

DAFTAR PUSTAKA

- Anheier, H. & Isar, Y.R. (2007). *The cultural economy*. Sage Publication India: New Delhi.
- Azwar, S. (2001). Asumsi-asumsi dalam inferensi statistika. *Buletin Psikologi*, IX(1), 8-17.
- Azwar, S. (2014). *Reliabilitas dan validitas edisi 4*. Yogyakarta: Pustaka Pelajar.
- Azwar, S. (2015). *Penyusunan skala psikologi – edisi II*. Yogyakarta: Pustaka Pelajar.
- Bainbridge, W. S. (2007). The scientific research potential of virtual worlds. *Science*, 317(5837), 472–476. doi: 10.1126/science.1146930
- Casual Games Association. (2007). *Casual games market report 2007: Business and art for everyone*. Diambil dari <https://issuu.com/casualconnect/docs/casualgamesmarketreport-2007> pada hari Senin, 11 Juni 2018 pukul 02.34 WIB.
- Cerasoli, C. P., Nicklin, J. M., & Ford, M. T. (2014). Intrinsic motivation and extrinsic incentives jointly predict performance: A 40-year meta-analysis. *Psychological Bulletin*, 140(4), 980–1008.
- Choi, J., Mogami, T., & Medaliaa, A. (2009). Intrinsic Motivation Inventory: An adapted measure for Schizophrenia research. *Schizophrenia Bulletin*, 36(5), 966–76.
- Chu, C.W. & Lu, H.P. (2007). Factors influencing online music purchase intention in Taiwan an empirical study based on the value-intention framework. *Internet Research*, 7(2), 139–155.
- Creswell, J.W. (2012). *Educational research: Planning, conducting, and evaluation quantitative and qualitative research* (4th ed). Boston: Pearson.
- Davis, F. D. (1989). Perceived usefulness, perceived ease of use, and user acceptance of information technology. *MIS Quarterly*, 13(3), 319. doi:10.2307/249008
- Davis, F. D., Bagozzi, R. P., & Warshaw, P. R. (1992). Extrinsic and intrinsic motivation to use computers in the workplace. *Journal of Applied Social Psychology*, 22(14), 1111–1132. doi:10.1111/j.1559-1816.1992.tb00945.x

- Deci, E.L. (1972). The effects of contingent and noncontingent rewards and controls on intrinsic motivation. *Organizational Behavior and Human Performance*, 8, 217-229.
- Deci, E. L. (2017). Intrinsic motivation and self-determination. *Reference Module in Neuroscience and Biobehavioral Psychology*, 1-10. doi:10.1016/B978-0-12-809324-5.05613-3
- Deci, E.L. & Ryan R. M. (1985). The general causality orientation scale: Self-determination in personality. *Journal of Research in Personality*, 19, 109-134.
- Deci, E.L., Koestner R., & Ryan R. M. (1999). A meta-analytic review of experiments examining the effects of extrinsic rewards on intrinsic motivation. *Psychological Bulletin*, 125(6), 627-668.
- Deci, E. L., & Ryan, R. M. (2008). Self-determination theory: A macrotheory of human motivation, development, and health. *Canadian Psychology/Psychologie Canadienne*, 49(3), 182–185. doi:10.1037/a0012801
- Deci, E. L., Olafsen, A. H., & Ryan, R. M. (2017). Self-determination theory in work organizations: The state of a science. *Annual Review of Organizational Psychology and Organizational Behavior*, 4, 19–43.
- Delgado-Ballester, E., & Luis Munuera-Alemán, J. (2005). Does brand trust matter to brand equity? *Journal of Product & Brand Management*, 14(3), 187–196. doi:10.1108/10610420510601058
- Dodds, W.B. & Monroe, K.B. (1985). The effect of brand and price information on subjective product evaluations. *Advances in Consumer Research*, 12 (1), 85-90.
- Dodds, W. B., Monroe, K. B., & Grewal, D. (1991). Effects of price, brand, and store information on buyers' product evaluations. *Journal of Marketing Research*, 28(3), 307. doi:10.2307/3172866
- Evans, J. R., & Mathur, A. (2005). The value of online surveys. *Internet Research*, 15(2), 195–219. doi: 10.1108/10662240510590360
- Fairfield, J. (2005). Virtual property. *Boston University Law Review*, 85, 1047.
- Fishbein, M. & Ajzen, I. (1975). *Belief, attitude, and behavior: An introduction to theory and research*. MA: Addison-Wesley.

