

DAFTAR PUSTAKA

- American Psychiatric Association. 2013. *Diagnostic and statistical manual of mental disorders, fifth edition*. Arlington (VA): American Psychiatric Publishing.
- Alimoradi, Z., Lin, C., Brostr, A., Grif, M. D., Ohayon, M. M., & Pakpour, A. H. 2019. "Internet addiction and sleep problems : A systematic review and metaanalysis". 47. <https://doi.org/10.1016/j.smr.2019.06.004>
- Andreassen, C. S., Billieux, J., Griffiths, M. D., Kuss, D. J., Demetrovics, Z., Mazzoni, E., *et al.* 2016. "The relationship between addictive use of social media and video games and symptoms of psychiatric disorders: A large-scale cross-sectional study". *Psychology of Addictive Behaviors*, 30(2), hal. 252.
- Anguera, J. A., & Gazzaley, A. 2015. "Video games, cognitive exercises, and the enhancement of cognitive abilities". *Current Opinion in Behavioral Sciences*, 4, 160–165. <https://doi.org/10.1016/j.cobeha.2015.06.002>
- Atmaca, M. 2007. "A case of problematic Internet use successfully treated with an SSRI/antipsychotic combination". *Prog Neuropsychopharmacol Biol Psychiatry* 31, hal. 961–962
- Bababekova, Y., Rosenfield, M., Hue, J. E., & Huang, R. R. 2011. "Font size and viewing distance of handheld smart phones". *Optometry and Vision Science*, 88(7), 795–797. <https://doi.org/10.1097/OPX.0b013e3182198792>
- Barlett, C. P., Harris, R. J., & Baldassaro, R. 2007. "Longer you play, the more hostile you feel: Examination of first person shooter video games and aggression during video game play". *Aggressive Behavior*, 33, hal. 486–497
- Barlett, C. P., Anderson, C. A., & Swing, E. L. 2009. "Video game effects: Confirmed, suspected, and speculative". *Simulation & Gaming*, 40, hal. 307–433.
- Bob, P., Fedor-Freybergh, P., Jasova, D., Bizik, G., Susta, M., Pavlat, J., *et al.* 2008. "Dissociative symptoms and neuroendocrine dysregulation in depression". *Medical Science Monitor* 14, hal. 499–504.
- Bradley, M. M., Miccoli, L., Escrig, M. A., & Lang, P. J. 2008. "The pupil as a measure of emotional arousal and autonomic activation". *Psychophysiology*, 45(4), hal. 602–607.
- Brand, M., Rumpf, H., Demetrovics, Z., King, D. L., Potenza, M. N., Wegmann, E., Brand, M., & King, D. L. (2019). Gaming Disorder Is a Disorder due to Addictive Behaviors : Evidence from Behavioral and Neuroscientific Studies Addressing Cue Reactivity and Craving , Executive Functions , and Decision-Making. 11, 296–302.
- Breen, J. 2014. Internet addiction genes target the same pathway as illicit drugs. <https://jillianbreen.wordpress.com/2014/03/17/internet-addiction-genes-target-the-same-pathway-as-illicit-drugs-2/> (diakses 22 Juni 2018).

- Bruce-Low, S. S., Cotterrell, D., & Jones, G. E. 2006. "Heart rate variability during high ambient heat exposure". *Aviation, Space, and Environmental Medicine*, 77, hal. 915–920.
- Bushman, B. J. 2021. *Aggression and violence*. DEF Publishers. <http://noba.to/63vj7ykn>
- Cain, N., & Gradisar, M. 2010." Electronic media use and sleep in school-aged children and adolescents: A review". *Sleep Medicine*, 11(8), 735–742. <https://doi.org/10.1016/j.sleep.2010.02.006>
- Camardese, G., De Risio, L., Di Nicola, M., Pizi, G., & Janiri, L. 2012. "A role for pharmacotherapy in the treatment of "internet addiction"". *Clinical neuropharmacology*, 35(6), hal. 283-289.
- Chand, S. P., & Arif, H. 2021. *Depression*. StatPearls Publishing. <https://www.ncbi.nlm.nih.gov/books/NBK430847/>
- Chand, S. P., & Marwaha, R. 2021. *Anxiety*. StatPearls Publishing. <https://www.ncbi.nlm.nih.gov/books/NBK470361/>
- Choi, S. W., Kim, H., Kim, G. Y., Jeon, Y., Park, S., Lee, J. Y., *et al.* 2014. "Similarities and differences among Internet gaming disorder, gambling disorder and alcohol use disorder: a focus on impulsivity and compulsivity". *Journal of behavioral addictions*, 3(4), hal. 246-253.
- Choi, S. W., Kim, D. J., Choi, J. S., Ahn, H., Choi, E. J., Song, W. Y., *et al.* 2015. "Comparison of risk and protective factors associated with smartphone addiction and Internet addiction". *Journal of behavioral addictions*, 4(4), hal. 308-314.
- Citra, D. A., Setyaningsih, I., & Paryono. 2020. *Hubungan Internet Gaming Disorder dengan Asthenopia pada Pelajar SMP di Yogyakarta*. FKMK UGM.
- David, S. P., Murthy, N. V., Rabiner, E. A., Munafó, M. R., Johnstone, E.C., Jacob, R., *et al.* 2005. "A functional genetic variation of the serotonin (5-HT) transporter affects 5-HT1A receptor binding in humans". *Journal of Neuroscience*, 25(10), hal. 2586-2590.
- Denilson, B. T., Nouchi, R., & Kawashima, R. 2019. "Does video gaming have impacts on the brain: Evidence from a systematic review". *Brain Sciences*, 9(10). <https://doi.org/10.3390/brainsci9100251>
- De Ruyck, K., Nackaerts, K., Beels, L., Werbrouck, J., De Volder, A., Meysman, M., *et al.* 2010. "Genetic variation in three candidate genes and nicotine dependence, withdrawal and smoking cessation in hospitalized patients". *Pharmacogenomics*, 11(8), hal. 1053-1063.
- Deryakulu, D., & Ursavas, Ö. F. 2014. "Genetic and environmental influences on problematic Internet use: a twin study". *Comput. Human Behav.* 39, hal. 331–338.
- Dickerson, S. S., & Kemeny, M. E. 2004. "Acute stressors and cortisol responses: A theoretical integration and synthesis of laboratory research". *Psychological Bulletin*, hal. 355–391.

