

DAFTAR PUSTAKA

- Adoni, H., & Mane, S. (1984). Media and The Social Construction of Reality: Toward an Integration of Theory and Research. *Communication Research*, 11(3), 323–340. <https://doi.org/10.1177/009365084011003001>
- Afriliani, A. T. N., Adriany, V., & Yulindrasari, H. (2021). Peran Ayah dalam Pengasuhan: Studi pada Keluarga Pekerja Migran Perempuan (PMP) di Kabupaten Sukabumi. *Jurnal Ilmu Keluarga Dan Konsumen*, 14(2), 164–175. <https://doi.org/10.24156/jikk.2021.14.2.164>
- Asatryan, K. (2016). *Loneliness Has an Antidote You May Not Have Thought Of*. psychologytoday.com. <https://www.psychologytoday.com/intl/blog/the-art-closeness/201602/loneliness-has-antidote-you-may-not-have-thought>
- Alter, A. (2017). *IRRESISTIBLE*. Penguin Press.
- Bal, M. and Bryson, N. (1991). Semiotics and art history. *Art Bulletin*, 73: 174-208.
- Barki, H., & Hartwick, J. (2004). Conceptualizing the Construct of Interpersonal Conflict. *The International Journal Of Conflict Management*, 15(3), 216–244.
- Barnard, A. J. (2022). *Family*. Encyclopedia Britannica. <https://www.britannica.com/topic/family-kinship>
- Barthes, R. (1972). *Mythologies*. The Noonday Press.
- Bateson, P., & Martin, P. (1999). *Design for a life: How behaviour develops*. Cape
- Banks, J. D. (2013). Human-technology Relationality and Self-network organization: Players and Avatars in World of Warcraft. [Unpublished doctoral dissertation, Ft. Collins]. Colorado State University.
- Baumeister, R.F. & Leary, M.R. (1995) The need to belong: Desire for Interpersonal Attachments as A Fundamental Human Motivation. *Psychological Bulletin*, 117, 497–529.
- Behrendt, H., & Ben-Ari, R. (2012). The Positive Side of Negative Emotion: The Role of Guilt and Shame in Coping with Interpersonal Conflict. *Journal of Conflict Resolution*, 56(6), 1116–1138. <https://doi.org/10.1177/0022002712445746>
- Bogdan, R. C., & Biklen, S. K. (2007). *Qualitative Research for Education: An Introduction to Theory and Methods* (5th ed.). Pearson.
- Bouzida, F. (2014). The Semiology Analysis in Media Studies Roland Barthes Approach. *SOCIOINT14-International Conference on Social Sciences and Humanities, September*, 1001–1007. Istanbul.

- Bowlby, J. (1977). The Making and Breaking of Affectional Bonds: I. Aetiology and Psychopathology in The Light of Attachment Theory. *British Journal of Psychiatry*, 130, 201–210. doi:10.1192/bjp.130.3.201
- Brown, P., & Crossley, R. (2015). *Kojima Expected to Leave Konami After MGS5, Inside Source Confirms*. gamerant.com. <https://www.gamespot.com/articles/kojima-expected-to-leave-konami-after-mgs5-inside-/1100-6426024/>
- Brown, V., Morgan, T., & Fralick, A. (2021). Isolation and Mental Health: Thinking Outside The Box. *General Psychiatry*, 34(3), 1–4. <https://doi.org/10.1136/gpsych-2020-100461>
- BWSC. (2019). *A Broken Dream is Not The End: Hideo Kojima and His Lifelong Dedication to Taking Risks and Pursuing His Goal*. bridgestone.com. <https://www.bridgestone.com/bwsc/stories/article/2019/11/6-1.html>
- Bycer, J. (2020). *The Importance of Presentable Gameplay*. gamedeveloper.com. <https://www.gamedeveloper.com/design/the-importance-of-presentable-gameplay>
- Calleja, G. (2011). *In-Game, From Immersion to Incorporation*. The MIT Press.
- Candrakusuma, I. G. N. O. (2021). *Representasi Narco Culture dalam Video Game, Analisis Wacana Multimodal Representasi Narco Culture dalam Video Game Tom Clancy's Ghost Recon® Wildlands*. Universitas Gadjah Mada.
- Ceka, A., & Murati, R. (2016). The Role of the Parents in the Education of Children. *Journal of Education and Practice*, 7(5).
- Cherry, K. (2022). *What is a Guilt Complex?* verywellmind.com. <https://www.verywellmind.com/guilt-complex-definition-symptoms-traits-causes-treatment-5115946>
- Cook, W. L. (2010). The comparative study of interpersonal relationships. *Family Science*, 1(1), 37–47. <https://doi.org/10.1080/19424620903392614>
- Colin, V. L. (1996). *Human attachment*. McGraw-Hill.
- Chandler, D. (2021). *Semiotics for Beginners*. visual-memory.co.uk. <http://visual-memory.co.uk/daniel/Documents/S4B/sem06.html>
- Crawford, C. (1982). *The art of computer game design*. McGraw-Hill.
- Dewi, S. 2011. *Asuhan Kehamilan untuk Kebidanan*. Salemba Mendika
- Deguzman, K. (2022). *What is Negative Space - Definition, Examples in Art & Film*. studiobinder.com. <https://www.studiobinder.com/blog/what-is-negative-space->

