
- Janssen, C. (n.d.). Massively Multiplayer Online (MMOG). Techopedia [online]. Diakses pada tanggal 9 Agustus 2014 dari <http://www.techopedia.com/definition/27054/massively-multiplayer-online-game-mmog>.

- Jap, T., Triani, S., Jaya, E.S., Suteja, M.S. (2013). The development of indonesian online game addiction questionnaire. *PloS ONE*, 8(4).
- Kartono, K. (2006). *Patologi Sosial 2: Kenakalan Remaja*. Jakarta: PT Raja Grafindo Persada.
- Kerlinger, N.F. (2004). *Asas-asas Penelitian Behavioral*. Yogyakarta: Gajah Mada University Press.
- King, D.L., Delfabbro, P.H., Griffiths, M.D. (2010). Recent innovations in video game addiction research and theory. *Global Media Journal: Australian Edition*, 4(1).
- Ko, C.H., Yen, Y.J., Chen, C.C., Chen, S.H., Yen, C.F. (2005). Gender differences and related factors affecting online gaming addiction among taiwanese adolescents. *The Journal of Nervous and Mental Disease*, 193(4), 273-277.
- Kowert, R., Oldmeadow, J.A. (2013). (A) social reputation: Exploring the relationship between online video game involvement and social competence. *Computers in Human Behavior*. 29, 1872-1878.
- Kuss, D.J., Griffiths, M.D. (2012a). Adolescent online gaming addiction. *Education and Health*, 30(1), 15-17.
- Kuss, D.J., Griffiths, M.D. (2012b). Online gaming addiction in children and adolescents: A review of empirical research. *Journal of Behavioral Addictions*, 1(1), 1-20.
- Kusumadewi, T.N. (2009). Hubungan antara Kecanduan Internet Game Online dan Keterampilan Sosial pada Remaja, (Skripsi S1 – Diterbitkan). Fakultas Psikologi, Universitas Indonesia, Jakarta.
- Lahey, B.B. (2007). *Psychology An Introduction*. New York: McGraw-Hill.
- Lemmens, J.S., Valkenburg, P.M., Peter, J. (2009). Development and validation of a game addiction scale for adolescents. *Media Psychology*, 12(1), 77-95.
- Leung, L., Lee, P.S.N. (2012). The influences of information literacy, internet addiction and parenting styles on internet risks. *New Media Society*, 14(1), 117-136.
- Marini, L., Andriani, E. (2005). Perbedaan asertivitas remaja ditinjau dari pola asuh orang tua. *Psikologia*, 1(2).
- Merrell, K.W. (2003). *Behavioral, Social, and Emotional Assessment of Children and Adolescents (2nd ed.)*. New Jersey: Lawrence Erlbaum Associates, Inc., Publishers.

- Miniwatts Marketing Group (Juni, 2012). Asia Top Internet Countries; June 30, 2012. Internet World Stats [online] diakses pada tanggal 9 April 2013 dari <http://www.internetworkstats.com/stats3.htm>.
- Neuman, W.L. (2007). *Basic of Social Research: Qualitative and Quantitative Research* (2nd. ed.). Boston: Pearson Education, Inc.
- Pallant, J. (2007). *SPSS: Survival Manual* (3rd. ed.). Sydney: Allen & Unwin.
- Panjaitan, D.S., Daulay, W. (2012). Pola asuh orang tua dan perkembangan sosialisasi remaja di SMA 15 medan. *Jurnal Keperawatan Holistik*, 1(1).
- Papalia, D. E., Old, S.W., Feldman, R.D. (2011). *Human Development (Psikologi Perkembangan)*. Jakarta: Kencana.
- Rookes, P., Wilson, J. (2000). *Perception: Theory, Development, and Organisation*. London: Routledge.
- Santrock, J.W. (2002). *Life-Span Development: Perkembangan Masa Hidup Jilid I* (5th. ed.). Jakarta: Erlangga.
- Santrock, J.W. (2003). *Adolescence: Perkembangan Remaja*. Jakarta: Erlangga.
- Shin, W., Huh, J. (2011). Parental mediation of teenagers' video game playing: Antecedents and consequences. *New Media & Society*, 13(6), 945-962.
- Simons, R.L., Whitbeck, L.B., Conger, R.D., Conger, K.J. (1991). Parenting factors, social skills, and value commitments as precursors to school failure, involvement with deviant peers, and delinquent behavior. *Journal of Youth and Adolescence*. 20(6), 645-664.
- Smentana, J.G. (2011). *Adolescents, Families, and Social Development*. United Kingdom: John Wiley & Sons, Ltd.
- Smyth, J.M. (2007). Beyond self-selection in video game play: An experimental examination of the consequences of massively multiplayer online role-playing game play. *Cyberpsychology & Behavior*, 10(5), 717-721.
- Spence, S.H. (2003). Social skills training with children and young people: Theory, evidence and practice. *Child and Adolescent Mental Health*. 8(2), 84-96.
- Sugiyono. 2011. Metode Penelitian Kuantitatif, Kualitatif dan R & D. Bandung: Alfabeta.
- Suharsono, J.T., Fitriyani, A., Upoyo, A.S. (2009). Hubungan pola asuh orang tua terhadap kemampuan sosialisasi pada anak prasekolah di TK Pertiwi Purwokerto Utara. *Jurnal Keperawatan Soedirman*, 4(3).

