

## DAFTAR PUSTAKA

- Achmad, R. A. & Ramdhani, N. (2015). Peranan motivasi, ciri kepribadian dan kecemasan social terhadap kecanduan game online. *Tesis: Universitas Gadjah Mada*
- Adams, E. (2014). *Fundamentals of game design* (ed 3). United State Of America, New Riders
- Aitchison, J., & Wardaugh, R. (2002). *An Introduction to Sociolinguistics*. In *The British Journal of Sociology* (ed 8). Blackwell. <https://doi.org/10.2307/590702>
- Aji, W. S. (2014). Perbedaan Kecemasan Akademis Ditinjau Dari Jenis Kelamin Pada Kelas X Sma Negeri 2 Ungaran. *Empati*, 3(3), 42–51.
- American Psychiatric Association. (2018). Diagnostic and statistical manual of mental disorders. In *London: American Psychiatric Publishing* (ed 5). London: American Psychiatric Publishing.
- Anggreyani, R., Khasanah, N. N., & Susanto, H. (2020). *Game Online Berhubungan Dengan Perilaku Agresivitas Pada Remaja: Sebuah Studi Di Game Center Semarang*. *Jurnal Ilmu Kesehatan*, 14(1), 1–6. <https://doi.org/10.36051/jiki.v14i1.96>
- APJII. (2018). *Laporan Survey Penetrasi dan Profil Perilaku Pengguna Internet Indonesia*. Jakarta: Asosiasi Penyelenggara Jasa Internet Indonesia.
- APJII, B. (2014). *Profil Pengguna Internet Indonesia 2014*. APJII. <https://apjii.or.id/content/read/39/27/PROFIL-PENGGUNA-INTERNET-INDONESIA-2014>
- APJII, B. (2020). *Survei Pengguna Internet APJII 2019-Q2 2020: Ada Kenaikan 25,5 Juta Pengguna Internet Baru di RI*. APJII. <https://apjii.or.id/content/read/104/503/buletin-apjii-edisi-74>
- Asmariyah., Novianti., & Suryati. (2021). Tingkat Kecemasan Ibu Hamil Pada Masa Pandemi Covid-19 Di Kota Bengkulu. *Journal of Midwifery*, 9(1), 1–8. <https://jurnal.unived.ac.id/index.php/JM/article/view/1341/1079>
- Azwar, S. (2014). *Penyusunan skala psikologi* (ed 2). Pustaka Pelajar.
- Bafadal, I. (2021). Parenting Islam dalam Menekan Kecanduan *Game Online* pada Remaja. *Jurnal Penelitian Keislaman*, 17(1), 21–38. <https://doi.org/10.20414/jpk.v17i1.3470>
- Beck, A. T. (1993). Cognitive therapy: Past, present, and future. *Journal of Consulting and Clinical Psychology*, 61(2), 194–198. <https://doi.org/10.1037//0022-006x.61.2.194>

- Beck, A. T., & Steer, R. A. (1991). Relationship between the beck *anxiety* inventory and the Hamilton *anxiety* rating scale with anxious outpatients. *Journal of Anxiety Disorders*, 5(3), 213–223. [https://doi.org/10.1016/0887-6185\(91\)90002-B](https://doi.org/10.1016/0887-6185(91)90002-B)
- Beck, J. S. (1997). Review of Cognitive Therapy: Basics and Beyond. In *Contemporary Psychology: A Journal of Reviews* (Vol. 42, Nomor 6). The Guilford Press. <https://doi.org/10.1037/000344>
- Becker, J. B., McClellan, M. L., & Reed, B. G. (2017). Sex differences, gender and addiction. *Journal of Neuroscience Research*, 95(1–2), 136–147. <https://doi.org/10.1002/jnr.23963>
- Budiwanto, S. (2017). Metode Statistika: Untuk Mengolah Data Keolahragaan. *Metode Statistika*, 1–233. [https://fdokumen.id/dokumen/775\\_metode-statistika-um.html](https://fdokumen.id/dokumen/775_metode-statistika-um.html)
- Caplan, S. E. (2007). Relations among loneliness, social anxiety, and problematic internet use. *Cyberpsychology and Behavior*, 10(2), 234–242. <https://doi.org/10.1089/cpb.2006.9963>
- Chen, C., & Chang, S. (2008). *An Exploration of the Tendency to Online Game Addiction Due to User ' s Liking of Design Features An Exploration of the Tendency to Online Game Addiction Due to User ' s Liking of Design Features*. August.
- Dalai Lama, H. C. C. (2004). *Seni hidup bahagia* (A. T. K. Widodo (ed.)). Gramedia Pustaka Utama.
- Daniel L. King, P. H. D. (2018). *Internet gaming disorder : theory, assesment, treatment and prevention* (T. Frank (ed.)). Academic Press. <https://www.elsevier.com/books-and-journals>
- Daria J. Kuss, Jorik Louws, R. W. W. (2012). Online Gaming Addiction Motives Predict Addictive Play Behavior in Massively Multiplayer Online Role-Playing Games. *Cyber- psychology, Behavior, and Social Networking*, 1–6. <https://doi.org/10.1089/cyber.2012.0034>
- Davinder Ghuman, M. D. G. (2012). A Cross-Genre Study of Online Gaming: Player Demographics, Motivation for Play, and Social Interactions Among Players. *International Journal of Cyber Behavior, Psychology and Learning*, 2(1), 13–29. <https://doi.org/10.4018/ijcbpl.2012010102>
- Diane E. Papalia, Sally Wendkos Olds, R. D. F. (2009). *Human Development* (ed 1). McGraw-Hill.
- Duggan, M. (2015). Mobile Messaging and Social Media. *Internet and Technology Journal*, 64(10), 1–20. <https://doi.org/10.1016/j.chemosphere.2006.01.008>