definition/#:~:text=In photography and cinematography%2C empty,and creates space around them.

Entis, L. (2016). *Chronic Loneliness is A Modern-Day Epidemic*. fortune.com. <https://fortune.com/2016/06/22/loneliness-is-a-modern-day-epidemic/>

Erb, V., Lee, S., & Doh, Y. Y. (2021). Player-Character Relationship and Game Satisfaction in Narrative Game: Focus on Player Experience of Character Switch in The Last of Us Part II. *Frontiers in Psychology*, 12(September), 1–11. <https://doi.org/10.3389/fpsyg.2021.709926>

Ermi, L., & Mäyrä, F. (2005). Fundamental Components of The Gameplay Experience: Analysing immersion. *Proceedings of DiGRA 2005 Conference: Changing Views - Worlds in Play*. Finland

Fishman, A. (2019). *Video Games are Social Spaces*. psychologytoday.com. <https://www.psychologytoday.com/us/blog/video-game-health/201901/video-games-are-social-spaces>

Foy, C. (2019). *The Reasons Your Loved One with PTSD is Self-Isolating*. fherehab.com. <https://fherehab.com/learning/reasons-ptsd-self-isolating/>

Frasca, G. (2004). Videogames of the Oppressed: Critical Thinking, Education, Tolerance, and Other Trivial Issues. In P. Harrigan & N. Wardrip-Fruin (eds) *First Person: New Media as Story, Performance, and Game*, pp. 85-94. MIT Press.

French, P. A. (2001). *The Virtues of Vengeance*. The University Press of Kansas.

Fromme, J., & Unger, A. (2012). *Computer Games and New Media Cultures: A Handbook of Digital Games Studies*. Springer.

Gamespot. (2005). *Hideo Kojima Exclusive Q&A*. Gamespot.com. <https://www.gamespot.com/articles/hideo-kojima-exclusive-qanda/1100-6126180/>

Ganiyeva, F. (2022). The Role of the Family as a Social Institution in the Formation of Society in Modern Times. *International Journal of Historical Researches*, 7.

Gault, M. (2019). “We’re not Thinking About Others.” *What Hideo Kojima Wants You to Learn From Death Stranding*. time.com. <https://time.com/5722226/hideo-kojima-death-stranding/>

Ghose, T. (2015, January 27). *What Facebook Addiction Looks Like in the Brain*. livescience.com. <https://www.livescience.com/49585-facebook-addiction-viewed-brain.html>

Gibson, E. (2008). *Metal Gear Solid 4 Sales Top 1 Million*. eurogamer.net. <https://www.eurogamer.net/metal-gear-solid-4-sales-top-1-million>