- Dong, G., DeVito, E., Huang, J., Du, X. 2012a. "Diffusion tensor imaging reveals thalamus and posterior cingulate cortex abnormalities in internet gaming addicts". *J Psychiatr Res* 46: hal. 1212–1216.
- Dong, G., Huang, J., Du, X. 2012b. "Alterations in regional homogeneity of resting-state brain activity in internet gaming addicts". *Behav Brain Funct* 8: hal. 41
- Dong, G. H., & Potenza, M. N. 2022. "Considering gender differences in the study and treatment of internet gaming disorder". *Journal of Psychiatric Research*, 153(May), 25–29. <https://doi.org/10.1016/j.jpsychires.2022.06.057>
- Dong, G., Wang, L., Du, X., & Potenza, M. N. 2018. *Gender-related differences in neural responses to gaming cues before and after gaming : implications for gender-specific vulnerabilities to Internet gaming disorder*. October, 1203–1214. <https://doi.org/10.1093/scan/nsy084>
- Dong, G., Wang, Y., & Potenza, M. N. 2016. "The activation of the caudate is associated with correct recollections in a reward-based recollection task". *Human Brain Mapping*, 37(11), 3999–4005. <https://doi.org/10.1002/hbm.23290>
- Doran, N., Schweizer, C. A., Myers, M. G., & Greenwood, T. A. 2013. "A prospective study of the effects of the DRD2/ANKK1 TaqIA polymorphism and impulsivity on smoking initiation". *Substance use & misuse*, 48(1-2), hal. 106-116.
- Egervari, G., Ciccocioppo, R., Jentsch, J. D., & Hurd, Y. L. 2017. "Shaping vulnerability to addiction - the contribution of behavior, neural circuits and molecular mechanisms". *Neurosci. Biobehav. Rev*.
- Ettenberg, A., & McFarland, K. 2003. "Effects of haloperidol on cue-induced autonomic and behavioral indices of heroin reward and motivation". *Psychopharmacology*, 168(1-2), hal. 139-145.
- Exelmans, L., & Van den Bulck, J. 2017. "Bedtime, shuteye time and electronic media: sleep displacement is a two-step process". *Journal of Sleep Research*, 26(3), 364–370. <https://doi.org/10.1111/jsr.12510>
- Feng, Y., Niu, T., Xing, H., Xu, X., Chen, C., Peng, S., *et al.* 2004. "A common haplotype of the nicotine acetylcholine receptor $\alpha 4$ subunit gene is associated with vulnerability to nicotine addiction in men". *The American Journal of Human Genetics*, 75(1), hal. 112-121.
- Fitryasari, R., Cahya Kharisma, A., & Rahmawati, D. 2020. "Online Games Addiction and the Decline in Sleep Quality of College Student Gamers in the Online Game Communities in Surabaya, Indonesia". *International Journal of Psychosocial Rehabilitation*, 24(7), 2020. <https://doi.org/10.37200/IJPR/V24I7/PR270886>
- Gentile, D. A., Choo, H., Liau, A., Sim, T., Li, D., Fung, D., *et al.* 2011. "Pathological video game use among youths: a two-year longitudinal study". *Pediatrics*, pp.peds-2010.
- Gervasi, A. M., La Marca, L., Costanzo, A., Pace, U., Guglielmucci, F., & Schimmenti, A. 2017. "Personality and Internet gaming disorder: a systematic review of recent literature". *Curr. Addict. Rep.* 4, hal. 293–307.

