

DAFTAR PUSTAKA

- Adams, E. (2013). *Fundamentals of game design (2nd ed)*. New York: New Riders Publishing.
- Ahmed, H. A., Naser, S. M., Basiony, R. M., & Shiba, H. A. (2024). Exploring attention deficit hyperactivity disorder prevalence and its relation to video game addiction among Egyptian medical students: A cross-sectional study. *Clinical Epidemiology and Global Health*, 28, 101652. doi:10.1016/j.cegh.2024.101652
- Anderson, C. A., & Dill, K. E. (2000). *Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life*. *Journal of Personality and Social Psychology*, 78(4), 772–790. <https://doi.org/10.1037/0022-3514.78.4.772>
- Anggarani, F.K. (2015) ‘Internet gaming disorder: Psikopatologi Budaya modern’, *Buletin Psikologi*, 23(1), p. 1. doi:10.22146/bps.10572.
- Aulya, S., Fitria, L., & Yunus, Y. (2024). Perbedaan Tingkat Kecanduan Game Online Antara Siswa Laki-laki dan Perempuan di SMA Negeri 6 Padang. *SOSMANIORA: Jurnal Ilmu Sosial dan Humaniora*, 3(3), 328-334.
- Bagaskoro, P., & Triyono, A. (2024). Gaya Komunikasi Influencer Game Mobile Legend Pada Komunikasi Interpersonal Mahasiswa Universitas Dian Nuswantoro Semarang. *Jurnal Netnografi Komunikasi*, 3(1), 1-16.
- Bediou, B., Adams, D.M., Mayer, R.E., Tipton, E., Green, C.S. & Bavelier, D. (2018). Meta-analysis of action video game impact on perceptual, attentional, and cognitive skills. *Psychological Bulletin*, 144(1), pp.77–110.

- Bonnaire, C. & Baptista, D. (2019). Internet gaming disorder in male and female young adults: The role of alexithymia, depression, anxiety and gaming type. *Psychiatry Research*, 272, pp.521–530.
- Burleigh, T.L., Stavropoulos, V., Liew, L.W.L., Adams, B.L. & Griffiths, M.D. (2018). Depression, internet gaming disorder, and the moderating effect of the gamer-avatar relationship: An exploratory longitudinal study. *International Journal of Mental Health and Addiction*, 16(1), pp.102–124.
- Cai, C., Yuan, K., Yin, J., Feng, D., Bi, Y., Li, Y., Yu, D., Jin, C., Qin, W., & Tian, J. (2015). Striatum morphometry is associated with cognitive control deficits and symptom severity in internet gaming disorder. *Brain Imaging and Behavior*, 10(1), 12–20. <https://doi.org/10.1007/s11682-015-9358-8>
- Chan, P.A. & Rabinowitz, T. (2006). A cross-sectional analysis of video games and attention deficit hyperactivity disorder symptoms in adolescents. *Annals of General Psychiatry*, 5(1), p.16
- Diamond, A. (2018). Executive functions. *Annual Review of Psychology*, 64, pp.135–168.
- Dong, G., Wang, L., Du, X. & Potenza, M.N. (2019). Gaming increases craving to gaming-related stimuli in individuals with Internet gaming disorder. *Biological Psychiatry: Cognitive Neuroscience and Neuroimaging*, 4(9), pp.801–809.
- Fam, J.Y. (2018). Prevalence of internet gaming disorder in adolescents: A meta-analysis across three decades. *Scandinavian Journal of Psychology*, 59(5), pp.524–536.

- Ferguson, C.J. (2015). Do angry birds make for angry children? A meta-analysis of video game influences on children's and adolescents' aggression, mental health, prosocial behavior, and academic performance. *Perspectives on Psychological Science*, 10(5), pp.646–666
- Feng, D., Yin, J., & Tian, J. (2017). Escapism and problematic online gaming. *Addictive Behaviors Reports*, 6, pp.42–48
- Ferraro, L., Caci, B., D'Amico, A. & Di Blasi, M. (2020). Internet gaming disorder: Relationships with personality and physical and mental health symptoms in a sample of Italian gamers. *Journal of Behavioral Addictions*, 9(3), pp.758–769.
- Forrest, C.J., King, D.L. and Delfabbro, P.H. (2017) 'Maladaptive cognitions predict changes in problematic gaming in highly-engaged adults: A 12-Month longitudinal study', *Addictive Behaviors*, 65, pp. 125–130. doi:10.1016/j.addbeh.2016.10.013.
- Friedman, W. J. (2007). *The development of temporal metamemory*. *Child Development*, 78(5), 1472–1491. <https://doi.org/10.1111/j.1467-8624.2007.01078.x>
- Gentile, D. A., Lynch, P. J., Linder, J. R., & Walsh, D. A. (2009). *Pathological video-game use among youth ages 8 to 18: A national study*. *Psychological Science*, 20(5), 594–602.
- Gentile, D.A., Coyne, S. & Walsh, D.A. (2011). Media violence, physical aggression, and relational aggression in school age children: A short-term longitudinal study. *Aggressive Behavior*, 37(2), pp.193–206.
- Gentile, D.A. I. (2012). Pathological video game use among youths: A two-year longitudinal study. *Pediatrics*, 127(2), pp.e319–e329