- Glatt, A. (2018). A Death in the Family: The Differential Impacts of Losing a Loved One. *Canadian Journal of Family and Youth*, 10(1), 99–118. <https://doi.org/10.29173/cjfy29344>
- Gouldner, A. W. (1960). The Norm of Reciprocity: A Preliminary Statement. *American Sociological Review*, 25(2), 161–178. <https://doi.org/10.2307/2092623>
- Goffman, E. (1959). *The Presentation of Self in Everyday*. Doubleday Anchor Books. <https://doi.org/10.4324/9780203787120>
- Goffman, E. (1983). The interaction order: American Sociological Association, 1982 presidential address. *American Sociological Review*, 48, 1–17.
- Good, O. S. (2015). *Japanese Report Says Konami is A Deeply Unhappy Workplace*. polygon.com. <https://www.polygon.com/2015/8/3/9089247/konami-nikkei-report-workplace-culture-metal-gear-solid>
- Green, S. E. (2007). “We’re tired, not sad”: Benefits and burdens of mothering a child with a disability. *Social Science and Medicine*, 64(1), 150–163. <https://doi.org/10.1016/j.socscimed.2006.08.025>
- Griffin, E. (2012). *A First Look at Communication Theory*. The McGraw-Hill
- Hall, Stuart. 1997. *Representation: Cultural Representations and Signifying Practices*. Sage Publications.
- Hall, S. (2021b). The work of representation. In T. Prentki & N. Abraham (Eds.), *The Applied Theatre Reader* (pp. 74–76). Routledge.
- Hartmann, T., Toz, E., & Brandon, M. (2010). Just a game? Unjustified virtual violence produces guilt in empathetic players. *Media Psychology*, 13, 339–363. doi: 10.1080/15213269.2010.524912
- Haynes, J. (2008). *Metal Gear Solid 4: Guns of the Patriots Review*. ign.com. <https://www.ign.com/articles/2008/06/12/metal-gear-solid-4-guns-of-the-patriots-review>
- Hefner, D., Klimmt, C., & Vorderer, P. (2007). Identification with the Player Character as Determinant of Video Game Enjoyment. *Icec 2007*, 39–48.
- Higgins, E.T. (1987). Self-Discrepancy: A Theory Relating Self and Affect. *Psychological Review* 94(3), 319–341
- Hilliard, J., Parisi, T., & Bhatt, A. (2019). *Social Media Addiction*. addictioncenter.com. <https://www.addictioncenter.com/drugs/social-media-addiction/>
- Inbar, Y., Pizarro, D. A., Gilovich, T., & Ariely, D. (2012). Moral Masochism: On the Connection Between Guilt and Self-Punishment. *American Psychological Association*,

13(1), 14–18. <https://doi.org/10.1037/a0029749>

Jackson-Dwyer, D. (2018). *Interpersonal relationships*. Routledge. https://doi.org/10.1007/978-3-319-77432-9_14

Jenkins, H. (2003). Game design as narrative architecture. In N. Wardrip-Fruin & P. Harrigan (Eds.), *First person: New Media as Story, Performance, and Game*. MIT Press.

Johan Huizinga. (1980). *Homo Ludens: A Study of the Play-Element in Culture*. Redwood Burn Ltd.

Jørgensen, K. (2010). Game Characters as Narrative Devices. A Comparative Analysis of Dragon Age: Origins and Mass Effect 2. *Eludamos: Journal for Computer Game Culture*, 4(2), pp. 315–331. doi: 10.7557/23.6051.

Joyce, L., & Navarro-Remesal, V. (2020). Culture at Play: How Video Games Influence and Replicate Our World. In *Culture at Play: How Video Games Influence and Replicate Our World*. <https://doi.org/10.1163/9789004439788>

Killgore, W. D. S., Cloonan, S. A., Taylor, E. C., & Dailey, N. S. (2020). Loneliness: A signature mental health concern in the era of COVID-19. *Psychiatry Research*, 290(May), 113117. <https://doi.org/10.1016/j.psychres.2020.113117>

Klimmt, C. (2003). Dimensions and Determinants of The Enjoyment of Playing Digital Games: A Three-level Model. In Copier, M. & Raessens, J. (eds.) *Level Up: Digital Games Research Conference* (pp. 246–257). Utrecht: Faculty of Arts, Utrecht University.