- Hahn, E., Reuter, M., Spinath, F. M., & Montag, C. 2017. "Internet addiction and its facets: the role of genetics and the relation to self-directedness". *Addict. Behav.* 65, hal. 137–146.
- Han, D. H., Lee, Y. S., Yang, K. C., Kim, E. Y., Lyoo, I. K., & Renshaw, P. F. 2007. "Dopamine genes and reward dependence in adolescents with excessive Internet video game play". *J. Addict. Med.* 1, hal. 133–138.
- Han, D. H., Kim, Y. S., Lee, Y. S., Min, K. J., & Renshaw, P. F. 2010. "Changes in cue-induced, prefrontal cortex activity with video-game play". *Cyberpsychology, Behavior, and Social Networking*, 13(6), hal. 655-661.
- Hargittai, E. 2007. "Whose space? Differences among users and non-users of social network sites". *J Comput Mediated Commun* 13: hal. 276–297
- Heng, C. J., & Rabbani, M. 2020. "The Relationship between Gaming Addiction, Aggressive Behaviour and Narcissistic Personality Traits among University Students in Malaysia". *Indian Journal of Public Health Research & Development*, 11(05), 620–624. <https://doi.org/10.37506/ijphrd.v11i5.9401>
- Ho, R. C., Zhang, M. W. B., Tsang, T. Y., Toh, A. H., Pan, F., Lu, Y., *et al.* 2014. "The association between internet addiction and psychiatric co-morbidity: A meta-analysis". *BMC Psychiatry*, 14(1). <https://doi.org/10.1186/1471-244X-14-183>
- Hou, H., Jia, S., Hu, S., Fan, R., Sun, W., Sun, T., *et al.* 2012. "Reduced striatal dopamine transporters in people with internet addiction disorder". *BioMed Research International*, 2012.
- Ho, R. C., Zhang, M. W., Tsang, T. Y., Toh, A. H., Pan, F., Lu, Y., *et al.* 2014. "The association between internet addiction and psychiatric co-morbidity: a meta-analysis". *BMC psychiatry*, 14(1), hal.183.
- Hu, M. X., Lamers, F., de Geus, E. J., & Penninx, B. W. 2016. "Differential autonomic nervous system reactivity in depression and anxiety during stress depending on type of stressor". *Psychosomatic medicine*, 78(5), hal. 562-572.
- Ikemoto, S. 2007. "Dopamine reward circuitry: two projection systems from the ventral midbrain to the nucleus accumbens-olfactory tubercle complex". *Brain Res. Rev.* 56, hal. 27-78.
- Inagaki, H., Kuwahara, M., & Tsubone, H. 2005. "Changes in autonomic control of heart associated with classical appetitive conditioning in rats". *Experimental animals*, 54(1), hal. 61-69.
- Janikian, M., Dreier, M., Mu, K. W., Beutel, M. E., Tzavara, C., Wo, K., Richardson, C., & Tsitsika, A. 2015. "Regular gaming behavior and internet gaming disorder in European adolescents: results from a cross-national representative survey of prevalence, predictors, and psychopathological correlates". 565–574. <https://doi.org/10.1007/s00787-014-0611-2>
- Jelenchick, L. A., Hawk, S. T., & Moreno, M. A. 2016. "Problematic internet use and social networking site use among Dutch adolescents". *International journal of adolescent medicine and health*, 28(1), hal.119-121.

- Kardefelt-Winther, D. 2017. "Conceptualizing Internet use disorders: addiction or coping process?" *Psychiatry Clin. Neurosci.* 71, hal. 459–466.
- Kemp, C., Pienaar, P. R., Rosslee, D. T., Lipinska, G., Roden, L. C., & Rae, D. E. 2021. "Sleep in Habitual Adult Video Gamers: A Systematic Review". *Frontiers in Neuroscience*, 15(December). <https://doi.org/10.3389/fnins.2021.781351>
- Kenna, G. A., Roder-Hanna, N., Leggio, L., Zywiak, W. H., Clifford, J., Edwards, S., *et al* 2012. "Association of the 5-HTT gene-linked promoter region (5-HTTLPR) polymorphism with psychiatric disorders: review of psychopathology and pharmacotherapy". *Pharmacogenomics and personalized medicine*, 5, 19.
- Kheradmand, A., Zamani, B., Hedayati, N., Cheshomi, M., & Abedi, A. 2012. "Comparing the social skills of students addicted to computer games with normal students". *European Psychiatry*, 27(3), 1. [https://doi.org/10.1016/s0924-9338\(12\)74212-8](https://doi.org/10.1016/s0924-9338(12)74212-8)
- Kim, S. H., Baik, S. H., Park, C. S., Kim, S. J., Choi, S. W., & Kim, S. E. 2011. "Reduced striatal dopamine D2 receptors in people with Internet addiction". *Neuroreport*, 22(8), hal. 407-411.
- King, D. L., Delfabbro, P. H., Zwaans, T., & Kaptsis, D. 2013. "Clinical features and axis I comorbidity of Australian adolescent pathological Internet and video game users". *Australian & New Zealand Journal of Psychiatry*, 47(11), hal. 1058-1067.
- King, D. L., Delfabbro, P. H., Wu, A. M., Doh, Y. Y., Kuss, D. J., Pallesen, S., *et al.* 2017. "Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation". *Clinical psychology review*, 54, hal. 123-133.
- King, D. L., & Delfabbro, P. H. 2016. "The Cognitive Psychopathology of Internet Gaming Disorder in Adolescence". *Journal of Abnormal Child Psychology*, 44(8), 1635–1645. <https://doi.org/10.1007/s10802-016-0135-y>
- King, D. L., Achab, S., Higuchi, S., Bowden-Jones, H., Müller, K. W., Billieux, J., Starcevic, V., Saunders, J. B., Tam, P., & Delfabbro, P. H. 2022. "Gaming disorder and the COVID-19 pandemic: Treatment demand and service delivery challenges". *Journal of Behavioral Addictions*. <https://doi.org/10.1556/2006.2022.00011>
- Ko, C. H., Liu, G. C., Hsiao, S., Yen, J. Y., Yang, M. J., Lin, W. C., *et al.* 2009. "Brain activities associated with gaming urge of online gaming addiction". *Journal of psychiatric research*, 43(7), hal. 739-747.
- Ko, C. H., Yen, J. Y., Yen, C. F., Chen, C. S., & Chen, C. C. 2012. "The association between Internet addiction and psychiatric disorder: a review of the literature". *European Psychiatry*, 27(1), hal. 1-8.
- Ko, C. H., Yen, J. Y., Chen, S. H., Wang, P. W., Chen, C. S., & Yen, C. F. 2014. "Evaluation of the diagnostic criteria of Internet gaming disorder in the DSM-5 among young adults in Taiwan". *Journal of psychiatric research*, 53, hal. 103-110.
- Kristensen, J. H., Pallesen, S., King, D. L., & Hysing, M. 2021. "Problematic Gaming and Sleep: A Systematic Review and Search Strategy and Inclusion Criteria". 12(June). <https://doi.org/10.3389/fpsy.2021.675237>

