UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

DAFTAR PUSTAKA

Agustini, A., & Andayani, B. (2017). Validasi Modul " Cakap " u ntuk Meningkatkan Keterampilan Sosial Mahasiswa Baru Asal Bali. *Gadjah Mada Journal Of Professional Psychology*, *3*(1), 1–13.

Altintas, E., Karaca, Y., Hullaert, T., & TASSI, P. (2019). Sleep quality and video game playing: Effect of intensity of video game playing and mental health. *Psychiatry Research*. https://doi.org/10.1016/j.psychres.2019.01.030

Anjanappa, S., Govindan, R., & Munivenkatappa, M. (2020). Prevalence and expression of anger in school going adolescents. *Archives of Psychiatric Nursing*, *34*(1), 35–40. https://doi.org/10.1016/j.apnu.2019.12.002

APJII. (2014). *Profil pengguna internet indonesia 2014*. (P. Marius, S. Anggoro, & C. is T. King, Eds.). Jakarta: Asosiasi Penyelenggara Jasa Internet Indonesia.

Asosiasi, P. J. I. (2017). Penetrasi & Perilaku Pengguna Internet Indonesia. *Apjii*, *2018*(31 August 2018), Hasil Survey.

Aydin, B., & Volkan, S. S. (2011). Internet addiction among adolescents : the role of self-esteem. *Procedia Social and Behavioral Sciences*, *15*, 3500–3505. https://doi.org/10.1016/j.sbspro.2011.04.325

Bakker, M. P., Ormel, J., Lindenberg, S., Verhulst, F. C., & Oldehinkel, A. J. (2011). Generation of Interpersonal Stressful Events : The Role of Poor Social Skills and Early Physical Maturation in Young Adolescents — The TRAILS Study. *Journal of Early Adolescence*, 633–655. https://doi.org/10.1177/0272431610366251

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

Bartholomeu, D., Montiel, J. M., Jr, G. A. F., & Machado, A. A. (2016). Predictive Power of Parenting Styles on Children ' s Social Skills : A Brazilian Sample, *2016*. https://doi.org/10.1177/2158244016638393

Beranuy, M., Carbonel, X., & Griffiths, M. D. (2012). A Qualitative Analysis of Online Gaming Addicts in Treatment. *European Journal of Political Theory*, *11*(4), 149–161. https://doi.org/10.1007/s11469-012-9405-2

Brand, M., Laier, C., & Young, K. S. (2014). Internet addiction : coping styles , expectancies , and treatment implications, *5*(November), 1–14. https://doi.org/10.3389/fpsyg.2014.01256

Che, X., & Ip, B. (n.d.). *Mobile Games in China : Development and Current Status*. https://doi.org/10.1007/978-94-024-0826-3

Chen, L. S. L. (2010). The impact of perceived risk, intangibility and consumer characteristics on online game playing. *Computers in Human Behavior*, *26*(6), 1607–1613. https://doi.org/10.1016/j.chb.2010.06.008

Chou, W., Huang, M., Chang, Y., Chen, Y., Hu, H., & Yen, C. (2017). Social skills deficits and their association with Internet addiction and activities in adolescents with attention-de fi cit / hyperactivity disorder. https://doi.org/10.1556/2006.6.2017.005

Chulani, V. L., & Gordon, L. P. (2014). Adolescent Growth and Development. *Primary Care - Clinics in Office Practice*, *41*(3), 465–487. https://doi.org/10.1016/j.pop.2014.05.002

Cole, D. A., Nick, E. A., & Pulliam, K. A. (2020). Computers in Human Behavior Are Massively Multiplayer Online Role-Playing Games healthy or not and

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

why ? Preliminary support for a Compensatory Social Interaction model. *Computers in Human Behavior*, *102*(July 2019), 57–66. https://doi.org/10.1016/j.chb.2019.08.012