Kurdek, L.A. (1994) Areas of Conflict for Gay, Lesbian and Heterosexual Couples: What Couples Agree About Influences Relationship Satisfaction. *Journal of Marriage and the Family*, 56, 297–313.

Kojima, H. (2021). *Hideo Kojima - The Creative Gene*. Viz Media.

Kominfo. (2021). *Cegah PHK, Pemerintah Luncurkan Bantuan Subsidi Upah Bagi Pekerja*. [kominfo.go.id. https://www.kominfo.go.id/content/detail/35867/cegah-phk-pemerintah-luncurkan-bantuan-subsidi-upah-bagi-pekerja/0/berita](https://www.kominfo.go.id/content/detail/35867/cegah-phk-pemerintah-luncurkan-bantuan-subsidi-upah-bagi-pekerja/0/berita)

Kowert, R., & Oldmeadow, J. (2012). The Stereotype of Online Gamers: New Characterization or Recycled Prototype? *Proceedings of DiGRA Nordic 2012 Conference: Local and Global – Games in Culture and Society*. York.

Kremers, R. (2009). Level design: Concept, theory, and Practice. In *Level Design: Concept, Theory, and Practice*. Taylor & Francis Group. <https://doi.org/10.1201/b10933>

Kritstiadi. (2020). *Sumbangan Ratusan APD Bagi Tim Medis*. mediaindonesia.com.

<https://mediaindonesia.com/nusantara/313026/sumbangan-ratusan-apd-bagi-tim-medis>

- Landeiro, F., Barrows, P., Nuttall Musson, E., Gray, A. M., & Leal, J. (2017). Reducing social isolation and loneliness in older people: a systematic review protocol. *BMJ open*, 7(5), e013778. <https://doi.org/10.1136/bmjopen-2016-013778>
- Laramée, François Dominic. (2002). *Game Design Perspectives*. Charles River Media.
- Leary, M. R., Toward a Conceptualization of Interpersonal Rejection, in *Interpersonal Rejection*, ed. Mark R. Leary (New York: Oxford University Press, 2001), 3–20.
- Lebowitz, J., & Klug, C. (2011). *Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories*. Focal Press.
- Lee Y, Ko Y. (2018). Feeling Lonely When not Socially Isolated: Social Isolation Moderates The Association Between Loneliness and Daily Social Interaction. *J Soc Pers Relatsh*, 35, 1340–1355.
- Lenhart, A. (2015). *Chapter 3: Video Games are Key Elements in Friendship for Many Boys*. pewresearch.org. <https://www.pewresearch.org/internet/2015/08/06/chapter-3-video-games-are-key-elements-in-friendships-for-many-boys/>
- Levine, A., & Heller, R. S. F. (2011). Get Attached. *Scientific American Mind*, 21(6), 22029. <https://www.jstor.org/stable/10.2307/24943220>
- Lieberoth, A., & Fiskaali, A. (2021). Can Worried Parents Predict Effects of Video Games on Their Children? A Case-Control Study of Cognitive Abilities, Addiction Indicators and Wellbeing. *Frontiers in Psychology*, 11(January). <https://doi.org/10.3389/fpsyg.2020.586699>
- McMahan, A. Immersion, Engagement, and Presence: A Method for Analyzing 3D Video Games. In Wolf, M.J.P., and Perron, B. (eds.), *The Video Game Theory Reader* (pp. 67–86). Routledge
- McQuail, M. D. & D. (2020). *McQuail's Media & Mass Comm Theory* (7th ed.). SAGE Publications, Ltd.
- Madigan, J. (2014). *Why We Love Ellie From The Last of Us*. psychologyofgames.com. <https://www.psychologyofgames.com/2014/03/why-we-love-ellie-from-the-last-of-us/>
- Mangold, R., & Bartsch, A. (2012). Mediale und reale Emotionen—der feine Unterschied. In S. Poppe (Ed.), *Emotionen in Literatur und Film* (pp. 89–105). Würzburg: Königshausen & Neumann.
- McKeever, P., & Miller, K.-L. (2004). Mothering children who have disabilities: A