- Krystal, A. D., & Edinger, J. D. 2008. "Measuring sleep quality". *Sleep Medicine*, 9(SUPPL. 1), 10–17. [https://doi.org/10.1016/S1389-9457\(08\)70011-X](https://doi.org/10.1016/S1389-9457(08)70011-X)
- Kurnianingsih, N., Ratnawati, R., Surya Yudhantara, D., Bagus Setyo Prawiro, R., Permatasari, M., Rachma, H., & Surya Ariadi, A. 2018. "Association Between Time Spent for Internet Gaming, Grade Point Average and Internet Gaming Disorder Risk Among Medical Students". *Research Journal of Life Science*, 5(3), 140–148. <https://doi.org/10.21776/ub.rjls.2018.005.03.1>
- Lammel, S., Hetzel, A., Hackel, O., Jones, I., Liss, B., Roeper, J. 2008. "Unique properties of mesoprefrontal neurons within a dual mesocorticolimbic dopamine system". *Neuron* 57, hal. 760-773.
- Lammel, S., Ion, D. I., Roeper, J., Malenka, R. C. 2011. "Projection-specific modulation of dopamine neuron synapses by aversive and rewarding stimuli". *Neuron* 70, hal. 855-862.
- Lammel, S., Lim, B. K., Ran, C., Huang, K. W., Betley, M. J., Tye, K. M., *et al.* 2012. "Input-specific control of reward and aversion in the ventral tegmental area". *Nature* 491, hal. 212-217.
- Lee, Y. S., Han, D. H., Yang, K. C., Daniels, M. A., Na, C., Kee, B. S., & Renshaw, P. F. 2008. "Depression like characteristics of 5HTTLPR polymorphism and temperament in excessive internet users". *Journal of affective disorders*, 109(1), hal. 165-169.
- Lee, S. M., Yoon, J. R., Yi, Y. Y., Eom, S., Lee, J. S., Kim, H. D *et al.* 2015. Screening for depression and anxiety disorder in children with headache. *Korean Journal of Pediatrics*, 58(2), 64–68. <https://doi.org/10.3345/kjp.2015.58.2.64>
- Lemmens, J. S., Valkenburg, P. M., & Peter, J. 2009. "Development and validation of a game addiction scale for adolescents". *Media Psychology*, 12(1), hal. 77-95.
- Lemmens, J. S., Valkenburg, P. M., & Gentile, D. A. 2015. "The Internet gaming disorder scale". *Psychological assessment*, 27(2), hal. 567.
- Lesch, K. P., Bengel, D., Heils, A., Sabol, S. Z., Greenberg, B. D., Petri, S., *et al.* 1996. "Association of anxiety-related traits with a polymorphism in the serotonin transporter gene regulatory region". *Science*, 274(5292), hal. 1527-1531.
- Li, M., Chen, J., Li, N., & Li, X. 2014. "A twin study of problematic internet use: its heritability and genetic association with effortful control". *Twin Res. Hum. Genet.* 17, hal. 279–287.
- Lin, F., Zhou, Y., Du, Y., Qin, L., Zhao, Z., Xu, J., *et al.* 2012. "Abnormal white matter integrity in adolescents with internet addiction disorder: a tract-based spatial statistics study". *PloS one*, 7(1), e30253.
- Liu, J., Gao, X. P., Osunde, I., Li, X., Zhou, S. K., Zheng, H. R., *et al.* 2010. "Increased regional homogeneity in internet addiction disorder a resting state functional magnetic resonance imaging study". *Chin Med J (Engl)*, 123(14), hal. 1904-1908.
- Liu, L., Yip, S. W., Zhang, J. T., Wang, L. J., Shen, Z. J., Liu, B., *et al.* 2017. "Activation of the ventral and dorsal striatum during cue reactivity in Internet gaming disorder". *Addict. Biol.* 22, hal. 791– 801.