Cui, J., Lee, C., & Bax, T. (2018). Computers in Human Behavior A comparison of ‘ psychosocially problematic gaming ’ among middle and high school students in China and South Korea. *Computers in Human Behavior*, *85*, 86–94. https://doi.org/10.1016/j.chb.2018.03.040

D’Addario, M. (2018). *Social Skills* (Fourth Edi). Iberic: Babel Cube Books. Retrieved from https://books.google.co.id/books?id=kW5iDwAAQBAJ&printsec=frontcover&dq=social+skill&hl=id&sa=X&ved=0ahUKEwib6PT70KjgAhXUR30KHS9mAGQ4ChDoAQg_MAM#v=onepage&q&f=false

Dinić, B. M., Kodžopeljić, J. S., Sokolovska, V. T., & Milovanović, I. Z. (2016). Empathy and peer violence among adolescents: Moderation effect of gender. *School Psychology International*, *37*(4), 359–377. https://doi.org/10.1177/0143034316649008

Doh, Y. Y., & Whang, S. L. (2014). From Separation to Integration : Identity Development of Korean Adult Players in Online Game World, *9*(1), 30–57. https://doi.org/10.1177/1555412013498301

Fox, J., & Gilbert, M. (2018). Player experiences in a massively multiplayer online game : A diary study of performance , motivation , and social interaction. https://doi.org/10.1177/1461444818767102

Fumarco, L., & Baert, S. (2019). Relative age effect on European adolescents’

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

social network. *Journal of Economic Behavior and Organization*, *168*, 318–337. https://doi.org/10.1016/j.jebo.2019.10.014

Fuster, H., Carbonell, X., Charmarro, A., & Oberst, U. (2013). Interaction with the Game and Motivation among Players of Massively Multiplayer Online. *Spanish Journal of Psychology*, *16*, 1–8. https://doi.org/10.1017/sjp.2013.54

Gresham, F. M. (2016). Social skills assessment and intervention for children and youth youth. *Cambridge Journal of Education*, *46*(3), 319–332. https://doi.org/10.1080/0305764X.2016.1195788

Gresham, F. M., Elliott, S. N., & Kettler, R. J. (2010). Base Rates of Social Skills Acquisition / Performance Deficits , Strengths , and Problem Behaviors : An Analysis of the Social Skills Improvement System — Rating Scales. *American Assessment*, *22*(4), 809–815. https://doi.org/10.1037/a0020255

Griffiths, M. D., Király, O., Pontes, H. M., & Demetrovics, Z. (2015). An Overview of Problematic Gaming. *Mental Health in the Digital Age*. https://doi.org/https://psycnet.apa.org/doi/10.1093/med/9780199380183.003.0002

Griffiths, M. (1996). Behavioural addiction : an issue for everybody? *Employee Counselling Today: The Journal of Workplace Learning*, *8*(3), 19–25. https://doi.org/10.1108/13665629610116872

Griffiths, M. D., Kuss, D. J., & King, D. L. (2012). Video Game Addiction : Past , Present and Future, *44*(0).

Gunuc, S. (2015). Computers in Human Behavior Relationships and associations between video game and Internet addictions : Is tolerance a symptom seen in

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

all conditions. *Computers in Human Behavior*, *49*, 517–525. https://doi.org/10.1016/j.chb.2015.03.063

Hall, J. A., Kearney, M. W., & Xing, C. (2018). Two tests of social displacement through social media use Two tests of social displacement through social media use. *Information, Communication & Society*, *0*(0), 1–18. https://doi.org/10.1080/1369118X.2018.1430162

Hellström, C., Nilsson, K. W., Leppert, J., & Åslund, C. (2012). Computers in Human Behavior Influences of motives to play and time spent gaming on the negative consequences of adolescent online computer gaming. *Computers in Human Behavior*, *28*, 1379–1387. https://doi.org/10.1016/j.chb.2012.02.023

Hidayat, A. A. (2009). *Metode Penelitian dan Teknik Analisis Data*. Jakarta: Salemba Medika.

