

DAFTAR PUSTAKA

- Akbar, M. M., & Parvez, N. (2009). Impact of Service Quality, Trust, and Customer Satisfaction on Customer Loyalty. *ABAC Journal*, 29(1), 24–38.
- Alawadhi, S., & Morris, A. (2008). The use of the UTAUT model in the adoption of e-government services in Kuwait. In *Proceedings of the Annual Hawaii International Conference on System Sciences* (pp. 1–11). <https://doi.org/10.1109/HICSS.2008.452>
- Aren, S., Güzel, M., Kabadayı, E., & Alpkan, L. (2013). Factors Affecting Repurchase Intention to Shop at the Same Website. *Procedia - Social and Behavioral Sciences*, 99, 536–544. <https://doi.org/10.1016/j.sbspro.2013.10.523>
- Atil Bulut, Z. (2015). Determinants of Repurchase Intention in Online Shopping: a Turkish Consumer's Perspective. *International Journal of Business and Social Science*, 6(10), 55–63.
- Babu, A. R. (2015). Comparative Analysis of Cascadeded Multilevel Inverter for Phase Disposition and Phase Shift Carrier PWM for Different Load. *Indian Journal of Science and Technology*, 8(April), 251–262. <https://doi.org/10.17485/ijst/2015/v8iS7/>
- Bae, J., Koo, D.-M., & Mattila, P. (2016). Affective motives to play online games. *Journal of Global Scholars of Marketing Science*, 26(2), 174–184. <https://doi.org/10.1080/21639159.2016.1143153>
- Bandura, A. (1997). *Self-Efficacy The Exercise of Control*. New York: W.H. Freeman and Company.
- Bandyopadhyay, K., & Fraccastoro, K. A. (2007). The Effect of Culture on User Acceptance of Information Technology. *Communications of the Association for Information Systems*, 19(19), 522–543. Retrieved from <http://aisel.aisnet.org/cais>
- Beck, J., & Wade, M. (2004). *Got Game: How the Gamer Generation is Reshaping Business Forever*. USA: Harvard Business Scholl.
- Boyle, E. A., Connolly, T. M., Hainey, T., & Boyle, J. M. (2012). Engagement in digital entertainment games: A systematic review. *Computers in Human Behavior*, 28(3), 771–780. <https://doi.org/10.1016/j.chb.2011.11.020>
- Casaló, L. V., Flavián, C., & Guinalú, M. (2008). The role of satisfaction and website usability in developing customer loyalty and positive word-of-mouth

- in the e-banking services. *International Journal of Bank Marketing*, 26(6), 399–417. <https://doi.org/10.1108/02652320810902433>
- Chen, Y. C., Chen, P. S., Hwang, J. J., Korba, L., Song, R., & Yee, G. (2005). An analysis of online gaming crime characteristics. *Internet Research*, 15(3), 246–261. <https://doi.org/10.1108/10662240510602672>
- Chiu, C., Chang, C., Cheng, H., & Fang, Y. (2009). Determinants of customer repurchase intention in online shopping. *Online Information Review*, 33(4), 761–784. <https://doi.org/10.1108/14684520910985710>
- Davis, R., & Lang, B. (2013). Does game self-congruity increase usage and purchase? *Young Consumers*, 14(1), 52–66. <https://doi.org/10.1108/17473611311305485>
- Deng, L., Turner, D. E., Gehling, R., & Prince, B. (2010). User experience, satisfaction, and continual usage intention of IT. *European Journal of Information Systems*, 19(1), 60–75. <https://doi.org/10.1057/ejis.2009.50>
- Dewi, N. P. R. A., & Ardani, I. G. A. K. S. (2016). Pengaruh Sikap, Norma Subyektif Terhadap Niat beli Ulang Produk Fashion Via Online di Kota Denpasar. *E-Jurnal Manajemen Unud*, 5(1), 650–677.
- Foster, B. (2017). Pengaruh Pengalaman Belanja Online Produk Fashion terhadap Kepuasan dan Niat Beli Ulang Pelanggan Zalora serta Berrybenka. *Kontigensi*, 5(1), 68–76.
- Ghozali, I. (2013). *Analisis Multivariat dengan Program SPSS*. Semarang: Penerbit Universitas Diponegoro.
- Har Lee, C., Cyril Eze, U., & Oly Ndubisi, N. (2011). Analyzing key determinants of online repurchase intentions. *Asia Pacific Journal of Marketing and Logistics*, 23(2), 200–221. <https://doi.org/10.1108/13555851111120498>
- Hellier, P. K., Geursen, G. M., Carr, R. A., & Rickard, J. A. (2003). Customer repurchase intention. *European Journal of Marketing*, 37(11/12), 1762–1800. <https://doi.org/10.1108/03090560310495456>
- Hong, L. M., Wan Zulkifli, W. F., Hamsani, N. H., & Md Shuaib, A. S. (2017). The Impact of Website Effectiveness towards Online Repurchase Intention. *Journal of Entrepreneurship and Business*, 5(2), 50–60. <https://doi.org/10.17687/JEB.0502.05>
- Ibrahim, I. I., Subari, K. A., Kassim, K. M., & Mohamood, S. K. B. (2013). Antecedent Stirring Purchase Intention of Smartphone among Adolescents in