Gentile, D. A., Bailey, K., Bavelier, D., Brockmyer, J. F., Cash, H., Coyne, S. M., Doan, A., Grant, D. S., Green, C. S., Griffiths, M., Markle, T., Petry, N. M., Prot, S., Rae, C. D., Rehbein, F., Rich, M., Sullivan, D., Woolley, C., & Young, K. (2017). Internet Gaming Disorder in children and adolescents. *Pediatrics*, *140*(Supplement 2), S81–S85. <https://doi.org/10.1542/peds.2016-1758H>

Gershon, J. (2002). A meta-analytic review of gender differences in ADHD. *Journal of Attention Disorders*, *5*(3), pp.143–154.

Gunawan, A., & Tria Ningsih, Y. (2021). *Hubungan antara kecerdasan emosi dengan kecanduan game online pada mahasiswa yang bermain Game Online X di Kota Padang*. *Jurnal Pendidikan Tambusai*, *5*(3), 10471–10476. <https://doi.org/10.31004/jptam.v5i3.2650>

Gurusinga, M. F. (2020). Hubungan kecanduan game online dengan pola tidur pada remaja usia 16-18 tahun di sma negeri 1 deli tua kecamatan deli tua kabupaten deli serdang tahun 2019. *Jurnal Penelitian Keperawatan Medik*, *2*(2), 1-8.

Haibanissa, S., Sulastri, T., & Ningsih, R. (2022). Dampak bermain game online terhadap kualitas tidur pada remaja SMA. *JKEP*, *7*(2), 201-213.

Hardiansya, O., & Nasriyanto, E. N. (2023). Pengaruh Usia, Jenis Kelamin Dan Intensitas Bermain Game Online Terhadap Kelelahan Fisik Remaja Di Masa Pandemi Covid-19 Di Desa Talok Kecamatan Kresek Tangerang. *Nusantara Hasana Journal*, *2*(8), 100-108.

Hawi, N.S., Samaha, M. & Griffiths, M.D. (2018). Internet gaming disorder in Lebanon: Relationships with age, sleep habits, and academic achievement. *Journal of Behavioral Addictions*, *7*(1), pp.70–78.

- Husein MR, M. (2021) 'Lunturnya Permainan Tradisional', *Aceh Anthropological Journal*, 5(1), p. 1. doi:10.29103/aaj.v5i1.4568.
- Hussain, Z. and Griffiths, M.D. (2009) 'Excessive use of massively multi-player online role-playing games: A pilot study', *International Journal of Mental Health and Addiction*, 7(4), pp. 563–571. doi:10.1007/s11469-009-9202-8.
- Hygen, B.W., Skalicka, V., Stenseng, F., Belsky, J., Wichstrøm, L. & Stenseng, F. (2020). The co-occurrence between symptoms of internet gaming disorder and psychiatric symptoms in childhood and adolescence: A longitudinal perspective. *Development and Psychopathology*, 32(3), pp.1101–1111.
- Imataka, G., Sakuta, R., Maehashi, A. & Yoshihara, S. (2022). Current Status of Internet Gaming Disorder (IGD) in Japan: New Lifestyle-Related Disease in Children and Adolescents. *Journal of Clinical Medicine*, 11(15), 4566.
- Inclusion of 'gaming disorder' in ICD-11 (2016) World Health Organization.*
Available at: <https://www.who.int/news/item/14-09-2018-inclusion-of-gaming-disorder-in-icd-11> (Accessed: 20 June 2024).
- Indriadi, A. H., & Magistarina, E. (2024). Analisis kecanduan game online pada gamers Genshin Impact ditinjau dari jenis kelamin. *FLORONA: Jurnal Ilmiah Kesehatan*, 3(1), 22-28.
- Iskandar, R. (2021). Analisis tingkat kecanduan bermain game online terhadap siswa sekolah dasar. *Jurnal Basicedu*, 5(6), 5660-5670.
- Jeromin, F., Nyenhuis, N. & Barke, A. (2016). Attentional bias in excessive Internet gamers: Experimental investigations using an addiction Stroop and a visual probe. *Journal of Behavioral Addictions*, 5(1), pp.32–40

