

REFERENCES

- Apperley, Thomas H. (2006). Genre and Game Studies: Toward a Critical Approach to Video Game Genres. *SIMULATION & GAMING*. Volume 37, No 1. March 2008. Sage Publication.
- Aarseth, Espen. (2001). *Computer Game Studies, Year One. Game Studies*. The International Journal of the Computer Game Research. Volume 1, Issue 1. Retrieved from <http://www.gamestudies.org/0101/editorial.html> on January 22, 2010
- Bauer, Laurie. (1988). *Introducing Linguistic Morphology*. Edinburgh University Press. Edinburgh.
- Blizzard Entertainment. (2002). *Warcraft III: Reign Of Chaos*. [computer software]
- Blizzard Entertainment. (2003). *Warcraft III: The Frozen Throne*. [computer software]
- Burridge, Kate. (2002). *Blooming English*. Cambridge. United Kingdom.
- Boeree, George. (2005). *Qualitative Method*. Retrieved from <http://www.webspaceship.edu> on April 20, 2010.
- Crystal, David. (2001). *Language and the Internet*. Cambridge University Press. Cambridge.
- Defence of the Ancient (DotA). (n.d.) retrieved from <http://www.mahalo.com/defense-of-the-ancients-dota> on January, 22 2010.

Fromme, Johannes. (2003). *Computer Games as a part of Children's Culture*. The International Journal of Computer Game Research. Volume 3. Issue 1. May 2003. Retrieved from <http://www.gamestudies.org/0301/fromme/> on January 22, 2010.

Introduction. (2010) retrived from <http://www.playdota.com> on January, 23 2010.

Jackson, Howard. (2002). *Lexicography*. Routledge. London.

Kridalaksana, Harimurti. (2007). *Pembentukan Kata dalam Bahasa Indonesia*. PT Gramedia Pustaka Tama. Jakarta.

Klimmt, Christoph and Hartmann, Tilo. (2008). "Mediated Interpersonal Communication in Multiplayer Video Games: Implication for Entertainment and Relationship Management". In Konijn et al (Eds.). *Mediated Interpersonal Communication*. Routlegde. New York.

Manninen, Tony. (2003). *Interaction Forms and Communicative Actions in Multiplayer Games*. The International Journal of Computer Game Research. Volume 3. Issue 1. May 2003. Retrieved from <http://www.gamestudies.org/0301/manninen/> on January 22, 2010.

Mayra, Frans. (2008). *An Intoduction to Game Studies: Games and Culture*. Sage Publication. London.

Pei, Mario. (1977). *The Lexicon Webster Dictionary*. Volume I. The English-Language Institute of America, Inc: United States of America.

Pei, Mario. (1977). *The Lexicon Webster Dictionary*. Volume II. The English-Language Institute of America, Inc: United States of America.

Putrayasa, Ida Bagus. (2008). *Kajian Morfologi*. PT Refika Aditama. Bandung.

- Shortis, Tim. (2001). *The Language of ICT (Information and Communication Technology)*. Routledge. London.
- Stockwell, Robert & Minkova, Donka. (2001). *English Words: History and Culture*. Cambridge. United Kingdom.
- Tim Penyusun Kamus Pusat Pembinaan dan Pengembangan Bahasa. (1991). *Kamus Besar Bahasa Indonesia*. Edisi Kedua. Balai Pustaka. Jakarta.
- Wardani, Kusuma. (2008). *Representasi Identitas Orientalisme Visual Image Massively-Multiplayer Online Role-Playing Game (MMORPG)*". Unpublished Master Thesis. Airlangga University. Surabaya
- Walbridge, Michael. (2008). *Analysis: Defense of the Ancients – An Underground Revolution*. Gamasutra. Retrieved from http://www.gamasutra.com/php-bin/news_index.php?story=18863 on January 22, 2010.
- Warcraft III: Frozen Throne. (n.d.) retrieved from [http://www.wowwiki.com/Warcraft III: The Frozen Throne](http://www.wowwiki.com/Warcraft_III:_The_Frozen_Throne) on January 22, 2010
- Wright, Tamalde, Eric Boria & Paul Breidenbach. (2002). *Creative Player Action in FPS Online Video Games*. The International Journal of Computer Game Research. Volume 2, Issue 2, December 2002. Retrieved from <http://www.gamestudies.org/0202/wright/> on January 22, 2010.