- Perlis. *International Journal of Academic Research in Business and Social Sciences*, 3(12), 84–97. <https://doi.org/10.6007/IJARBSS/v3-i12/415>
- Ishak, A. (2012). Analisis Kepuasan Pelanggan Dalam Belanja Online : Sebuah Studi Tentang Penyebab (Antecedents) Dan Konsekuensi (Consequents). *Jurnal Siasat Bisnis*, 16(2), 141–154.
- Javadi, M. H., Rezaie Dolatabadi, H., Nourbakhsh, M., Poursaeedi, A., & Asadollahi, A. (2012). An Analysis of Factors Affecting on Online Shopping Behavior of Consumers. *International Journal of Marketing Studies*, 4(5). <https://doi.org/10.5539/ijms.v4n5p81>
- Johnson, M. D., & Fornell, C. (1991). A framework for comparing customer satisfaction across individual and product categories. *Journal of Economic Psychology*, 23, 749–769. [https://doi.org/10.1016/0167-4870\(91\)90016-M](https://doi.org/10.1016/0167-4870(91)90016-M)
- Kim, E. J., Namkoong, K., Ku, T., & Kim, S. J. (2008). The relationship between online game addiction and aggression, self-control and narcissistic personality traits. *European Psychiatry*, 23(3), 212–218. <https://doi.org/10.1016/j.eurpsy.2007.10.010>
- Kotler, P. (2012). *Manajemen Pemasaran*. Jakarta: PT Indeks.
- Kovacs, M., Farias, S., Moura, F., & Souza, A. (2011). Relations between Consumer Effort , Risk Reduction Strategies , and Satisfaction with the E-commerce Buying Process : The Development of a Conceptual Framework. *International Journal of Management*, 28(1 part 2), 316–330. Retrieved from http://www.academia.edu/25211303/Relations_between_Consumer_Effort_Risk_Reduction_Strategies_and_Satisfaction_with_the_E-commerce_Buying_Process_The_Development_of_a_Conceptual_Framework
- Kripanont, N. (2007). *Examining a Technology Acceptance Model of Internet Usage by Academic within Thai Business Schools*. *School of Information Systems*.
- Lee, H., Choi, S. Y., & Kang, Y. S. (2009). Formation of e-satisfaction and repurchase intention: Moderating roles of computer self-efficacy and computer anxiety. *Expert Systems with Applications*, 36(4), 7848–7859. <https://doi.org/10.1016/j.eswa.2008.11.005>
- Lin, C., & Lekhawipat, W. (2014). Factors affecting online repurchase intention. *Industrial Management & Data Systems*, 114(4), 597–611. <https://doi.org/10.1108/IMDS-10-2013-0432>