- Garbarino, E., & Johnson, M. S. (1999). The different roles of satisfaction, trust, and commitment in customer relationships. *Journal of Marketing*, 63(2), 70. doi:10.2307/1251946
- Gřivna, T. (2008). Virtual crimes. *Masaryk University Journal of Law and Technology*, 97-105.
- Goudas, M., Dermitzaki, I. and Bagiatis, K. (2000). Predictors of students' intrinsic motivation in school Physical Education. *European Journal of Psychology of Education*, 15(3), 271-280. doi:10.1007/BF03173179
- Guo, Y., & Barnes, S. (2007). Why people buy virtual items in virtual worlds with real money. *ACM SIGMIS Database*, 38, 69–76.
- Guo, Y., & Barnes, S. (2009). Virtual item purchase behavior in virtual worlds: An exploratory investigation. *Electronic Commerce Research*, 9(1–2), 77–96. doi:10.1007/s10660-009-9032-6
- Guo, Y., & Barnes, S. (2011). Purchase behavior in virtual worlds: An empirical investigation in Second Life. *Information & Management*, 48(7), 303–312. doi:10.1016/j.im.2011.07.004
- Hamari, J., & Keronen, L. (2017). Why do people buy virtual goods: A meta-analysis. *Computers in Human Behavior*, 71, 59–69. doi:10.1016/j.chb.2017.01.042
- Hamari, J., & Lehdonvirta, V. (2010). Game design as marketing: How game mechanics create demand for virtual goods. *International Journal of Business Science & Applied Management*, 5(1), 14-29.
- Hinkin, T. R. (1998). A brief tutorial on the development of measures for use in survey questionnaires. *Organizational Research Methods*, 1(1), 104–121. doi: 10.1177/109442819800100106
- Hirschman, E. C., & Holbrook, M. B. (1982). Hedonic consumption: Emerging concepts, methods, and propositions. *Journal of Marketing*, 46(3), 92. doi:10.2307/1251707
- Kotak Game. (2018). *Kotak game awards: Gebrakan dan inovasi baru perusahaan game Indonesia*. Diambil dari http://www.kotakgame.com/feature/detail_feature/442/Kotakgame-Awards-Gebrakan-dan-Inovasi-Baru-Perusahaan-Game-Indonesia/1/0/5/ pada Senin, 11 Juni 2018 pukul 03.20 WIB.
- Koufaris, M. (2002). Applying the technology acceptance model and flow theory to online consumer behavior. *Information Systems Research*, 13(2), 205–223.