Hofmann, V., & Müller, C. M. (2018). Avoiding antisocial behavior among adolescents : The positive in fl uence of classmates ' prosocial behavior, *68*(February 2017), 136–145. https://doi.org/10.1016/j.adolescence.2018.07.013

Hussain, Z., Griffiths, M. D., & Baguley, T. (2012). Online gaming addiction : Classification , prediction and associated risk factors. *Addiction Rese*, *20*(October), 359–371. https://doi.org/10.3109/16066359.2011.640442

Jap, T., Tiatri, S., Jaya, E. S., & Suteja, M. S. (2013). The Development of Indonesian Online Game Addiction Questionnaire, *8*(4), 4–8. https://doi.org/10.1371/journal.pone.0061098

Jenkins, L. N., & Nickerson, A. B. (2017). Bystander Intervention in Bullying :

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

Role of Social Skills and Gender. *Journal of Early Adolescence*, 1–26. https://doi.org/10.1177/0272431617735652

Jeong, E. J., & Kim, D. H. (2011). Social Activities, Self-Efficacy, Game Attitudes, and Game Addiction. *Cyberpsychology, Behavior, and Social Networking*, *14*(4), 213–219. https://doi.org/10.1089/cyber.2009.0289

Jin, B., & Park, N. (2012). Mobile voice communication and loneliness : Cell phone use and the social skills deficit hypothesis. https://doi.org/10.1177/1461444812466715

Karaer, Y., & Akdemir, D. (2019). Parenting styles, perceived social support and emotion regulation in adolescents with internet addiction. *Comprehensive Psychiatry*, *92*, 22–27. https://doi.org/10.1016/j.comppsych.2019.03.003

Kemenkes. (2018). Kemenkes: Kecanduan Game Adalah Gangguan Perilaku. Retrieved November 6, 2018, from http://www.depkes.go.id/article/view/18062500003/ministry-of-health-game-addiction-is-behavior-disorder.html

Kementrian Kesehatan. (2018). *HASIL UTAMA RISKESDAS 2018*. Jakarta. Retrieved from http://www.depkes.go.id/resources/download/info-terkini/materi_rakorpop_2018/Hasil Riskesdas 2018.pdf

Kementrian Pendidikan dan Kebudayaan. (2019). Rekap Data Pokok Pendidikan NasionalRekap Nasional Semester 2018/2019 Genap. Retrieved from http://dapo.dikdasmen.kemdikbud.go.id/sp/2/046000

Kim, E. J., Namkoong, K., Ku, T., & Kim, S. J. (2008). The relationship between online game addiction and aggression, self-control and narcissistic

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

personality traits. *European Psychiatry*, *23*(3), 212–218. https://doi.org/10.1016/j.eurpsy.2007.10.010

Kim, N. R., Hwang, S. S., Choi, J., Kim, D., Demetrovics, Z., Király, O., … Choi, S. (2016). Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria, 15–20.

King, D. L., & Delfabbro, P. (2009). Understanding and Assisting Excessive Players of Video Games: A Community Psychology Perspective. *The Australian Community Psychologist*, *21*(1), 62–74.

Kipke, M. (1999). *Adolescent Development Biology*.

Klimmt, C., Schmid, H., & Orthmann, J. (2009). Exploring the Enjoyment of Playing Browser Games. *Cyberpsychology, Behavior, and Social Networking*, *12*(2), 3–6. https://doi.org/10.1089/cpb.2008.0128

Kneer, J., Rieger, D., Ivory, J. D., & Ferguson, C. (2014). Awareness of Risk Factors for Digital Game Addiction : Interviewing Players and Counselors. *International Journal Mental Health Addiction*, 585–599. https://doi.org/10.1007/s11469-014-9489-y

Kowert, R., & Oldmeadow, J. A. (2013). (A)Social reputation: Exploring the relationship between online video game involvement and social competence. *Computers in Human Behavior*, *29*, 1872–1878. https://doi.org/https://doi.org.ezproxy.ugm.ac.id/10.1016/j.chb.2013.03.003

Kuss, D. J., Rooij, A. J. Van, Shorter, G. W., Griffiths, M. D., & Mheen, D. Van De. (2013). Internet addiction in adolescents : Prevalence and risk factors. *Computers in Human Behavior*, *29*(5), 1987–1996.

