

## DAFTAR PUSTAKA

- Darmawan, A., 2012. sejarah internet. *Jurnal Pendidikan Sejarah*, 12(12).
- Dator, J. and Seo, Y., 2004. Korea as the Wave of a Future. *Journal of Futures Studies*, 9(1), pp.31-44.
- VanderGast, T.S., Foxx, S.P., Flowers, C., Rouse, A.T. and Decker, K.M., 2015. A Window into South Korean Culture: Stress and Coping in Female High School Students. *Journal of School Counseling*, 13(13), p.n13.
- Király, O., Griffiths, M.D., King, D.L., Lee, H.K., Lee, S.Y., Bányai, F., Zsila, Á., Takacs, Z.K. and 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), pp.503-517.
- Aruede, N., Cheng, X., Jurng, C., Nguyen, T. and Shim, E., 2006. Republic of Korea Online Game Cluster.
- Jin, D.Y., Chee, F. and Kim, S., 2015. Transformative mobile game culture: A sociocultural analysis of Korean mobile gaming in the era of smartphones. *International Journal of Cultural Studies*, 18(4), pp.413-429.