

## Daftar Pustaka

- Banyte, J., & Gadeikiene, A. (2015). The effect of consumer motivation to play games on video game-playing engagement. *Procedia Economics and Finance*, 26, 505-514.
- Baudrillard, J. (1998). *The Consumer Society: Myths and Structures*. Sage Publication. London
- Dovey, Jon & W. Kennedy, Helen. (2006). *Game Cultures: Computer Games as New Media*.
- Bennett, A. (1999). *Subcultures or Neo-Tribes? Rethinking the Relationship between Youth, Style and Musical Taste*. Diambil dari. <https://doi.org/10.1177/S0038038599000371>
- Bogost, I. (2007). *Persuasive games: The expressive power of videogames*. Mit Press.
- Bruchansky, Christophe. (2011). The Semiotics Of Video game. Diambil dari [https://www.researchgate.net/publication/315703967\\_The\\_Semiotics\\_of\\_Video\\_Games](https://www.researchgate.net/publication/315703967_The_Semiotics_of_Video_Games)
- Dharma,Aziz, dkk. (2017) *Ideologame: Pengaruh video game atas budaya*. Yogyakarta: EKSPRESI Buku.
- Dijk, Jan van, (2006). *The Network Society*. Sage Publication. London.
- Dimiyati, Moch. (2001). *Penelitian Kualitatif : Paradigma Epistemologi, Pendekatan Metode dan Terapan*. Malang : PPs Universitas Negeri Malang
- Fromme, J. (2003). Computer Games as a Part of Children's Culture. *Game Studies*. 3. Diambil dari <http://www.gamestudies.org/0301/fromme/>
- Flunger, R., Mladenow, A., Strauss, C. (2017). The Free-to-play Business Model. 10.1145/3151759.3151802. Diambil dari [https://www.researchgate.net/publication/322234515\\_The\\_Free-to-play\\_Business\\_Model](https://www.researchgate.net/publication/322234515_The_Free-to-play_Business_Model)

Fuadi, M. (2014). *Transaksi Uang Digital dan perilaku konsumtif dalam Dunia Virtual (Games On-line Ddtank)*. Penelitian Skripsi Mahasiswa Sosiologi UGM: Yogyakarta. (unpublished data)

Galehantomo P.S, Geraldus. (2015). Platform Comparison Between Games Console, Mobile Games And PC Games. *SISFORMA*. 2. 23. 10.24167/sisforma.v2i1.407.

Granic, I., Lobel, A., & Engels, R. C. (2014). The benefits of playing video games. *American psychologist*, 69(1), 66.

Hamari J., and Lehdonvirta V. (2010). *Game design as marketing: How game mechanics create demand for virtual goods*. *Int. Journal of Business*

*Science and Applied Management*. Diambil dari [http://www.business-and-management.org/library/2010/5\\_1--14-29-Hamari%2CLEhdonvirta.pdf](http://www.business-and-management.org/library/2010/5_1--14-29-Hamari%2CLEhdonvirta.pdf)

Heller, Monica. (2003). *Globalization, the New Economy, and the Commodification of Language and Identity*. *Journal of Sociolinguistics*. 7. 473 - 492. 10.1111/j.1467-9841.2003.00238.x.

Hurlock, E. B. (2001). *Developmental psychology*. Tata McGraw-Hill Education.

Huizinga, J. (1990). *Homo ludens* (terjemahan). *Jakarta: LP3ES*.

Jones, S. (2003). *Let the games begin: Gaming technology and entertainment among college students*. Diambil dari <http://www.pewinternet.org/2003/07/06/let-the-games-begin-gaming-technology-and-college-students/>

Lehdonvirta, V. (2009). Virtual item sales as a revenue model: Identifying attributes that drive purchase decisions. *Electronic Commerce Research*. 9. 97-113. 10.1007/s10660-009-9028-2.

- Leland, J. (2014). Edutainment in Video Games: How Video Games are allowing us to learn whilst being entertained, In Jamie Sharp & Richard Self (Eds.), *Computers for Everyone*.
- Mäyrä, F. (2008). *An Introduction to Game Studies: Games in Culture*. Sage Publication. London.
- McClancy, K. (2018). The Wasteland of the Real: Nostalgia and Simulacra in Fallout. *Game Studies*, 18(2). Diambil dari <http://gamestudies.org/1802/articles/mcclancy>
- McQuail, Denis. (1983). *Mass Communication Theory, an Introduction*. London. Sage Publication.
- Muriel, D., & Crawford, G. (2018). *Video games as culture: considering the role and importance of video games in contemporary society*. Routledge.
- Moleong, L. (2000). *Metode Penelitian Kualitatif*. Bandung: PT. Remaja Rosdakarya.
- Najib Azca, M & Widhyharto, Derajad & Sutopo, Oki. (2014). Buku Panduan Studi Kepemudaan: Teori, Metodologi dan Isu-Isu Kontemporer. Youth Studies Centre Gadjah Mada University & Ministry of Youth and Sport Indonesia
- Edwin, Y. (2019). Potensi Besar Dunia Gaming Nusantara. Diambil dari-  
<https://beritagar.id/artikel/sains-teknologi/potensi-besar-dunia-gaming-nusantara>
- Palfrey, J. & Gasser, U. (2008). *Born Digital. Understanding The First Generation of Digital Native*. New York.
- Ritzer, G. (2014). *Teori Sosiologi Modern*. Jakarta: Penerbit Kencana.
- Rigby, S., & Ryan, R. M. (2011). *Glued to games: How video games draw us in and hold us spellbound: How video games draw us in and hold us spellbound*. Santa Barbara, CA: Praeger.

Shaw, A. (2010). What Is Video Game Culture? *Cultural Studies and Game Studies. Games and Culture*, 5(4), 403–424. <https://doi.org/10.1177/1555412009360414>

Smith, S. (2017, Juni 2). *Stephanie Smith Answer to Why do PC and console gamers think mobile gamers aren't gamers?* Diambil dari <https://www.quora.com/Why-do-PC-and-console-gamers-think-mobile-gamers-arent-gamers/answer/Stephanie-Smith-101>

Sugiyono. (2017). *Metode Penelitian Kualitatif*. Bandung: Penerbit Alfabeta.

Tattakuna, N. (2016). *Game Online dan Mahasiswa (Studi Tentang Respon Mahasiswa Atas Keberadaan Game Online)*. Penelitian Skripsi Mahasiswa Sosiologi UGM: Yogyakarta.(unpublished data)

Wolf, M. J., & Perron, B. (Eds.). (2003). *The video game theory reader*. Psychology Press.

Zimmerman, Eric. (2012, February 7). *Jerked Around by the Magic Circle - Clearing the Air Ten Years Later*. Diambil Dari [https://www.gamasutra.com/view/feature/135063/jerked\\_around\\_by\\_the\\_magic\\_circle\\_.php](https://www.gamasutra.com/view/feature/135063/jerked_around_by_the_magic_circle_.php)