- Lorenz, R. C., Krüger, J. K., Neumann, B., Schott, B. H., Kaufmann, C., Heinz, A., *et al* 2013. "Cue reactivity and its inhibition in pathological computer game players". *Addiction Biology*, 18(1), hal. 134-146.
- Macur, M., & Pontes, H. M. 2021. "Internet Gaming Disorder in adolescence: investigating profiles and associated risk factors". *BMC Public Health*, 21(1), 1–9. <https://doi.org/10.1186/s12889-021-11394-4>
- Mahardina, D. A. C. 2020. *Hubungan antara Internet Gaming Disorder dengan Asthenophia pada Pelajar SMP di Yogyakarta*. Universitas Gadjah Mada.
- Maldonado-Murciano, L., Guilera, G., Montag, C., & Pontes, H. M. 2022. "Disordered gaming in esports: Comparing professional and non-professional gamers". *Addictive Behaviors*, 132(September 2021), 107342. <https://doi.org/10.1016/j.addbeh.2022.107342>
- Margolis, E. B., Lock, H., Hjelmstad, G. O., Fields, H. L. 2006. "The ventral tegmental area revisited: is there an electrophysiological marker for dopaminergic neurons?". *J. Physiol.* 577, hal. 907-924.
- Margolis, E. B., Mitchell, J. M., Ishikawa, J., Hjelmstad, G. O., Fields, H. L. 2008. "Midbrain dopamine neurons: projection target determines action potential duration and dopamine D(2) receptor inhibition". *J. Neurosci.* 28, hal. 8908-8913.
- Makinen, T. M., Mantysaari, M., Paakkonen, T., Jokelainen, J., Palinkas, L. A., Hassi, J., *et al.* 2008. "Autonomic nervous function during whole-body cold exposure before and after cold acclimation". *Aviation, Space, and Environmental Medicine*, 79, hal. 875–882.
- Marsh, P., Beauchaine, T. P., & Williams, B. 2008. "Dissociation of sad facial expressions and autonomic nervous system responding in boys with disruptive behavior disorders". *Psychophysiology*, 45(1), hal. 100-110.
- Medikanto, A. R., Srie, C. T., Sutarni, S., Darmawan, A. 2017. Uji reliabilitas kuesioner game addiction scale-7-versi bahasa Indonesia. Poster: Departemen Neurologi Fakultas Kedokteran Universitas Gadjah Mada.
- Mihara, S., Osaki, Y., Nakayama, H., Sakuma, H., Ikeda, M., Itani, O., *et al.* 2016. "Internet use and problematic Internet use among adolescents in Japan: a nationwide representative survey". *Addictive Behaviors Reports*, 4, hal. 58-64.
- Mihara, S., & Higuchi, S. 2017. "Cross-sectional and longitudinal epidemiological studies of Internet gaming disorder: A systematic review of the literature". *In Psychiatry and Clinical Neurosciences* (Vol. 71, Issue 7, pp. 425–444). <https://doi.org/10.1111/pcn.12532>
- Miller, S. B., & Ditto, B. 1988. "Cardiovascular responses to an extended aversive video game task". *Psychophysiology*, 25(2), hal. 200-206.
- Miller, S. B., & Ditto, B. 1989. "Individual differences in heart rate and peripheral vascular responses to an extended aversive task". *Psychophysiology*, 26(5), hal. 506-513.
- Moisala, M., Salmela, V., Hietajärvi, L., Carlson, S., Vuontela, V., Lonka, K., Hakkarainen, K., Salmela-Aro, K., & Alho, K. 2017. "Gaming is related to enhanced working memory performance and task-related cortical activity". *Brain*

- Research*, 1655(September 2016), 204–215.
<https://doi.org/10.1016/j.brainres.2016.10.027>
- Montag, C., Kirsch, P., Sauer, C., Markett, S., Reuter, M. 2012a. “The role of the CHRNA4 gene in Internet addiction: a case-control study”. *J Addict Med.* 6, hal. 191–195
- Montag, C., Weber, B., Trautner, P., Newport, B., Markett, S., Walter, N. T., *et al.* 2012b. “Does excessive play of violent first-person-shooter-video-games dampen brain activity in response to emotional stimuli?”. *Biological psychology*, 89(1), hal. 107-111.
- Montag, C., Reuter, M. 2015. Molecular genetics, personality and Internet addiction, dalam *Internet Addiction*. Diedit oleh C. Montag dan M. Reuter. Heidelberg: Springer International Publishing, hal. 93–109
- Montag, C., Duke, É., Sha, P., Zhou, M., Sindermann, C., & Li, M. 2016. “Does acceptance of power distance influence propensities for problematic Internet use? Evidence from a cross-cultural study”. *Asia-Pac. Psychiatry* 8, hal. 296–301.
- Müller, K. W., Janikian, M., Dreier, M., Wölfling, K., Beutel, M. E., Tzavara, C., *et al.* 2015. “Regular gaming behavior and internet gaming disorder in European adolescents: results from a cross-national representative survey of prevalence, predictors, and psychopathological correlates”. *European Child & Adolescent Psychiatry*, 24(5), hal. 565-574.
- Munafo, M. R., Matheson, I. J., & Flint, J. 2007. “Association of the DRD2 gene Taq1A polymorphism and alcoholism: a meta-analysis of case-control studies and evidence of publication bias”. *Molecular psychiatry*, 12(5), hal. 454.
- Mylona, I., Deres, E. S., Dere, G. D. S., Tsinopoulos, I., & Glynatsis, M. 2020. “The Impact of Internet and Videogaming Addiction on Adolescent Vision: A Review of the Literature”. *Frontiers in Public Health*, 8(March), 1–6.
<https://doi.org/10.3389/fpubh.2020.00063>
- Nautiyal, K. M., Okuda, M., Hen, R., & Blanco, C. 2017. “Gambling disorder: an integrative review of animal and human studies”. *Ann. N.Y. Acad. Sci.* 1394, hal. 106–127.
- O’Keane, V., Dinan, T. G., Scott, L., & Corcoran, C. 2005. “Changes in hypothalamic pituitary-adrenal axis measures after vagus nerve stimulation therapy in chronic depression”. *Biological Psychiatry*, 58, hal. 963–968.
- Oka, T., Hamamura, T., Miyake, Y., Kobayashi, N., Honjo, M., Kawato, M., Kubo, T., & Chiba, T. 2021. “Prevalence and risk factors of internet gaming disorder and problematic internet use before and during the COVID-19 pandemic: A large online survey of Japanese adults”. *Journal of Psychiatric Research*, 142(March), 218–225. <https://doi.org/10.1016/j.jpsychires.2021.07.054>
- Pal, Y., Balhara, S., Mahapatra, A., Sharma, P., & Bhargava, R. 2018. “Problematic Internet Use among Students in South-East Asia : Current State of Evidence”. 197–210. <https://doi.org/10.4103/ijph.IJPH>
- Palomba, D., Sarlo, M., Angrilli, A., Mini, A., & Stegagno, L. 2000. “Cardiac responses associated with affective processing of unpleasant film stimuli”. *International Journal of Psychophysiology*, 36(1), hal. 45-57.