- Ling, K. C., Chai, L. T., & Piew, T. H. (2010). The Effects of Shopping Orientations, Online Trust and Prior Online Purchase Experience toward Customers' Online Purchase Intention. *International Business Research*, 3(3), 63. <https://doi.org/10.5539/ibr.v3n3p63>
- Margherio, L., Dave, H., Cooke, S., & Montes, S. (2000). *The Emerging Digital Economy*. <https://doi.org/10.1007/3-540-34488-8>
- Moore, C. L. (2009). Digital games distribution: the presence of the past and the future of obsolescence. *M/C Journal*, 12(3), 1–8. Retrieved from <http://journal.media-culture.org.au/index.php/mcjournal/article/viewArticle/166>
- Mukherjee, A., & Nath, P. (2003). A model of trust in online relationship banking. *International Journal of Bank Marketing*, 21(1), 5–15. <https://doi.org/10.1108/02652320310457767>
- Pappas, I. O., Pateli, A. G., Giannakos, M. N., & Chrissikopoulos, V. (2014). Moderating effects of online shopping experience on customer satisfaction and repurchase intentions. *International Journal of Retail & Distribution Management*, 42(3), 187–204. <https://doi.org/10.1108/IJRDM-03-2012-0034>
- Parker, C., & Wang, H. (2016). Examining hedonic and utilitarian motivations for m-commerce fashion retail app engagement. *Journal of Fashion Marketing and Management: An International Journal*, 20(4), 487–506. <https://doi.org/http://dx.doi.org/10.1108/13612020610679259>
- Rezaei, S., & Amin, M. (2013). Exploring online repurchase behavioural intention of university students in Malaysia. *J. for Global Business Advancement*, 6(2), 92. <https://doi.org/10.1504/JGBA.2013.053561>
- Rollings, A., & Adam, E. (2003). *Game Design*. USA: New Riders.
- Rustika, I. M. (2012). Efikasi Diri: Tinjauan Teori Albert Bandura. *Buletin Psikologi*, 20(1-2), 18–25. <https://doi.org/10.22146/bpsi.11945>
- Sekaran, U., & Bougie, R. (2013). *Research Methods for Business*. United Kingdom: Jhon Wiley & Sons Ltd.
- Setyorini, R., & Prima, R. (2015). The Effect of Trust Towards Online Repurchase Intention With Perceived Usefulness As An Intervening Variable : A Study on KASKUS Marketplace Customers. *The Asian Journal of Technology Management*, 9(Icicies), 1–7.
- Shen, C. C., & Chiou, J. S. (2010). The impact of perceived ease of use on

- Internet service adoption: The moderating effects of temporal distance and perceived risk. *Computers in Human Behavior*, 26(1), 42–50. <https://doi.org/10.1016/j.chb.2009.07.003>
- Suhaily, L., & Soelasih, Y. (2017). What Effects Repurchase Intention of Online Shopping. *International Business Research*, 10(12), 113. <https://doi.org/10.5539/ibr.v10n12p113>
- Sukmajaya, I. B., Reinaldo, M., Kurniawan, F., & Andry, J. F. (2018). Analisa Minat Membeli Game Secara Digital Dan Fisik Dalam Perspektif Mahasiswa Universitas Bunda Mulia. In *SEMNAS RISTEK* (pp. 343–348).
- Tang, T., & Chi, W. (2005). The Role of Trust in Customer Online Shopping Behavior: Perspective of Technology Acceptance Model. *International Journal*, 0–6. Retrieved from <http://en.scientificcommons.org/43304715>
- Thamizhvanan, A., & Xavier, M. J. (2013). Determinants of customers' online purchase intention: an empirical study in India. *Journal of Indian Business Research*, 5(1), 17–32. <https://doi.org/10.1108/17554191311303367>
- Venkatesh, V., & Davis, F. D. (2000). Theoretical Acceptance Extension Model: Field Four Studies of the Technology Longitudinal. *Management Science*, 46(2), 186–204. <https://doi.org/10.1287/mnsc.46.2.186.11926>
- Venkatesh, V., Morris, M. G., Davis, G. B., & Davis, F. D. (2003). User Acceptance of Information Technology: Toward a Unified View. *Source: MIS Quarterly*, 27(3), 425–478. <https://doi.org/10.2307/30036540>
- Venkatesh, V., Morris, M. G., Davis, G. B., & Davis, F. D. (2013). User Acceptance of Information Technology: Toward a Unified View. *MIS Quarterly*, 27(3), 425–478.
- Wen, C., Prybutok, V. R., & Xu, C. (2011). The Keep An integrated model for customer online repurchase intention An Integrated Model For Customer Online Repurchase Intention. *Taylor & Francis*, (January). Retrieved from <http://www.tandfonline.com/doi/abs/10.1080/08874417.2011.11645518>
- Wolny, J., & Mueller, C. (2013). Analysis of fashion consumers' motives to engage in electronic word-of-mouth communication through social media platforms. *Journal of Marketing Management*, 29(June 2013), 562–583. <https://doi.org/10.1080/0267257X.2013.778324>
- Yulius, R. (2017). Analisis Perilaku Pengguna Dalam Pembelian Item Virtual Pada Game Online. *Journa of Animation and Games Studio*, 3(1), 1–14.