King, D.L. and Delfabbro, P.H. (2020) ‘Video game addiction’, *Adolescent Addiction*, pp. 185–213. doi:10.1016/b978-0-12-818626-8.00007-4.

Király, O., Griffiths, M. D., Urbán, R., Farkas, J., Kökönyei, G., Elekes, Z., Tamás, D., & Demetrovics, Z. (2014). Problematic internet use and problematic online gaming are not the same: Findings from a large nationally representative adolescent sample. *Cyberpsychology, Behavior, and Social Networking*, 17(12), 749–754. <https://doi.org/10.1089/cyber.2014.0475>

Király, O., Griffiths, M. D., King, D. L., Lee, H.-K., Lee, S.-Y., Bányai, F., Takács, Z. K., & Demetrovics, Z. (2018). *Policy responses to problematic video game use: A systematic review of current measures and future possibilities. Journal of Behavioral Addictions*, 7(3), 503–517. <https://doi.org/10.1556/2006.6.2017.050>

Király, O., Slecza, P., Pontes, H. M., Urbán, R., Griffiths, M. D., & Demetrovics, Z. (2017). *Validation of the Ten-Item Internet Gaming Disorder Test (IGDT-10) and evaluation of the nine DSM-5 Internet Gaming Disorder criteria. Addictive Behaviors*, 64, 253–260.

Ko, C. H., & Yen, J. Y. (2024). Internet gaming disorder. In *Tasman’s Psychiatry* (pp. 2949-2969). Cham: Springer International Publishing.

Ko, C.H. *et al.* (2014). The association between Internet addiction and psychiatric disorder: A review of the literature. *Journal of Clinical Psychiatry*, 75(7), pp.990–998

Korkman, M., (2007). *The Modified Mini-Mental State Examination for Children (MMMSEC). Neuropsychological Assessment and Neuropsychological Testing*, 30(2), 104-115. DOI: 10.1080/13854040701780627

- Kuss, D.J., Pontes, H.M. and Griffiths, M.D. (2018) ‘Neurobiological correlates in internet gaming disorder: A systematic literature review’, *Frontiers in Psychiatry*, 9. doi:10.3389/fpsy.2018.00166.
- Kuss, D. J., & Griffiths, M. D. (2014). Internet gaming addiction: A systematic review of empirical research. *International Journal of Mental Health and Addiction*, 10(2), 278–296. <https://doi.org/10.1007/s11469-011-9318-5>
- Lemmens, L. H. J. M., Arntz, A., Peeters, F. P. M. L., Hollon, S. D., Roefs, A., & Huibers, M. J. H. (2015). Long-term outcomes of acute treatment with cognitive therapy vs. interpersonal psychotherapy for adult depression: follow-up of a randomized controlled trial. *Psychological Medicine*, 45(10), 2095–2110.
- Lemmens, J.S. & Hendriks, S.J.F. (2016). Addictive online games: Examining the relationship between game genres and Internet gaming disorder. *Cyberpsychology, Behavior, and Social Networking*, 19(4), pp.270–276.
- Liu, L., Yao, Y.-W., Li, C. R., Zhang, J.-T., Xia, C.-C., Lan, J., Ma, S.-S., Zhou, N., & Fang, X.-Y. (2018). *The comorbidity between Internet Gaming Disorder and depression: Interrelationship and neural mechanisms*. **Frontiers in Psychiatry**, 9, 154. <https://doi.org/10.3389/fpsy.2018.00154>
- Marlaokta, M. and Mutiara, R. (2019) ‘Dampak internet gaming disorder terhadap status Kognitif Dan Perilaku Psikopatologis’, *Jurnal Keperawatan Jiwa*, 7(3), p. 333. doi:10.26714/jkj.7.3.2019.333-336.
- Marraudino, M., Bonaldo, B., Vitiello, B., Bergui, G.C. & Panzica, G. (2022). Sexual differences in internet gaming disorder (IGD): From psychological features to neuroanatomical networks. *Journal of Clinical Medicine*, 11(4), 1018. <https://doi.org/10.3390/jcm11041018>