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

https://doi.org/10.1016/j.chb.2013.04.002

Kweon, Y. R., & Park, M. S. (2012). Effects of School Adjustment on Higher Grade Elementary School Students' Internet Game Addiction: Focused on Gender Difference. *J Korean Acad Psychiatr Ment Health Nurs*, *21*(2), 99–107. https://doi.org/10.12934/jkpmhn.2012.21.2.99

Lee, B. W., & Leeson, P. R. C. (2015). Online Gaming in the Context of Social Anxiety, *29*(2), 473–482.

Lemmens, J. S., Valkenburg, P. M., & Peter, J. (2011). Psychosocial causes and consequences of pathological gaming. *Computers in Human Behavior*, *27*(1), 144–152. https://doi.org/10.1016/j.chb.2010.07.015

Li, D., Liau, A., & Khoo, A. (2011). Among Massively Multiplayer Online Adolescent Gamers, *14*(9). https://doi.org/10.1089/cyber.2010.0463

Li, H., Zou, Y., Wang, J., & Yang, X. (2016). Role of Stressful Life Events , Avoidant Coping Styles , and Neuroticism in Online Game Addiction among College Students : A Moderated Mediation Model, *7*(November), 1–11. https://doi.org/10.3389/fpsyg.2016.01794

Lodder, G. M. A., Goossens, L., Scholte, R. H. J., Engels, R. C. M. E., & Verhagen, M. (2016). Adolescent Loneliness and Social Skills: Agreement and Discrepancies Between Self-, Meta-, and Peer-Evaluations. *Journal of Youth and Adolescence*, *45*(12), 2406–2416. https://doi.org/10.1007/s10964-016-0461-y

Maneiro, L., Gómez-fraguela, J. A., López-romero, L., & Sobral, J. (2019). Children and Youth Services Review Risk pro fi les for antisocial behavior in

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

adolescents placed in residential care. *Children and Youth Services Review*, *103*(April), 278–286. https://doi.org/10.1016/j.childyouth.2019.06.012

Morrison, C. M., & Gore, H. (2010). The Relationship between Excessive Internet Use and Depression : A Questionnaire-Based Study of 1 , 319 Young People and Adults. *Psychopathology*, *43*, 121–126. https://doi.org/10.1159/000277001

Nicolson, D., & Ayers, H. (2004). *ADOLESCENT PROBLEMS A Practical Guide for Parents, Teachers and Counsellors* (2nd ed.). London: David Fulton Publishers.

O'Neill, K. K. (2020). Adolescence, Empathy, and the Gender Gap in Delinquency. *Feminist Criminology*, 1–28. https://doi.org/10.1177/1557085120908332

Okita, S. Y. (2012). *Encyclopedia of the Sciences of Learning*. (N. M. Seel, Ed.), *Encyclopedia of the Sciences of Learning*. Boston, MA: Springer US. https://doi.org/10.1007/978-1-4419-1428-6

Park, J. H., Han, D. H., Kim, B., Cheong, J. H., & Lee, Y. (2016). Correlations among Social Anxiety , Self-Esteem , Impulsivity , and Game Genre in Patients with Problematic Online Game Playing, 297–304.

Ramadhan, M. R. (2018). Keterbukaan Diri dalam Komunikasi Orangtua-Anak pada Remaja Pola Asuh Orangtua Authoritarian. *Channel Jurnal Komunikasi*, *6*(2), 197–204.

Riggio, R. E. (1992). The social skills inventory (SSI): Measuring nonverbal and social skills, (December).

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

Rikky, Y., Santoso, D., & Purnomo, J. T. (2017). Hubungan Kecanduan Game Online Terhadap Penyesuaian Sosial Pada Remaja. *Humaniora*, *4*(1), 27–44.