- Fazmi, N. (2021). Hubungan Antara Problem Focused Coping Dan Kecemasan Pada Mahasiswa Di Masa Pandemi Covid-19. *Skripsi*, 7, 6.
- Freeman, A., & DiTomasso, R. A. (2015). *The Cognitive Theory of Anxiety : In a handbook anxiety and related disorder* (G. S. Benjamin Wolman). International Psychotherapy Institute.
- Gail W Stuart; alih bahasa : Ramona P Kapoh, E. K. Y. (2006). *Buku Saku Keperawatan Jiwa* (ed 5). EGC.
- Ghozali, I. (2016). *Aplikasi Analisis Multivariate dengan Program IBM SPSS 23* (ed 8). Universitas Diponegoro.
- Gilas, L. G. (2018). Tingkat Kecemasan Ditinjau Dari Jenis Kelamin Dan Jenis Olahraga Pada Atlet Unit Kegiatan Mahasiswa (Ukm) Unit Olahraga Di Universitas Islam Negeri Maulana Malik Ibrahim Malang. *Skripsi*, 63(2), 1–3.  
[http://forschungsunion.de/pdf/industrie\\_4\\_0\\_umsetzungsempfehlungen.pdf](http://forschungsunion.de/pdf/industrie_4_0_umsetzungsempfehlungen.pdf)  
[https://www.dfki.de/fileadmin/user\\_upload/import/9744\\_171012-KI-Gipfelpapier-online.pdf](https://www.dfki.de/fileadmin/user_upload/import/9744_171012-KI-Gipfelpapier-online.pdf)  
[https://www.bitkom.org/sites/default/files/pdf/Presse/Anhaenge-an-PIs/2018/180607 -Bitkom](https://www.bitkom.org/sites/default/files/pdf/Presse/Anhaenge-an-PIs/2018/180607-Bitkom)
- Gradistia, F. bai. (2015). Perbedaan Tingkat Kecanduan *Game Online* Pada Remaja Antargaya Pengasuhan. *Skripsi*, 1–86.
- Gurusinga, M. F. (2020). Hubungan Kecanduan *Game Online* Dengan Pola Tidur Pada Remaja Usia 16-18 Tahun Di Sma Negeri 1 Deli Tua Kecamatan Deli Tua Kabupaten Deli Serdang. *Jurnal Penelitian Keperawatan Medik*, 2(2), 1–8. <http://ejournal.delihusada.ac.id/index.php/JPKM>
- Haryo Seto, Kondang Budiyani, A. D. A. (2021). Hubungan Antara Kecemasan Sosial Dengan Kecanduan *Game Online* Pada Pelajar Sma Di Yogyakarta. *Naskah Publikasi Program Studi Psikologi*, 1–11.
- Hussain, Z., & Griffiths, M. D. (2009). Excessive use of massively multi-player online role-playing games: A pilot study. *International Journal of Mental Health and Addiction*, 7(4), 563–571. <https://doi.org/10.1007/s11469-009-9202-8>
- Jacklin, M. and. (1974). The Psychology of Sex Differences. *Educational and Psychological Measurement*, 31(4), 1029–1029. <https://doi.org/10.1177/001316447103100435>
- Jap, T., Tiatri, S., Jaya, E. S., & Suteja, M. S. (2013). The Development of Indonesian Online Game Addiction Questionnaire. *PLoS ONE*, 8(4), 1–5. <https://doi.org/10.1371/journal.pone.0061098>
- Jeffrey S. Nevid, Spencer A. Rathus, B. G. (2005). *Psikologi Abnormal* (W. C. K. Ratri Medya (ed); Ed 5). Erlangga.

