

## REFERENCES

- Alfred, Marshal. *Principles of Economics*. Houndmills: Palgrave Macmilan, 2013.
- Angus, Deaton, and John Muelbauer. *Economics and Consumer Behavior*. New York: Cambridge University Press, 2009.
- Barnes, Stuart J. "Virtual item purchase behaviour in virtual world." *Electronic Commerce Research*, 2009: 77-96.
- C. R. Snyder, Shane J. Lopez. "Oxford Handbook of Positive Psychology." In *Oxford Handbook of Positive Psychology*, by Shane J. Lopez C. R. Snyder, 195-200. New York: Oxford University Press, 2009.
- Cosmas, Stephen C. "Life Styles and Consumption Patterns." *Journal of Consumer Research*, Volume 8, Issue 4, 1982: 453-455.
- Dharmawan, Rizky. "Consumption Pattern in Surabaya Vainglory Community : A Case Study in East and Center Region of Surabaya." *Nursandi Irsyad Z*, 2018.
- Ediwan Farid Fahmadi, Prasetyo Budi Widodo, Nofiar Aldriandy Putra. "RELATIONSHIP BETWEEN GUILD CONFORMITY AND LOYALTY OF MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAMES ."
- Engel, Ernst. "Zeitschrift des Statistischen Büreaus des Königlich Sächsischen Ministeriums des Innern." *Die Produktions- und Consumtionverhältnisse*, 1857: 8-9.
- Faherty, Firdan Rastama. "STRATEGI IESPA (INDONESIA E-SPORTS ASSOCIATION) DALAM MENGKAMPANYEKAN E-SPORTS DI INDONESIA." 2018: 1-4.
- Featherstone, Mike. *Consumer Culture and Postmodernism*. California: Sage Publication, 2007.
- . *Consumer Culture and Postmodernism Second Edition*. London: SAGE Publication Ltd, 2007.
- Felini, Damiano. "Beyond Today's Video Game Rating Systems: A Critical Approach to PEGI and ESRB, and Proposed Environment." *Games and Culture*, 2015: 106-122.
- Gartman, David. "Culture as Class Symbolization or Mass Reification ? A Critique of Bourdieu's Distinction." *American Journal of Sociology*, 1991: 421-447.
- Konnikova, Maria. "Why Gamers Can't Stop Playing First-Person Shooters." *Annals of Technology*, 2013.
- Leiss, William. "The Icons of Marketplace." *Theory Culture and Society*, 1983: 10-21.

- Lennart E. Nacke, Dipl.Ing., Anne Nacke, and Craig A. Lindley, Ph.D. "Brain Training for Silver Gamers: Effects of Age and Game Form on Effectiveness, Efficiency, Self-Assessment, and Gameplay Experience." *CYBERPSYCHOLOGY & BEHAVIOR*, 2009: 493-500.
- Lu, Zhouxiang. "From E-Heroin To E-sports: The Development of Competitive Gaming in China." *The International Journal of the History of Sport*, 2016: 2186-2206.
- Mora Cantalops, Miguel angel Sicillia. "MOBA Games: A Literature Review." *Entertainment Computing*, 2008.
- Nakamura J, Csikszentmihalyi. "The concept of flow." *positive psychology*, 2002: 89-105.
- Orcan, Mustafa. *Modern Turk Tuketim Kulturu*. Ankara: Harf Yayinlary, 2013.
- Pen European Game Information. *pegi.info/what-do-the-labels-mean*. March 14, 2018. <https://pegi.info/what-do-the-labels-mean> (accessed November 11, 2018).
- PETERSON, RICHARD A. "The Production of Culture." *American Behavioral Scientist*, 1976: 669-684.
- Rahmad Soleh, Retno Indah Rohmawati, Komang Chandra Brata. "Analisis Pengalaman Pengguna Permainan Multiplayer Online Battle Arena (Moba) Dengan Menggunakan Game Experience Questionnaire (GEQ) Pada Game Dota 2." *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 2018.
- Ramadani, Muhammad Iqbal Febri. "Penarikan Diri Dalam Game Online." (*Studi Deskriptif Kualitatif Withdrawal Gamer Mobile Legends Mahasiswa Ilmu Komunikasi UMS 2014*), 2018.
- Ratliff, John M. *NTT DoCoMo and its i-mode success : Origins and Implication*. california, 2002.
- Robert Kozinets, Anthony Patterson, Rachel Ashman. "Networks of Desire; How Technology Increases Our Passion to Consume." *Journal of Consumer Research* , 2016: 659-682.
- spikool, daniel. *PHYSICAL ACTIVITIES AND PLAYFUL LEARNING USING MOBILE GAMES*. sweden, 2008.
- Sub-directorate of Statistics Indicator. *INDIKATOR KESEJAHTERAAN RAKYAT 2018*. Jakarta: BPS RI/BPS-Statistics Indonesia, 2018.
- Tang, Wanyi. "Understanding Esports from the Perspective of Team Dynamics." 2017: 1-2.
- Taylor, T. L. *Rasing the Stakes: E-sports and the Professionalization of Computer Gaming*. London: The MIT Press, 2012.

Warde, Alan. "After taste: Culture, consumption and theories of practice." *Journal of Consumer Culture*, 2014: 1-25.

Yee, Nick. "Motivations for Play in Online Games." *CYBERPSYCHOLOGY & BEHAVIOR*, 2006: 772-775.

Yee, Nick. "Motivations of Play in Online Games." *Journal of CyberPsychology and Behaviour*, 2007: 772-775.

Zimmerman, Carle C. "Ernst Engel's Law of Expenditures for Food." *The Quarterly Journal of Economics*, 1932: 78-101.