- Park, S., Jeon, H. J., Son, J. W., Kim, H., & Hong, J. P. 2017. "Correlates, comorbidities, and suicidal tendencies of problematic game use in a national wide sample of Korean adults". *International journal of mental health systems*, 11.
- Pawlikowski, M., & Brand, M. 2011. "Excessive internet gaming and decision making: do excessive world of warcraft players have problems in decision making under risky conditions?". *Psychiatry Res.* 188, hal. 428–433.
- Pawlikowski, M., Altstötter-Gleich, C., & Brand, M. 2013. "Validation and psychometric properties of a short version of Young's Internet Addiction Test". *Computers in Human Behavior*, 29(3), hal. 1212-1223.
- Peracchia, S., & Curcio, G. 2018. "Exposure to video games: Effects on sleep and on post-sleep cognitive abilities. A systematic review of experimental evidences". *Sleep Science*, 11(4), 302–314. <https://doi.org/10.5935/1984-0063.20180046>
- Permana, I., & Retnosari. 2021. "Internet Gaming Addiction among High School Students in Kendawangan against Sleep Quality and Learning's Motivation". *Ahmad Dahlan Medical Journal*, 2(2), 72–77.
- Petry, N. M., Rehbein, F., Ko, C. H., & O'Brien, C. P. 2015. "Internet gaming disorder in the DSM-5". *Current psychiatry reports*, 17(9), hal. 72.
- Pierce, R. C., & Kumaresan, V. 2006. "The mesolimbic dopamine system: the final common pathway for the reinforcing effect of drugs of abuse?". *Neuroscience & biobehavioral reviews*, 30(2), hal. 215-238.
- Pontes, H. M., Macur, M., & Griffiths, M. D. 2016. "Internet gaming disorder among Slovenian primary school children: Findings from a nationally representative sample of adolescents". *Journal of Behavioral Addictions*, 5(2), hal. 304-310.
- Przybylski, A. K., Weinstein, N., & Murayama, K. 2016. "Internet gaming disorder: investigating the clinical relevance of a new phenomenon". *American Journal of Psychiatry*, 174(3), hal. 230-236.
- Reed, P., Romano, M., Re, F., Roaro, A., Osborne, L. A., Viganò, C., *et al.* 2017. "Differential physiological changes following internet exposure in higher and lower problematic internet users". *PloS one*, 12(5), p.e0178480.
- Rehbein, F., Kliem, S., Baier, D., Mößle, T., & Petry, N. M. 2015. "Prevalence of Internet gaming disorder in German adolescents: Diagnostic contribution of the nine DSM-5 criteria in a state-wide representative sample". *Addiction*, 110(5), hal. 842-851.
- Rho, M. J., Lee, H., Lee, T., Cho, H., & Jung, D. 2018. "Risk Factors for Internet Gaming Disorder: Psychological Factors and Internet Gaming Characteristics". 1–11. <https://doi.org/10.3390/ijerph15010040>
- Rideout, V. J. 2018. *The common sense census: Media use by tweens and teens*. Common Sense Media Incorporated.
- Sariyska, R., Reuter, M., Bey, K., Sha, P., Li, M., Chen, Y. F., *et al.* 2014. "Self-esteem, personality and Internet addiction: a cross-cultural comparison study". *Personality and Individual Differences*, 61, hal. 28-33.