- Jiang, Q. (2014). Internet addiction among young people in China: Internet connectedness, online gaming, and academic performance decrement. *Internet Research*, 1–20. <https://doi.org/10.1108/IntR-01-2013-0004>
- Kaplan & Sadock. (1997). Buku Ajar Keperawatan Psikiatri Klinis. In *edisi ke-2*. Salemba Medika.
- Kneer, J., Rieger, D., Ivory, J. D., & Ferguson, C. (2014). Awareness of Risk Factors for Digital Game Addiction: Interviewing Players and Counselors. *International Journal of Mental Health and Addiction*, 12(5), 585–599. <https://doi.org/10.1007/s11469-014-9489-y>
- Kurniawan, D. E. (2017). Pengaruh Intensitas Bermain *Game Online* Terhadap Perilaku Prokrastinasi Akademik Pada Mahasiswa Bimbingan Dan Konseling Universitas PGRI Yogyakarta. *Jurnal Koseling Gusjigang*, 3(1), 97–103. <http://jurnal.umk.ac.id/index.php/gusjigang/article/download/1120/1071>
- Kusumadewi, T. N. (2009). Hubungan Antara Kecanduan Internet *Game Online* dan Keterampilan Sosial pada Remaja ( Relation Between Internet *Game Online* Addiction and Social Skills in Adolescents ). *Jurnal Fakultas Psikologi Universitas Indonesia*, 1–16.
- Laura B. S. Huwae, R. F. S. (2021). Tingkat Kecanduan *Game Online* dengan Gejala Gangguan Jiwa pada Mahasiswa Fakultas Teknik Universitas Pattimura. *Pattimura Medical Riview*, 3(1), 1–8. <https://ojs3.unpatti.ac.id/index.php/pameri/article/view/3731/2888>
- Lemmens, J. S., Valkenburg, P. M., & Peter, J. (2009). Development and validation of a game addiction scale for adolescents. *Media Psychology*, 12(1), 77–95. <https://doi.org/10.1080/15213260802669458>
- M. Nur Ghufron, R. R. S. (2017). *Teori-teori Psikologi* (R. Kusumaningratri (ed)); Cetakan II). Ar-Ruzz Media.
- Mardiatmoko, G. (2020). Pentingnya Uji Asumsi Klasik Pada Analisis Regresi Linier Berganda (Studi Kasus Penyusunan Persamaan Allometrik Kenari Muda. *Barekeng: Jurnal Ilmu Matematika dan Terapan*, 14(3), 333–342. <https://doi.org/10.30598/barekengvol14iss3pp333-342>
- Martin, J., Schumacher, P. (2003). Loneliness and social uses of the Internet. *Computers in Human Behavior*, 59–671.
- Maulana, K. R., & Rahmandani, A. (2019). Hubungan Antara Kecemasan Akademik Dengan Kecanduan *Game Online* Pada Mahasiswa Pemain *Game Online* Di Game Center Kecamatan Banyumanik, Kota Semarang. *Empati*, 8(2), 153–157.
- McKay, D., Yang, H., Elhai, J., & Asmundson, G. J. G. (2020). *Anxiety* regarding

contracting COVID-19 related to interoceptive *anxiety* sensations: The moderating role of disgust propensity and sensitivity. *Journal of Anxiety Disorders*, 73(May), 102233. <https://doi.org/10.1016/j.janxdis.2020.102233>

Medya, P., Rulita H., M. I. M. (2014). Hubungan Emotion Focused Coping dengan *Game Online* Addcition pada Remaja di Game Centre Bagian Semarang Barat dan Selatan. *Intuisi : Jurnal Psikologi Ilmiah*, 6(1), 24–27. <http://journal.unnes.ac.id/nju/index.php/INTUISI>

Miswanto, Armitasari, M. (2020). Kecanduan *Game Online* Ditinjau Dari Jenis Kelamin Laki-Laki dan Perempuan. *Prosiding Seminar Nasional Bimbingan dan Konseling Mengukuhkan Eksistensi Peran BK Pasca Pandemi Covid-19 di Berbagai Setting Pendidikan, 2009*, 9.