- Lehdonvirta, V. (2009). Virtual item sales as a revenue model: Identifying attributes that drive purchase decisions. *Electronic Commerce Research*, 9(1–2), 97–113. doi:10.1007/s10660-009-9028-2
- Lehdonvirta, V., Wilska, T.-A., & Johnson, M. (2009). Virtual consumerism: Case Habbo Hotel. *Information, Communication, & Society*, 12(7), 1059–1079. doi:10.1080/13691180802587813
- Lin, L., & Chen, Y. (2009). A study on the influence of purchase intentions on repurchase decisions: The moderating effects of reference groups and perceived risks. *Tourism Review*, 64(3), 28–48. doi:10.1108/16605370910988818
- Lin, H., & Sun, T.-C. (2011). Cash trade in free-to-play online games. *Games and Culture*, 6(3), 270-287.
- Manninen, T., & Kujanpää, T. (2007). The value of virtual assets: The role of game characters in MMOGs. *International Journal of Business Science and Applied Management*, 2(1), 22-33.
- McAuley, E., Duncan, T., & Tammen, V.V. (1989). Psychometric properties of the intrinsic motivation inventory in a competitive sport setting: A confirmatory factor analysis. *Research Quarterly for Exercise and Sport*, 60(1), 48-58.
- Mubeen, S., Saeed, S., Arif, C(R).M.H. (2013). An investigation the gender difference into the status of intrinsic motivation towards Science Learning among intermediate science students. *IOSR Journal of Humanities and Social Science*, 10(6), 81-85.
- Raza, M. A., Ahad, M. A., Shafqat, M. A., Aurangzaib, M., & Rizwan, M. (2014). The determinants of purchase intention towards counterfeit mobile phones in Pakistan. *Journal of Public Administration and Governance*, 4(3), 1. doi:10.5296/jpag.v4i3.5846
- Reeve, J., & Deci, E. L. (1996). Elements of the competitive situation that affect intrinsic motivation. *Personality and Social Psychology Bulletin*, 22, 24–33.
- Reiners, T., & Wood, L. C. (2015). *Gamification in education and business*. Cham: Springer International Publishing.
- Ryan, R. M. (1982). Control and information in the intrapersonal sphere: An extension of Cognitive Evaluation Theory. *Journal of Personality and Social Psychology*, 43, 450-461.
- Ryan, R. M., & Deci, E. L. (2000a). Self-determination theory and the facilitation of intrinsic motivation, social development, and well-being. *American Psychologist*, 55(1), 68-78.

- Ryan, R. M., & Deci, E. L. (2000b). Intrinsic and extrinsic motivations: Classic definitions and new directions. *Contemporary Educational Psychology*, 25(1), 54–67. doi:10.1006/ceps.1999.1020
- Salen, K. and Zimmerman, E. (2004). *Rules of play: Game design fundamentals*. Massachusetts Institute of Technology.
- Sansone, C., & Harackiewicz J. M. (2000). *Intrinsic and extrinsic motivation: The search for optimal motivation and performance*. Academic Press: California.
- Skinner, E. A., Chi, U., & The Learning-Gardens Educational As. (2012). Intrinsic motivation and engagement as “Active Ingredients” in Garden-Based Education: Examining models and measures derived from Self-Determination Theory. *The Journal of Environmental Education*, 43(1), 16–36.
- Sutantio, M. (2004). Studi mengenai pengembangan minat beli merek ekstensi: Studi kasus produk merek Sharp di Surabaya. *Jurnal Sains Pemasaran Indonesia*, 3(3), 234-266.
- Thomas, R.M. (2003). *Blending qualitative & quantitative research methods in theses and dissertations*. California: Corwin Press, Inc.
- Touch. (2017). Penyerahan penghargaan Kotak Game Award 2016. Diambil dari <http://touch.prodigy.co.id/intermezzo/penyerahan-penghargaan-kotak-game-award-2016/> pada Senin, 11 Juni 2018 pukul 14.11 WIB.
- Touch. (2018). *Touch: Let's dance and be a superstar*. Diambil dari <http://touch.prodigy.co.id/home/> pada Senin, 11 Juni 2018 pukul 03.23 WIB.
- Van der Heijden. (2004). User acceptance of hedonic information systems. *MIS Quarterly*, 28(4), 695. doi:10.2307/25148660
- Verhagen, T., Feldberg, F., van den Hooff, B., Meents, S., & Merikivi, J. (2011). Satisfaction with virtual worlds: An integrated model of experiential value. *Information & Management*, 48(6), 201-207.
- Yee, N. (2006). Motivations of play in online games. *CyberPsychology and Behavior*, 9(6), 772-775.
- Yee, N., Ducheneaut, N., & Nelson, L. (2012). Online gaming motivations scale: development and validation. *CHI 12*, 2803-2806.