- Bourdieuian interpretation of maternal practices. *Social Science & Medicine*, 59, 1177–1191.
- McWhertor, M. (2015). *Hideo Kojima Forms New Studio and Partnership with Sony, Confirms Departure from Konami.* polygon.com. <https://www.polygon.com/2015/12/16/10270432/hideo-kojima-new-studio-playstation>
- Media-studies. (n.d.). *Roland Barthes.* media-studies.com. <https://media-studies.com/barthes/>
- Miceli, M., & Castelfranchi, C. (2018). Reconsidering the Differences Between Shame and Guilt. *Europe's Journal of Psychology*, 14(3), 710–733. <https://doi.org/10.5964/ejop.v14i3.1564>
- Morgan, N. (2015). *We Humans are Social Beings-and Why That Matters for Speakers and Leaders.* forbes.com. <https://www.forbes.com/sites/nickmorgan/2015/09/01/we-humans-are-social-beings-and-why-that-matters-for-speakers-and-leaders/?sh=1415fe686abd>
- Mukherjee, S. (2012). Egoshooting in Chernobyl: Identity and Subject(s) in The S.T.A.L.K.E.R. Games. In *Computer Games and New Media Cultures: A Handbook of Digital Games Studies*. Springer
- Murray, H., Pethania, Y., & Medin, E. (2021). Survivor guilt: A cognitive approach. *Cognitive Behaviour Therapist*, 14, 1–19. <https://doi.org/10.1017/S1754470X21000246>
- Nass, C. & Moon, Y. (2000). *Machines and Mindlessness: Social responses to computers.* *Journal of Social Issues*, 56, 81–103. doi:10.1111/0022-4537.00153
- NIA. (2020). *Mourning The Death of A Spouse.* <https://www.nia.nih.gov>
- Norasakkunkit, V., & Uchida, Y. (2011). Psychological Consequences of Postindustrial Anomie on Self and Motivation Among Japanese Youth. *Journal of Social Issues*. 67. 774–786. 10.1111/j.1540-4560.2011.01727.x.
- Oatley, K. (1994). A Taxonomy of The Emotions of Literary Response and A Theory of Identification in Fictional Narrative. *Poetics*, 23, 53–74.
- Pagulayan, R. J., Keeker, K., Wixon, D., Romero, R. L., & Fuller, T. (2012). User-centered Design in Games. In Jacko, J.A. (Ed.). *Human Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications* (pp. 1-28) CRC Press. <https://doi.org/10.1201/b11963>
- Park, G. (2019). *We are Living in Hideo Kojima's Dystopian Nightmare. Can He Save Us?*

the washington post. <https://www.washingtonpost.com/video-games/2019/11/08/we-are-living-hideo-kojimas-dystopian-nightmare-can-he-save-us/>

Peng, S., & Roth, A. R. (2022). Social Isolation and Loneliness Before and During The COVID-19 Pandemic: A Longitudinal Study of U.S. Adults Older Than 50. *Journals of Gerontology–Series B Psychological Sciences and Social Sciences*, 77(7), E185–E190. <https://doi.org/10.1093/geronb/gbab068>

Pollak, A. (2017). Visual research in LIS: Complementary and Alternative Methods. *Library and Information Science Research*, 39(2), 98–106. <https://doi.org/10.1016/j.lisr.2017.04.002>

Powell, S. (2019). *Death Stranding: Hideo Kojima Explains His New Game*. bbc.com. <https://www.bbc.com/news/newsbeat-50172917>

Praetorius, A. S., & Görlich, D. (2020). *How Avatars Influence User Behavior*. 1–9. <https://doi.org/10.1145/3402942.3403019>

Quwaider, M., Alabed, A., & Duwairi, R. (2019). The impact of video games on the players behaviors: A survey. *Procedia Computer Science*, 151(2018), 575–582. <https://doi.org/10.1016/j.procs.2019.04.077>

Rando, T. A. (1985). Bereaved Parents: Particular Difficulties, Unique Factors, and Treatment Issues. *Social Work*, 30 (1), 19-23. <http://academic.oup.com/sw>

