

DAFTAR PUSTAKA

Buku:

- Cragan, J., Wright, W. David, Kasch C. 2009. *Communication in Small Groups: Theory, Process, and Skills*. Cengage Learning, Inc.
- DeVito, Joseph A. 1986. *The Interpersonal Communication Book: 4th Edition*. New York: Harper & Row Publishers.
- _____. 2012. *Human Communication The Basic Course: 12th Edition*. Pearson Education, Inc.
- Donelson, R. F. 2006. *Group Dynamics, Fourth Edition*. Thomson Learning, Inc. Hal. 3.
- Flew, Terry dan Humphreys, Sal 2005. *Games: Technology, Industry, Culture* dalam Flew, Terry. *New Media: An Introduction (2nd edition)*. Oxford University Press, South Melbourne. Hal. 101–114.
- Hine, Christine. 2000. *Virtual Ethnography*. London: SAGE Publications Ltd.
- Jensen, K. Bruhn dan Nicholas, W. Jankowski. 1991. *A Hand Book of Methodologies for Mass Communication Research*. London dan New York: Routledge.
- Littlejohn, Stephen W. 2002. *Theories of Human Communication*. Belmont, Wadsworth, Thomson Learning.
- Mayra, F. 2008. *An Introduction to Game Studies*. London: SAGE Publications.
- Meyers, A. Scott dan Anderson, M. Carolyn. 2008. *The Fundamentals of Small Group Communication*. SAGE Publications, Inc.
- Thornham, Helen. 2011. *Ethnographies of the Video Game: Gender, Narrative, and Praxis*. Surrey, England: Ashgate Publishing Limited.

Van Dijk, J. 2006. *The Network Society (Second Edition)*. London: Sage Publication.

Walther, J.B. 2011. *Theories of Computer-Mediated Communication and Interpersonal Relations* dalam Knapp L. M. dan Daly A. J. *The SAGE Handbook of Interpersonal Communication: Fourth Edition*. SAGE Publications, Inc. Hal. 460-463.

Jurnal:

Bartle, Richard. 1996. *Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs*. Diakses 15 Desember 2014, tersip di: <http://mud.co.uk/richard/hcds.htm#1>.

Ducheneaut, N. & Moore, J. R.. 2004. *The social side of gaming: a study of interaction patterns in a massively multiplayer online game*. Chicago, USA: CSCW 2004.

Hoey, A. Brian. 2014. *A Simple Introduction to the Practice of Ethnography and Guide to Ethnographic Fieldnotes*. Marshall University Digital Scholar. Diakses 30 Mei 2015, tersip di: http://works.bepress.com/brian_hoey/12/. Hal. 2.

Mahmoud E.A. dan Auter J. P. 2009. *The Interactive Nature of Computer-Mediated Communication*. Dalam *American Communication Journal* Vol. 11 No.4. Hal. 19-21.

Williams, D. 2006. *A (Brief) Social History of Video Games*. dalam Vorderer, P. Dan Bryant, J. *Playing Computer Games: Motives, Responses, and Consequences*. Mahwah, NJ: Lawrence Erlbaum.

Wiklund, Mats. 2005. *Game-Mediated Communication: Multiplayer Games as the Medium for Computer Based Communication*. Digital Games Research Association.

Yee, Nick. 2006. *Motivations of Play in MMORPGs: Results from a Factor Analytic Approach*. Diakses 17 Juli 2014, tersip di: <http://www.nickyee.com/daedalus/motivations.pdf>. Hal. 19-26.

Website:

Anonim. *Video Game Industry Statistics*. Diakses 14 Oktober 2013, tersip di: <http://www.esrb.org/about/images/vidGames04.png>.

Anonim. *Video Games Industry*. Diakses 14 Oktober 2013, tersip di: http://vgsales.wikia.com/wiki/Video_game_industry.

Entertainment Software Association. 2015. *2015 Essential Facts About The Computer and Video Games Industry*. Diakses 30 Mei 2015, tersip di: <http://www.theesa.com/wp-content/uploads/2015/04/ESA-Essential-Facts-2015.pdf>.

Jackson, A. Linda, et. al. 2011. *Information technology use and creativity: Findings from the Children and Technology Project*. Elsevier Ltd. Diakses 03 Januari 2014, tersip di: <http://news.msu.edu/media/documents/2011/11/33ba0f16-a2e9-4d36-b063-2f540f115970.pdf>.