Ružić, M., Strnak, H., & Debeljuh, A. (2016). Online Video Games and Young People. *International Journal of Research in Education Adn Science*, *2*(1).

Saquib, N., Saquib, J., Wahid, A., Akmal, A., Emad, H., Saddik, M., … Al-mazrou, A. (2017). Addictive Behaviors Reports Video game addiction and psychological distress among expatriate adolescents in Saudi Arabia. *Addictive Behaviors Reports*, *6*(September), 112–117. https://doi.org/10.1016/j.abrep.2017.09.003

Savage, M. W., Ph, D., Tokunaga, R. S., & Ph, D. (2017). Computers in Human Behavior Moving toward a theory : Testing an integrated model of cyberbullying perpetration , aggression , social skills , and Internet self-ef fi cacy. *Computers in Human Behavior*, *71*, 353–361. https://doi.org/10.1016/j.chb.2017.02.016

Schneider, L. A., King, D. L., & Delfabbro, P. H. (2017). Family factors in adolescent problematic Internet gaming : A systematic review. *Journal of Behavioral Addictions*, *6*(3), 321–333. https://doi.org/10.1556/2006.6.2017.035

Segrin, C., & Rynes, K. N. (2009). The mediating role of positive relations with others in associations between depressive symptoms , social skills , and perceived stress. *Journal of Research in Personality*, *43*(6), 962–971. https://doi.org/10.1016/j.jrp.2009.05.012

Seo, M. I. A. (2009). Internet Addiction and Interpersonal Problems in Korean

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

Adolescents. *CIN: Computers, Informatics, Nursing*, *27*(4), 226–233.

Setiaji, S., & Virlia, S. (2016). HUBUNGAN KECANDUAN GAME ONLINE DAN KETERAMPILAN SOSIAL PADA PEMAIN GAME DEWASA, *9*(2).

Sioni, S. R., Burleson, M. H., & Bekerian, D. A. (2017). Computers in Human Behavior Internet gaming disorder : Social phobia and identifying with your virtual self. *Computers in Human Behavior*, *71*, 11–15. https://doi.org/10.1016/j.chb.2017.01.044

Stats, I. W. (2018). INTERNET USAGE STATISTICS The Internet Big Picture. Retrieved January 29, 2019, from https://www.internetworldstats.com/stats.htm

Stepp, S. D., Pardini, D. A., Loeber, R., & Morris, N. A. (2011). The relation between adolescent social competence and young adult delinquency and educational attainment among at-risk youth: The mediating role of peer delinquency. *Canadian Journal of Psychiatry*, *56*(8), 457–465. https://doi.org/10.1177/070674371105600803

Strittmatter, E., Kaess, M., Parzer, P., Fischer, G., Carli, V., Hoven, C. W., … Wasserman, D. (2015). Pathological Internet use among adolescents: Comparing gamers and non-gamers. *Psychiatry Research*, 128–135. https://doi.org/http://dx.doi.org/10.1016/j.psychres.2015.04.029

Tan, J. L., Goh, D. H., Ang, R. P., & Huan, V. S. (2016). Learning efficacy and user acceptance of a game-based social skills learning environment. *International Journal of Child-Computer Interaction*.

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

https://doi.org/10.1016/j.ijcci.2016.09.001

Tham, S. M., Ellithorpe, M. E., & Meshi, D. (2020). Real-world social support but not in-game social support is related to reduced depression and anxiety associated with problematic gaming. *Addictive Behaviour*, *106*. https://doi.org/https://doi.org/10.1016/j.addbeh.2020.106377

Tian, Y., Zhang, S., Wu, R., Wang, P., Gao, F., & Chen, Y. (2018). Association Between Specific Internet Activities and Life Satisfaction : The Mediating Effects of Loneliness and Depression. *Frontiers in Psychology*, *9*(July), 1–11. https://doi.org/10.3389/fpsyg.2018.01181