Renardson, A. (2017). *The Hideo Kojima Death Stranding Interview: Strands, Decima, and Guerilla Games*. blog.playstation.com. <https://blog.playstation.com/2017/02/23/the-hideo-kojima-death-stranding-interview-strands-decima-and-guerrilla-games/>

Rose, G. (2016). *Visual Methodologies, an Introduction to Researching with Visual Materials*. SAGE Publications, Ltd. <https://doi.org/10.4337/9781785365324.00015>

Rushing, C., & Powell, L. (2015). Family Dynamics of the Stay-at-Home Father and Working Mother Relationship. *American Journal of Men's Health*, 9(5), 410–420. <https://doi.org/10.1177/1557988314549414>

Saed, S. (2019). *Guerilla Games Co-founder Tells The Story of How He and Kojima Arrived at The Name Decima for The Studio's Engine*. vg247.com. <https://www.vg247.com/decima-engine-death-stranding-guerrilla-games-kojima-hulst>

Salen, K., & Zimmerman, E. (2004). *Rules of Play, Game Design Fundamentals*. The MIT Press.

Sarkar, S. (2015). *Konami's Bitter, Yearlong Breakup with Hideo Kojima, Explained*. polygon.com. <https://www.polygon.com/2015/12/16/10220356/hideo-kojima-konami-explainer-metal-gear-solid-silent-hills>

- Saputra, Y. (2021). *Covid-19: Berbagi Makanan bagi Warga Isoman, demi "Menularkan Virus Kebaikan, Bukan Virus Corona"*. bbc.com. <https://www.bbc.com/indonesia/indonesia-57845198>
- Schaffer, H.R. (1996) *Social Development*. Blackwell.
- Schneider, E. F., Lang, A., Shin, M., & Bradley, S. D. (2004). Death With a Story: How Story Impacts Emotional, Motivational, and Physiological Responses to First-person Shooter Video Games. *Human Communication Research*, 30(3), 361–375. <https://doi.org/10.1093/hcr/30.3.361>
- Schrader, C. T. (1990). Symbolic Play as A Curricular Tool for Early Literacy Development. *Early Childhood Research Quarterly*, 5(1). [https://doi.org/10.1016/0885-2006\(90\)90008-O](https://doi.org/10.1016/0885-2006(90)90008-O)
- Schumann, K., & Ross, M. (2010). The Benefits, Costs, and Paradox of Revenge. *Social and Personality Psychology Compass*, 4(4), 489–492. <https://doi.org/10.1007/BF02125632>
- Sherman, L. E., Payton, A. A., Hernandez, L. M., Greenfield, P. M., & Dapretto, M. (2016). The Power of the Like in Adolescence: Effects of Peer Influence on Neural and Behavioral Responses to Social Media. *Psychological Science*, 27(7), 1027–1035. <https://doi.org/10.1177/0956797616645673>
- Sicart, M. 2011. *The Ethics of Computer Games*. The MIT Press.
- Sillars, A. L. (1980). Attributions and Communication in Roommate Conflicts. *Communication Monographs*, 47(3), 180–200.
- Šisler, V. (2008). Digital Arabs, Representation in Video Games. *European Journal of Cultural Studies*, 11(2), 203–219. <https://doi.org/10.1177/1367549407088333>
- Simelane, S. (2021). *The History of The Relationship Between Guerilla Games and Kojima Productions*. gamerant.com. <https://gamerant.com/guerrilla-games-kojima-productions-history-relationship/>
- Škařupová, K., & Blinka, L. (2016). Interpersonal Dependency and Online Gaming Addiction. *Journal of Behavioral Addictions*, 5(1), 108–114.
- Sousa, A. C. (2011). From Refrigerator Mothers to Warrior-Heroes: The Cultural Identity Transformation of Mothers Raising Children with Intellectual Disabilities. *Symbolic Interaction*, 34(2), 220–243. <https://doi.org/10.1525/si.2011.34.2.220>
- Speed, B. (2015). "A Cursed Project": A Short History of The Facebook "like" Button. newstateman.com. <https://www.newstatesman.com/science-tech/2015/10/cursed-project-short-history-facebook-button>