- Sariyska, R., Lachmann, B., Markett, S., Reuter, M., Montag, C. 2017. "Individual differences in implicit learning abilities and impulsive behavior in the context of Internet addiction and Internet gaming disorder under the consideration of gender". *Addict. Behav. Rep.* 5, hal. 19–28.
- Satghare, P., Abdin, E., Vaingankar, J., Chua, B., Pang, S., Picco, L., *et al.* 2016. "Prevalence Of Sleep Problems Among Those With Internet Gaming Disorder In Singapore". *ASEAN Journal of Psychiatry*.
- Severo, R. B., Soares, J. M., Affonso, J. P., Giusti, D. A., de Souza Junior, A. A., de Figueiredo, V. L., *et al.* 2020. Prevalence and risk factors for internet gaming disorder. *Brazilian Journal of Psychiatry*, 42(5), 532–535. <https://doi.org/10.1590/1516-4446-2019-0760>
- Schneider, L. A., King, D. L., & Delfabbro, P. H. 2018. "Maladaptive Coping Styles in Adolescents with Internet Gaming Disorder Symptoms". *International Journal of Mental Health and Addiction*, 16(4), 905–916. <https://doi.org/10.1007/s11469-017-9756-9>
- Shaw, M., & Black, D. W. 2008. "Internet addiction". *CNS Drugs* 22, hal. 353–365
- Sheppard, A. L., & Wolffsohn, J. S. 2018. "Digital eye strain: Prevalence, measurement and amelioration". *BMJ Open Ophthalmology*, 3(1). <https://doi.org/10.1136/bmjophth-2018-000146>
- Shmulewitz, D., Greene, E. R., & Hasin, D. 2015. "Commonalities and differences across substance use disorders: phenomenological and epidemiological aspects". *Alcohol. Clin. Exp. Res.* 39, hal. 1878–1900.
- Sigerson, L., Li, A. Y., Cheung, M. W. L., & Cheng, C. 2017. "Examining common information technology addictions and their relationships with non-technology-related addictions". *Comput. Human Behav.* 75, hal. 520–526.
- Smith, S. B., Reenilä, I., Männistö, P. T., Slade, G. D., Maixner, W., Diatchenko, L *et al.* G. 2014. "Epistasis between polymorphisms in COMT, ESR1, and GCH1 influences COMT enzyme activity and pain". *PAIN®*, 155(11), hal. 2390-2399.
- Stavropoulos, V., Alexandraki, K., & Motti-Stefanidi, F. 2013. "Recognizing internet addiction: prevalence and relationship to academic achievement in adolescents enrolled in urban and rural Greek high schools". *Journal of adolescence*, 36(3), hal. 565-576.
- Stavropoulos, V., Adams, B., Beard, C. L., Dumble, E., Trawley, S., Gomez, R., & Pontes, H. M. 2019. "Associations between attention deficit hyperactivity and internet gaming disorder symptoms: Is there consistency across types of symptoms, gender and countries?". *Addictive behaviors reports*, 9, 100158. <https://doi.org/10.1016/j.abrep.2018.100158>
- Stevens, M. W. R., Dorstyn, D., Delfabbro, P. H., & King, D. L. 2021. "Global prevalence of gaming disorder: A systematic review and meta-analysis". 55(6). <https://doi.org/10.1177/0004867420962851>
- Subramaniyan, M., & Dani, J. A. 2015. "Dopaminergic and cholinergic learning mechanisms in nicotine addiction". *Annals of the New York Academy of Sciences*, 1349(1), hal. 46-63.

- Sugaya, N., Shirasaka, T., Takahashi, K., & Kanda, H. 2019. "Bio-psychosocial factors of children and adolescents with internet gaming disorder : a systematic review". 1–16.
- Sun, Y., Ying, H., Seetohul, R. M., Xuemei, W., Ya, Z., Qian, L., *et al.* 2012. "Brain fMRI study of crave induced by cue pictures in online game addicts (male adolescents)". *Behavioural brain research*, 233(2), hal. 563-576.
- Taechoyotin, P., Tongrod, P., Thaweerungruangkul, T., & Towattananon, N. 2020. "Prevalence and associated factors of internet gaming disorder among secondary school students in rural community , Thailand : a cross - sectional study". *BMC Research Notes*, 1–7. <https://doi.org/10.1186/s13104-019-4862-3>
- Tang, C. S. K., & Koh, Y. Y. W. 2017. "Online social networking addiction among college students in Singapore: Comorbidity with behavioral addiction and affective disorder". *Asian journal of psychiatry*, 25, hal.175-178.
- Teng, Z., Li, Y., & Liu, Y. 2014. "Online Gaming, Internet Addiction, and Aggression in Chinese Male Students: The Mediating Role of Low Self-Control". *International Journal of Psychological Studies*, 6(2), 89–97. <https://doi.org/10.5539/ijps.v6n2p89>
- Thelwall, M. 2008. "Social networks, gender, and friending: An analysis of MySpace member profiles". *Journal of the Association for Information Science and Technology*, 59(8), hal. 1321-1330.
- van Rooij, A. J., Schoenmakers, T. M., Van den Eijnden, R. J., Vermulst, A. A., & van de Mheen, D. 2012. "Video game addiction test: validity and psychometric characteristics". *Cyberpsychology, Behavior, and Social Networking*, 15(9), hal. 507-511.
- Vink, J. M., van Beijsterveldt, T. C., Huppertz, C., Bartels, M., & Boomsma, D. I. 2016. "Heritability of compulsive Internet use in adolescents". *Addict. Biol.* 21, hal. 460-468.
- Von Der Heiden, J. M., Braun, B., Müller, K. W., & Egloff, B. 2019. "The association between video gaming and psychological functioning". *Frontiers in Psychology*, 10(JULY), 1–11. <https://doi.org/10.3389/fpsyg.2019.01731>
- Wang, T. Y., Lee, S. Y., Chen, S. L., Huang, S. Y., Chang, Y. H., Tzeng, N. S., *et al.* 2013. "Association between DRD2, 5-HTTLPR, and ALDH2 genes and specific personality traits in alcohol-and opiate-dependent patients". *Behavioural brain research*, 250, hal. 285-292.
- Wang, H. R., Cho, H., & Kim, D. J. 2018. "Prevalence and correlates of comorbid depression in a nonclinical online sample with DSM-5 internet gaming disorder". *Journal of affective disorders*, 226, hal. 1-5.
- Wang, P., Pan, R., Wu, X., Zhu, G., Wang, Y., Tian, M., Sun, Y., & Wang, J. 2022. "Reciprocal associations between shyness, depression, and Internet gaming disorder among Chinese adolescents: A cross-lagged panel study".