- Muttaqin, F. (2022). Pengaruh push, pull, and mooring effect terhadap switching intention konsumen Mobile Legends: Bang Bang pada League of Legends: Wild Rift. *SIBATIK JOURNAL: Jurnal Ilmiah Bidang Sosial, Ekonomi, Budaya, Teknologi, Dan Pendidikan*, 1(10), 2121-2132.
- Müller, K.W. *et al.* (2015). Regular gaming behavior and internet gaming disorder in European adolescents. *European Child & Adolescent Psychiatry*, 24(5), pp.565–574.
- Müller, K. W., Janikian, M., Dreier, M., Wölfling, K., Beutel, M. E., Tzavara, C., Richardson, C., & Tsitsika, A. (2014). 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), 565–574. <https://doi.org/10.1007/s00787-014-0611-2>
- Paulus, F. W., Ohmann, S., Von Gontard, A., & Popow, C. (2018). Internet gaming disorder in children and adolescents: a systematic review. *Developmental Medicine & Child Neurology*, 60(7), 645-659.
- Pinasti, A. Y., & Khoirunnisa, R. N. (2022). Hubungan Antara Kontrol Diri Dengan Perilaku Kecenderungan Kecanduan Game Online Selama Pandemi Covid-19 Pada Remaja Di Kota Surabaya. *Character: Jurnal Penelitian Psikologi*, 9(5), 125-133.
- Piyeke, P. J., Bidjuni, H., & Wowiling, F. (2014). Hubungan tingkat stres dengan durasi waktu bermain game online pada remaja di Manado. *Jurnal Keperawatan UNSRAT*, 2(2), 105771.

- Pontes, H. M., & Griffiths, M. D. (2015). Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. *Computers in Human Behavior, 45*, 137–143. <https://doi.org/10.1016/j.chb.2014.12.006>
- Potenza, M.N. (2016). Neurobiology of Internet gaming disorder: Emerging perspectives. *Current Addiction Reports, 3*(2), pp.137–141.
- Pratama, M. H., & Suherman, E. (2024). Dampak Game Online Pubg Terhadap Motivasi Belajar Remaja Di Desa Bakan Maja. *Jurnal Ekonomi dan Bisnis Digital, 2*(1), 291-300.
- Przybylski, A.K. & Weinstein, N. (2017). A large-scale test of the Goldilocks hypothesis: Quantifying the relations between digital-screen use and the mental well-being of adolescents. *Psychological Science, 28*(2), pp.204–215
- Rahman, I. A., Ariani, D., & Ulfa, N. (2022). Tingkat Kecanduan Game Online Pada Remaja. *Jurnal Mutiara Ners, 5*(2), 85-90.
- Ramadhan, N. S., & Ramadan, Z. H. (2023). Analisis Dampak Negatif Kecanduan Game Online Mobile Legend pada Siswa. *Murhum: Jurnal Pendidikan Anak Usia Dini, 4*(2), 430-441.
- 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), pp.842–851.

- Reyes, M. R. (2020). *Risk factors of internet gaming among Filipino students. Humanities & Social Sciences Reviews*, 8(4), 230–237. <https://doi.org/10.18510/hssr.2020.8424>
- Rho, M. J., Lee, H., Lee, T. H., Cho, H., Jung, D., Kim, D. J., & Choi, I. Y. (2018). Risk factors for internet gaming disorder: Psychological factors and internet gaming characteristics. *International journal of environmental research and public health*, 15(1), 40.
- Ridwan, M. Y., & Maulana, M. R. (2024). MOBA Metamorphosis: The Evolution of Gamer Preferences in the MOBA Esport Landscape in Indonesia. *Journal Innovation in Information and Computer Technology*, 1(1), 50-56.
- Şalvarlı, Ş.İ. & Griffiths, M.D. (2019). Internet gaming disorder and its associated personality traits
- Sanz Cortés, A. (2022) ‘Diagnostic and statistical manual of mental disorders, fifth edition, text revision (DSM-5-TR). American Psychiatric Association, 2022. <https://doi.org/10.1176/appi.books.9780890425787>, *Psicooncología*, 19(2), pp. 339–340. doi:10.5209/psic.84045.
- Schivinski, B., Brzozowska-Woś, M., Buchanan, E.M., Griffiths, M.D. & Pontes, H.M. (2018). Psychometric assessment of the Internet Gaming Disorder diagnostic criteria: An item response theory study. *Addictive Behaviors Reports*, 8, pp.176–184.
- Severo, R.B., Soares, J.M., Affonso, J.P., Giusti, D.A., de Souza Junior, A.A., de Figueiredo, V.L. & de Oliveira, M.A. (2020). Prevalence and risk factors for internet gaming disorder. *Brazilian Journal of Psychiatry*, 42, pp.532–535.