Monks, F. J., Knoers, A. M. ., & Hadinoto, S. R. (2019). *Psikologi perkembangan : pengantar dalam berbagai bagiannya* (Siti (ed.)). Gadjah Mada University Press.

Ottens, A. J. (1984). *Coping with academic anxiety* (1st ed.). New York : Rosen Pub. Group.

Park, J. H., Han, D. H., Kim, B. N., Cheong, J. H., & Lee, Y. S. (2016). Correlations among social *anxiety*, self-esteem, impulsivity, and game genre in patients with problematic online game playing. *Psychiatry Investigation*, 13(3), 297–304. <https://doi.org/10.4306/pi.2016.13.3.297>

Pertiwi, S. T., Moeliono, M. F., & Kendhawati, L. (2021). Depresi, Kecemasan, dan Stres Remaja selama Pandemi Covid-19. *JURNAL AL-AZHAR INDONESIA SERI HUMANIORA*, 6(2), 72. <https://doi.org/10.36722/sh.v6i2.497>

Putra Hidayat. (2020). Interaksi Sosial Online Dan Kecemasan Sosial Sebagai Prediktor Kecanduan Internet Pada Remaja. *Jurnal Ilmiah Psyche*, 14(1), 10.

Putri, A. S. (2012). Hubungan Kecanduan Online Game Dengan Kecemasan Pada Remaja Pengunjung Game Centre Di Kelurahan Jebres Surakarta. *Skripsi*, 1–53.

Putro, T. A., & Nurjanah, N. (2013). Perilaku Adiksi Pada Pemain *Game Online* Di Dinus tech Semarang Dan Dampaknya Terhadap Kesehatan. *jurnal Visikes*, 12(2), 141–146.

Rachmawati. (2022, January 13). *kompas regional*. Retrieved January 26, 2023, from <https://regional.kompas.com/read/2022/01/13/060700178/kecanduan-game-online-wahyudi-bunuh-adik-sepupu-usia-9-tahun-ingin-kuasai?page=all>.  
kompas.com:

- Randy Refnandes, Lili Fajria, N. (2022). Analisis Hubungan Kondisi Psikologis dengan Kecanduan Gadget pada Remaja Selama Masa Pandemi Covid 19 di Kota Padang. *Jurnal Ilmiah Universitas Batanghari Jambi*, 22(2), 1318–1321. <https://doi.org/10.33087/jiubj.v22i2.2361>
- Rita L. Atkinson, Richard C. Atkinson, Edward E. Smith, D. J. B. (2010). *Pengantar Psikologi* (W. Kusuma (ed.); Ed 2). Interaksara.
- Rita L. Atkinson, Richard C. Atkinson, Edward E. Smith, D. J. B. (2006). *Pengantar Psikologi* (ed 11). Interaksara.
- Rooij, A. J. Van. (2011). *Online video game addiction*.
- Saifuddin, A. (2020). *Penyusunan skala psikologi*. Jakarta: Prenada Media Group.
- Santrock, J. W. (2007). *Remaja* (W. Hardani (ed.); Ed 1, hal. 1–340). Erlangga.
- Semium, Y. (2006). Kesehatan mental 2. In *Kanisius*. Kanisius.
- Setiawan, C. K., & Yosepha, S. Y. (2020). Pengaruh green marketing dan brand image terhadap keputusan pembelian produk the body shop indonesia (studi kasus pada followers account twitter @thebodyshopindo). *Jurnal Ilmiah M-Progress*, 10(1), 1–9.
- Siregar, S. (2017). *Metode penelitian kuantitatif: Dilengkapi dengan perbandingan perhitungan manual & SPSS*. Kencana.
- Soliha, S. F. (2015). Tingkat Ketergantungan Pengguna Media Sosial Dan Kecemasan Sosial. *INTERAKSI: Jurnal Ilmu Komunikasi*, 4(1), 1–10. <https://doi.org/10.14710/interaksi.4.1.1-10>
- Spielberger, C. D. (2004). Encyclopedia of applied psychology. In *University of South Florida* (ed 1). <https://doi.org/10.1016/B0-12-657410-3/00493-1>
- Sue, D., Sue, D. W., & Sue, S. (2006). Understanding Abnormal Behavior. In A. Mason (Ed.), *Tourism Analysis* (Ed 8, Vol. 11). Houghton Mifflin Company.  
[http://college.hmco.com/psychology/sue/abnormal/8e/instructors/sue\\_irm.pdf](http://college.hmco.com/psychology/sue/abnormal/8e/instructors/sue_irm.pdf)  
[http://college.cengage.com/psychology/sue/abnormal/8e/instructors/sue\\_irm.pdf](http://college.cengage.com/psychology/sue/abnormal/8e/instructors/sue_irm.pdf)
- Sugiyono. (2012). *Metode penelitian kuantitatif kualitatif dan R&D*. CV. Alfabeta.
- Suplig. (2017). Pengaruh Kecanduan *Game Online* Siswa SMA Kelas X Terhadap Kecerdasan Sosial Sekolah Kristen Swasta Di Makassar. *Jurnal Jaffray*, 15(2), 24.
- Syahrum, S. (2012). *Metodologi Penelitian Kuantitatif* (R. Ananda (ed.)).