- Addictive Behaviors*, 129, 107256.
<https://doi.org/https://doi.org/10.1016/j.addbeh.2022.107256>
- Wang, Y., Liu, B., Zhang, L., & Zhang, P. 2022. "Anxiety, Depression, and Stress Are Associated With Internet Gaming Disorder During COVID-19: Fear of Missing Out as a Mediator". *Frontiers in Psychiatry*, 13(February), 1–7. <https://doi.org/10.3389/fpsyt.2022.827519>
- Wartberg, L., Kriston, L., & Thomasius, R. 2017. "The Prevalence and Psychosocial Correlates of Internet Gaming Disorder: Analysis in a Nationally Representative Sample of 12-to 25-Year-Olds". *Deutsches Ärzteblatt International*, 114(25), hal. 419.
- Weinstein, A. M., Feder, L.C., Rosenberg, K. P. 2014. Internet addiction-criteria evidence and treatment dalam *Behavioral Addictions: Criteria, Evidence and Treatment*. Diedit oleh K. P. Rosenberg dan L. C. Feder. Burlington, USA. Elsevier Science, hal. 99–117.
- Weinstein, A., Aboujaoude, E. 2015. Problematic internet use: an overview dalam *Mental Health in the Digital Age: Grave Dangers, Great Promise*. Diedit oleh E. Aboujaoude dan V. Starcevic. USA. Oxford University Press.
- Weinstein, A., Livny, A., & Weizman, A. 2017. "New developments in brain research of internet and gaming disorder". *Neurosci. Biobehav. Rev.* 75, hal. 314–330.
- Weng, C., & Teng, M. 2005. "Suppression of autonomic nervous system caused by worry". *Chinese Journal of Psychology*, 47(4), hal. 353.
- Weng, C. B., Qian, R. B., Fu, X. M., Lin, B., Han, X. P., Niu, C. S., *et al.* 2013. "Gray matter and white matter abnormalities in online game addiction". *European journal of radiology*, 82(8), hal. 1308-1312.
- WHO. 2016. Gaming disorder. <<http://id.who.int/icd/entity/1448597234>> (diakses 30 Mei 2018).
- Wichstrøm, L. 2019. *Symptoms of Internet Gaming Disorder in Youth : Predictors and Comorbidity*. 5, 71–83.
- Wise, R. A. 2008. "Dopamine and reward: the anhedonia hypothesis 30 years on". *Neurotox Res* 14: hal. 169–183
- Wölfling, K., Beutel, M. E., Dreier, M., & Müller, K. W. 2014. "Treatment outcomes in patients with internet addiction: A clinical pilot study on the effects of a cognitive-behavioral therapy program". *BioMed Research International*, Article ID 425924.
- Yao, Y. W., Wang, L. J., Yip, S. W., Chen, P. R., Li, S., Xu, J., *et al.* 2015. "Impaired decision-making under risk is associated with gaming-specific inhibition deficits among college students with Internet gaming disorder". *Psychiatry research*, 229(1), hal. 302-309.
- Yao, Y. W., Chen, P. R., Chiang-shan, R. L., Hare, T. A., Li, S., Zhang, J. T., *et al.* 2017. "Combined reality therapy and mindfulness meditation decrease intertemporal

decisional impulsivity in young adults with Internet gaming disorder". *Computers in Human Behavior*, 68, hal. 210-216.

- Yen, J., Lin, H., Chou, W., Liu, T., & Ko, C. 2019. "Associations Among Resilience , Stress , Depression , and Internet Gaming Disorder in Young Adults". *International Journal of Environmental Research and Public Health*, 16(3), 3–8.
- Young, K. S., & Brand, M. 2017. "Merging theoretical models and therapy approaches in the context of Internet Gaming Disorder: A personal perspective". *Frontiers in psychology*, 8.
- Yu, H., & Cho, J. 2016. "Prevalence of internet gaming disorder among Korean adolescents and associations with non-psychotic psychological symptoms, and physical aggression". *American journal of health behavior*, 40(6), hal. 705-716.
- Yuan, K., Cheng, P., Dong, T., Bi, Y., Xing, L., Yu, D *et al.* 2013a. *Cortical thickness abnormalities in late adolescence with online gaming addiction*. PloS One 8:e53055.
- Yuan, K., Jin, C., Cheng, P., Yang, X., Dong, T., Bi, Y., *et al.* 2013b. "Amplitude of low frequency fluctuation abnormalities in adolescents with online gaming addiction". *PLoS One* 8:e78708.
- Yuan, K., Qin, W., Yu, D., Bi, Y., Xing, L., Jin, C., *et al.* 2016. "Core brain networks interactions and cognitive control in internet gaming disorder individuals in late adolescence/early adulthood". *Brain Structure and Function*, 221(3), hal. 1427-1442.
- Zheng, H., Wang, M., Zheng, Y., & Dong, G. H. 2022. "How sleep disturbances affect internet gaming disorder: The mediating effect of hippocampal functional connectivity". *Journal of Affective Disorders*, 300(June 2021), 84–90. <https://doi.org/10.1016/j.jad.2021.12.085>