- Stillwell, A. M., Baumeister, R. F., & Del Priore, R. E. (2008). We're All Victims Here: Toward a Psychology of Revenge. *Basic and Applied Social Psychology*, 30(3), 253–263. <https://doi.org/10.1080/01973530802375094>
- Subramanian, K. R. (2017). Influence of Social Media in Interpersonal Communication. *Journal of Scientific Progress and Research*, 38(109), 70–75. www.ijsspr.com
- Summers, J. A., Boller, K., Schiffman, R. F., & Raikes, H. H. (2006). The Meaning of “Good Fatherhood”: Low-income Father’s Social Constructions of Their Roles. *Parenting*, 6, 145-165.
- Tan, P. P., & Ketola, J. (2013). *Bereaved Mothers Navigating The Impact of Their Loss*. 21(2), 141–155. <https://doi.org/10.2190/IL.21.2.e>
- Tangney, June Price. 1995. Shame and Guilt in Interpersonal Relationship. In J. P. Tangney & K. W. Fischer (Eds.), *Self-Conscious Emotions: The Psychology of Shame, Guilt, Embarrassment and Pride*, 115-39. Guilford Press
- Urquizo, R. (2020). Online Gaming: An Inside Look at How Interpersonal Relationships are Developed. *Culture, Society, and Praxis*, 12(2), 3.
- University of Minnesota (2016a). *Communication in the Real World Communication in the Real World An Introduction to Communication Studies*. University of Minnesota Libraries.
- University of Minnesota (2016b). Conflict and Interpersonal Communication. In *Communication in the Real World Communication in the Real World An Introduction to Communication Studies*. University of Minnesota Libraries.
- Vella, Daniel. (2016). A Structural Model for Player-Characters as Semiotic Constructs. *Transactions of the Digital Games Research Association*. 2. 10.26503/todigra.v2i2.37.
- [Vera, Nawiroh. \(2014\). *Semiotika Dalam Riset Komunikasi*. Penerbit Ghalia Indonesia.](#)
- [Vorderer, P. \(2000\). Interactive entertainment and beyond. In: Zillmann, D., Vorderer, P. \(eds.\) *Media Entertainment: The Psychology of Its Appeal*, pp. 21–36. Lawrence Erlbaum Associates.](#)
- [Walster, E., Walster, G. W., & Berschied, E. \(1978\). *Equity: Theory and research*. Allyn & Bacon.](#)
- Wingert, P. S. (2020). *Mask*. *Encyclopedia Britannica*. <https://www.britannica.com/art/mask-face-covering>
- Worden, J. W. (2018). *Grief Counseling and Grief Therapy: A Handbook for the Mental Health Practitioner* (5th ed.). Springer.
- Worth, N. (2015). Players and Avatars: The Connections between Player Personality, Avatar

- Personality, and Behavior in Video Games. In *Brock University* (Issue June). Brock University.
- Wu, B. (2020). Social Isolation and Loneliness among Older Adults in The Context of COVID-19: A Global Challenge. *Global Health Research and Policy*, 5(27), 154–156. <http://doi.org/10.1186/s41256-020-00154-3>
- Ybarra, M. L., Alexander, C., & Mitchell, K. J. (2005). Depressive Symptomatology, Youth Internet Use, and Online Interactions: A National Survey. *Journal of Adolescent Health*, 36(1), 9–18. <https://doi.org/10.1016/j.jadohealth.2003.10.012>.
- Yee, Nick & Bailenson, Jeremy. (2007). The Proteus Effect: The Effect of Transformed Self-Representation on Behavior. *Human Communication Research*. 33. 271 - 290. [10.1111/j.1468-2958.2007.00299.x](https://doi.org/10.1111/j.1468-2958.2007.00299.x).
- Yin-Poole, W. (2021). *Death Stranding has Sold 5m Copies*. Eurogamer.net. <https://www.eurogamer.net/articles/2021-07-26-death-stranding-has-sold-five-million-copies>
- Yuwono, A. I., & Wahyuono, J. A. (2016). Multikulturalisme Dalam Video Game Dragon Age: Inquisition. *ETTISAL Journal of Communication*, 1(2), 151-187. <https://doi.org/10.21111/ettisal.v1i2.7189>