- Thaeras, F. (2012, 26 April). Wah, Jodoh di Game Online Lanjut Nikah di Kehidupan Nyata. Detik [online] diakses pada tanggal 30 Desember 2013 dari <http://wolipop.detik.com/read/2012/04/26/170333/1902556/854/wah-jodoh-di-game-online-lanjut-nikah-di-kehidupan-nyata>.
- Thalemann, R., Wölfling, K., Grüsser, S.M. (2007). Specific cue reactivity on computer game-related cues in excessive gamers. *Behavioral Neuroscience*, 21, 614–618.
- Wade, C., Tavris, C. (2008). *Psikologi*. Jakarta: Erlangga.
- Wahyudi, R. (2012, 1 November). Pengguna Internet di Indonesia Capai 55 Juta. Tekno Kompas [online]. Diakses pada tanggal 1 November 2013 dari <http://tekno.kompas.com/read/2012/11/01/1110452/pengguna.internet.di.indonesia.capai.55.juta>.
- Walker, H.M., Hops, H. (1976). Increasing academic achievement by reinforcing direct academic performance and/or facilitating nonacademic respons. *Journal of Educational Psychology*, 68, 218-225.
- Wang, P. (2006). Research on the relationship between the tendency toward computer game addiction and parental rearing styles in senior high school students. *Chinese Journal of Clinical Psychology*, 12, 460-462.
- Weiten, W., Lloyd, M.A. (2006). *Psychology Applied to Modern Life: Adjustment to 21st Century* (8th. ed.). Canada: Thomson-Wadsworth.
- Widyanto, L., Griffiths, M. (2010). Unravelling The Web: Adolescents and Internet Addiction. Dalam R. Zheng, J. Burrow-Sanchez, & C. Drew (eds.), *Adolescent Online Social Communication and Behavior* (pp. 152-167). New York: IGI Global.
- Widyarini, N. (2009). *Relasi Orang Tua dan Anak*. Jakarta: PT Elex Media Komputindo.
- Williams, D., Ducheneaut, N., Xiong, L., Yee, N., Nickell, E. From tree house to barracks: The social life of guilds in world of warcraft. *Games and Culture*, 1(4), 338-361.
- Yee, N. (2006). Motivations for play in online games. *CyberPsychology & Behavior*, 9(6), 772-775.
- Young, K.S. (1996). Internet addiction: The emergence of a new clinical disorder. *CyberPsychology and Behavior*, 1(3), 237-244.
- Young, K.S. (1999). Internet addiction: Symptoms, evaluation, and treatment. Dalam VandeCreek L, Jackson TL L. VandeCreek & T. L. Jackson (eds.), Sarasota, FL: Professional Resource Press.

Zamani, E., Kheradmand, A., Cheshmi, M., Abedi, A., Hedayati, N. (2010). Comparing the social skills of students addicted to computer games with normal students. *Journal of Addiction and Health*, 2, 3-14.