

## DAFTAR PUSTAKA

- American Psychiatric Association.(2013). Diagnostic and statistical manual of mental disorders (5<sup>th</sup> ed.). Washington, DC
- Amir Diopname Seusai Main Game Online 2 Hari Nonstop (2013, 14 Oktober). *Tribunnews* [on-line]. Diakses April 27, 2014, dari <http://www.tribunnews.com/regional/2013/10/14/amir-diopname-seusai-main-game-online-2-hari-nonstop>
- Billieux, J., Linden, M., Achab, S. (2012). Why do you play World of Warcraft? An in-depth exploration of self-reported motivations to play online to play online and in-game behaviours in the virtual world of Azeroth. *Computers in Human Behavior*
- Caplan, S., Williams, D., Yee, N. (2009). Problematic internet use and psychosocial well-being among MMO players. *Computers in Human Behavior*
- Choo, H. Gentile, D., Sim, T. (2010). Pathological video-gaming among Singaporean youth. *Annals Academy of Medicine*. 822-829
- Devi, A. (2012). Coping Strategies Adopted by Bank Employees to Manage Role Stress: A Study. *Journal of Management Research*
- Fereday, J., Muir-Cochrane, E. (2006). Demonstrating Rigor Using Thematic Analysis: A Hybrid Approach of Inductive and Deductive Coding and Theme Development. *International Journal of Qualitative Methods*
- Frydenberg (1997). *Adolescent Coping Theoretical and Research Perspectives*. London: Routledge
- Gandapurnama, B. (2013). Kecanduan game online, bocah ini nekat mencuri motor (2013, 21 Januari). *Detik* [on-line]. Diakses April 27, 2014, dari <http://news.detik.com/bandung/read/2013/01/21/181007/2148753/486/kecanduan-game-online-bocah-ini-nekat-mencuri-motor>
- Gall, M. D., Gall, J. P., & Borg, W. R. (2003). *Educational Research: An Introduction* (7<sup>th</sup> ed). Boston: Pearson Education, Inc.
- Haagsma, M. C., Caplan, S. E. (2012). A cognitive-behavioral model of problematic online gaming in adolescents aged 12-22 years. *Computers in Human Behavior*, 101-108

- Hurlock, E. B. 1980. Psikologi Perkembangan; “Suatu Pendekatan Sepanjang Rentang Kehidupan” (Terjemahan Istiwadyanti & Soedjarno, ed. kelima ). Jakarta : Erlangga.
- Jie, K. Yizhen, Y, Yukai, D. (2014). Prevalence of internet addiction and its association with stressful life events and psychological symptoms among adolescent internet users. Short Communication, 744-747
- Khang, H., Kim, J. K., & Kim, Y. (2013). Self-trait and motivations as antecedents of digital media flow and addiction: The Internet, mobile phones, and video games. Computers in Human Behavior , 2416-2424.
- Kim, G., Kim, J. (2010). Cross-validation of reliability, convergent and discriminant validity for the problematic online game use scale. Computers in Human Behavior 26, 389-398
- 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.
- Kuss, D. J. (2013). Internet Gaming Addiction: Current Perspectives. Psychology Research and Behavior Management .
- Kuss, D. J., Louws, J., & Wiers, R. W. (2012). Online Gaming Addiction? Motives Predict Addictive Play Behavior in Massively Multiplayer Online Role-Playing Games. Cyberpsychology, Behavior, and Social Networking
- Lally, P., Jaarsveld, C.H., Potts, H.W. (2009). How are habits formed: modelling habit formation in the real world. European Journal of Social Psychology 40(2), 998-1009.
- Lazarus, R. S., Folkman, S. (1984). *Stress, Appraisal and Coping*. New York: Springer Publishing Company.
- Neuman, W. L. (2007). *Social research methods: Qualitative and quantitative Methods (4th ed.)*. USA: Allyn and Bacon
- Patton, M. Q. (1990). *Qualitative research and evaluation methods (3th. Ed)*. London: Sage Publication
- Poerwandari, E. K. (2011). *Pendekatan Kualitatif dalam Penelitian Psikologi*. Jakarta; Lembaga Pengembangan Sarana Pengukuran dan Pendidikan Psikologi Fakultas Psikologi, Uni. Indonesia
- Profil Internet Indonesia 2012. *Asosiasi Penyelenggara Jasa Internet Indonesia*. Diakses April 20, 2014, dari <http://www.apjii.or.id>

- Rehbein, F., Kleimann, M., Moble, T. (2010). Prevalence and risk factors of video game dependency in adolescence: Results of a German nationwide survey. *Cyberpsychology, Behavior, and Social Networking*
- Santrock, John W. (2011). *Life-span Development* (13<sup>th</sup> edition). New York : Mc Graw Hill.
- Sarwono, S.W. (2006). Psikologi Remaja. Jakarta : Rajawali Pers.
- Sipahutar, I. G. (2013). Anak di bawah umur bobol 2 toko karena kecanduan game online. *Tribunnews* [on-line] (2013, 11 November) Diakses April 27, 2014, dari <http://www.tribunnews.com/regional/2013/11/20/anak-di-bawah-umur-bobol-2-toko-karena-kecanduan-game-online>
- Scoric, M. M., Teo, L. L., & Neo, R. L. (2009). Children and Video Games: Addiction, Engagement, and Scholastic Achievement. *Cyberpsychology & Behavior*.
- Wan, C. S., Chiou, W. (2007). The motivations of adolescents who are addicted to online games: A cognitive perspective. *Adolescence* 42(165).
- Weinstein, A. M. (2010). Computer and Video Game Addiction—A Comparison between Game Users and Non-Game Users. *The American Journal of Drug and Alcohol Abuse*, 268–276.
- Winther, K. (2014). Problematizing excessive online gaming and its psychological predictors. *Computers in Human Behavior*, 118-122
- Wijayanti (2013). Motif dan Adiksi Pemain Game Online.
- Yin, R. K. (2011). *Qualitative Research from Start to Finish*. New York: The Guilford Press.