Toker, S., & Baturay, M. H. (2016). Antecedents and consequences of game addiction. *Computers in Human Behavior*, *55*, 668–679. https://doi.org/10.1016/j.chb.2015.10.002

Vorobjov, S., Saat, H., & Kull, M. (2014). Social skills and their relationship to drug use among 15–16-year-old students in Estonia: An analysis based on the ESPAD data. https://doi.org/10.2478/nsad-2014-0031

Wallenius, M., Rimpelä, A., Punamäki, R., & Lintonen, T. (2009). Journal of Applied Developmental Psychology Digital game playing motives among adolescents : Relations to parent – child communication , school performance , sleeping habits , and perceived health. *Journal of Applied Developmental Psychology*, *30*(4), 463–474. https://doi.org/10.1016/j.appdev.2008.12.021

Wartberg, L., Kriston, L., & Thomasius, R. (2020). Internet gaming disorder and problematic social media use in a representative sample of German adolescents: Prevalence estimates, comorbid depressive symptoms and

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

related psychosocial aspects. *Computers in Human Behavior*, *103*(September 2019), 31–36. https://doi.org/10.1016/j.chb.2019.09.014

Widyarti, N. (2017). *Korelasi Antara Adiksi Game Online dengan Depresi Pada Pemain Game Online di Game Center di Sleman*.

Winther-lindqvist, D. A., & Larsen, I. O. (2019). Grief and Best Friendship Among Adolescent Girls. *Journal of Death and Dying*, 1–18. https://doi.org/10.1177/0030222819856146

Wittek, C. T., Finserås, T. R., Pallesen, S., Mentzoni, R. A., Hanss, D., Griffiths, M. D., & Helge, M. (2015). Prevalence and Predictors of Video Game Addiction : A Study Based on a National Representative Sample of Gamers. *International Journal Mental Health Addiction*. https://doi.org/10.1007/s11469-015-9592-8

World Health Organization. (2018a). Adolescent health and development. Retrieved March 25, 2019, from http://www.searo.who.int/entity/child_adolescent/topics/adolescent_health/en/

World Health Organization. (2018b). ICD-11 for Mortality and Morbidity Statistics. Retrieved from https://icd.who.int/browse11/l-m/en#/http%3A%2F%2Fid.who.int%2Ficd%2Fentity%2F1602669465

Young, K. (2009). Understanding online gaming addiction and treatment issues for adolescents. *American Journal of Family Therapy*, *37*(5), 355–372. https://doi.org/10.1080/01926180902942191

Zach, S., Yazdi-ugav, O., & Zeev, A. (2016). Academic achievements , behavioral

UNIVERSITAS
GADJAH MADA
Hubungan Antara Kecanduan Internet Game dengan Keterampilan Sosial Pada Remaja di Kota Yogyakarta
DEVINA NGEKSI HARI L, Heru Subekti, S.Kep, Ns., M.PH.;Ema Madyaningrum, S.Kep., Ns., M.Kes., Ph.D.
Universitas Gadjah Mada, 2020 | Diunduh dari http://etd.repository.ugm.ac.id/

problems , and loneliness as predictors of social skills among students with and without learning disorders. *Chool Psychology International*. https://doi.org/10.1177/0143034316649231

Zamani, E., & Kheradmand, A. (2010). Comparing the Social Skills of Students Addicted to Computer Games with Normal Students, *2*(3), 59–65.

Zhang, L., Lu, J., Li, B., Wang, X., & Shangguan, C. (2020). Personality and Individual Di ff erences Gender di ff erences in the mediating e ff ects of emotion-regulation strategies : Forgiveness and depression among adolescents. *Personality and Individual Differences*, *163*(April), 110094. https://doi.org/10.1016/j.paid.2020.110094

Zhang, M. W. B., Tran, B. X., Huong, L. T., Hinh, N. D., Lan, H., Nguyen, T., … Ho, R. C. M. (2018). VInternet addiction and sleep quality among Vietnamese Youths. *Asian Journal of Psychiatry*. https://doi.org/10.1016/j.ajp.2017.03.025