Stavropoulos, V., Adams, B. L. M., 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>

Stroop, J. R. (2003). *Studies of interference in serial verbal reactions*. *Journal of Experimental Psychology*, 18(6), 643-662. DOI: 10.1037/h0054651

Subramaniam, M., Chua, B.Y., Abdin, E., Pang, S., Satghare, P., Vaingankar, J.A. & Chong, S.A. (2016). Prevalence and correlates of internet gaming problem among youths in Singapore: The role of impulsivity and parenting styles. *Psychology of Addictive Behaviors*, 30(4), pp.695–705.

Swing, E.L., Gentile, D.A., Anderson, C.A. & Walsh, D.A. (2010). Television and video game exposure and the development of attention problems. *Pediatrics*, 126(2), pp.214–221.

Syarofi, M. & Hidayah, N., 2024. Pencegahan ketergantungan game online pada anak usia dini. *Journal of Smart Community Service*, 2(1), pp.12–26.

Thursina, C., Sutarni, S., Prabandari, R. Y., Sutomo, R., Machira, C. R., & Medikanto, A. R. (2021). Hubungan internet gaming disorder Dengan Gangguan atensi Dan Memori Pada Siswa SMP di Daerah Perdesaan di Yogyakarta. *Callosum Neurology*, 4(1), 1–5. <https://doi.org/10.29342/cnj.v4i1.94>

Wang, H.R. *et al.* (2019). Association between problematic gaming and depression in children and adolescents: A systematic review and meta-analysis. *International Journal of Environmental Research and Public Health*, 16(20), p.3838

- Wartberg, L., Kriston, L., Kramer, M., Schwedler, A., Lincoln, T. M., & Kammerl, R. (2017). *Internet gaming disorder in early adolescence: Associations with parental and adolescent mental health. European Psychiatry, 43*, 14–18. <https://doi.org/10.1016/j.eurpsy.2016.12.013>
- Weinstein, A. (2017). An update overview on brain imaging studies of internet gaming disorder. *Frontiers in Psychiatry, 8*, p.185
- Willcutt, E.G. (2012). The prevalence of DSM-IV attention-deficit/hyperactivity disorder: A meta-analytic review. *Neurotherapeutics, 9*(3), pp.490–499
- Wu, A.M.S. *et al.* (2018). Internet gaming disorder among adolescents in Hong Kong: Prevalence, psychosocial correlates, and help-seeking behavior. *Journal of Behavioral Addictions, 7*(3), pp.707–715
- Ye, D., Chen, G., Zhang, W., Chen, S., Yuan, B., Liu, B., & Liu, W. (2020). Towards playing full moba games with deep reinforcement learning. *Advances in Neural Information Processing Systems, 33*, 621-632.
- Yu, Y., Mo, P. K. H., Zhang, J., Li, J., & Lau, J. T. F. (2021). *Impulsivity, self-control, interpersonal influences, and maladaptive cognitions as factors of internet gaming disorder among adolescents in China: A cross-sectional mediation study. Journal of Medical Internet Research, 23*(10), e26810.
- Yuan, K., Qin, W., Yu, D., Bi, Y., Xing, L., Jin, C., & Tian, J. (2015). Core Brain Networks Interactions and cognitive control in internet gaming disorder individuals in late adolescence/early adulthood. *Brain Structure and Function, 221*(3), 1427–1442. <https://doi.org/10.1007/s00429-014-0982-7>
- Zeng, W., Zeng, Y., Xu, Y., Chen, H. & Wang, J., (2021). The influence of post-traumatic growth on college students' creativity during the COVID-19

pandemic: The mediating role of general self-efficacy and the moderating role of deliberate rumination. *Frontiers in Psychology*, 12, p.684354.

Zhuang, Y., Liu, Y., Ran, H., Jarzembowski, E. A., & Zhang, Q. (2023). *A new species and one new wing type of the iron maiden ants from Kachin amber (Hymenoptera: Formicidae: Zigrasimecia)*. *Cretaceous Research*, 154, 105742. <https://doi.org/10.1016/j.cretres.2023.105742>