Citapustaka Media.

- Syarifuddin. (2019). Analisis covarians (anacova). *Research Gate*, November, 1–26. <http://www.researchgate.net/publication/337332225>
- Taylor, S. E. (2018). *Health Psychology* (ed 1). McGraw-Hill Education. <https://perpus.univpancasila.ac.id/repository/EBUPT190956.pdf>
- Tokunaga, R. S., & Rains, S. A. (2010). An Evaluation of Two Characterizations of the Relationships Between Problematic Internet Use, Time Spent Using the Internet, and Psychosocial Problems. *Human Communication Research*, 36(4), 512–545. <https://doi.org/10.1111/j.1468-2958.2010.01386.x>
- Wang, J. L., Sheng, J. R., & Wang, H. Z. (2019). The association between mobile game addiction and depression, social anxiety, and loneliness. *Frontiers in Public Health*, 7, 1–6. <https://doi.org/10.3389/fpubh.2019.00247>
- Warih Andan Puspitosari, L. A. (2009). Hubungan antara Kecanduan Online Game dengan Depresi. *Mutiara Medika*, 9(1), 50–56.
- Weinstein, A. M. (2010). Computer and Video Game Addiction — A Comparison between Game Users and Non-Game Users. *The American Journal of Drug and Alcohol Abuse*, 4, 268–276. <https://doi.org/10.3109/00952990.2010.491879>
- WHO. (2018). *Inclusion of “gaming disorder” in ICD-11*. Departmental new. <https://www.who.int/news/item/14-09-2018-inclusion-of-gaming-disorder-in-icd-11>
- Yee, N. (2006). Motivations for play in online games. *Cyberpsychology and Behavior*, 9(6), 772–775. <https://doi.org/10.1089/cpb.2006.9.772>
- Young, K. (2009). The American Journal of Family Therapy Understanding Online Gaming Addiction and Treatment Issues for Adolescents. *The American Journal of Family Therapy*, October 2014, 37–41. <https://doi.org/10.1080/01926180902942191>
- Young, K. S. (1998). *Caught in the net: How to recognize the signs of internet addiction and a winning strategy for recovery*. John Willey.
- Young, K. S. (2017). *internet Addiction Test (IAT)*. Stoielting.
- Yuansyah, A. T., Rohaeti, E. E., & Rosita, T. (2021). Profil Kecanduan Game Di Smpn 4 Tarogong Kidul Kabupaten Garut. *FOKUS (Kajian Bimbingan & Konseling dalam Pendidikan)*, 4(1), 66. <https://doi.org/10.22460/fokus.v4i1.6191>
- Yusuf, A., Nihayati, H. (2015). Buku Ajar Keperawatan Kesehatan Jiwa. *Buku Ajar Keperawatan Kesehatan Jiwa*, 1–366.

Zach Wai-Yu Lee, C. M.-K. C. (2014). Problematic Use of Social Networking Sites: The Role of Self-Esteem. *International Journal of Business and Information*, 143(2), 143–159.

Zamani, L. (2019, 10 18). *Kompas news regional*. Retrieved January 26, 2023, from Kompas.com: <https://regional.kompas.com/read/2019/10/18/06380081/kecanduan-game-online-puluhan-pelajar-diobati-di-rumah-sakit-jiwa-solo?page=all>.