

## DAFTAR PUSTAKA

- Adia, putma nur hayyi. 2022. “Hubungan Kecanduan Game Online Denga Perilaku Agresif Pada Siswa SMA Al-Islam 1 Surakarta.”
- Adnyana, I. Made Dwi Mertha. 2021. “Populasi Dan Sampel.” *Metode Penelitian Pendekatan Kuantitatif* 103–16.
- Alfian, Fazar, Prasetiyo Utomo, and Daniel Nawolo Baskoro. 2023. “Pengaruh Konten Vlog Di YouTube Terhadap Perilaku Komunikasi Siswa SMP Nusantara Plus.” 3(1):13–31. doi: <https://doi.org/10.55397/cps.v3i1.34>.
- Ali Amran, Eddy Marheni, Tjung Hauw Sin, Ronni Yenes. 2020. “Kecanduan Game Online Mobile Legends Dan Emosi Siswa SMAN 3 Batusangkar.” *Jurnal Patriot* 2:1118–30. doi: 10.24036/patriot.v2i4.733.
- Anggraini, Weni, Endang Rifani, and Agung Prasetyo. 2023. “Faktor-Faktor Penyebab Perilaku Agresif Pada Remaja : Studi Literatur.” *Jambura Guidance and Counseling Journal* 4(1):39–44.
- Anggreyani, Rainatha, Nopi Nur Khasanah, and Herry Susanto. 2020. “Game Online Berhubungan Dengan Perilaku Agresivitas Pada Remaja: Sebuah Studi Di Game Center Semarang.” *Jurnal Ilmu Kesehatan* 14(1):1–6. doi: 10.36051/jiki.v14i1.96.
- Arif, Muhammad, and Sandy Aditya. 2022. “Dampak Perilaku Komunikasi Pemain Game Mobile Legends Pada Mahasiswa Universitas Negeri Padang.” *Journal of Intercultural Communication and Society* 1(01):31–45.
- Arnold H. Buss and Mark Perry. 1992. “Aggression Questionnaire.” *Journal of Personality and Social Psychology* 63(3):452–59. doi: 10.1007/978-3-319-28099-8\_809-1.
- Azel Ryhan, and D. Nawolo Baskoro. 2021. “Motivasi Penonton Livestream Di Aplikasi Twitch.” *Ganaya : Jurnal Ilmu Sosial Dan Humaniora* 4(2):339–55. doi: 10.37329/ganaya.v4i2.1329.
- Aziz, Asma Abidah Al. 2022. “Hubungan Antara Intensitas Penggunaan Media Sosial Dan Tingkat Depresi Pada Mahasiswa.” *Psikologi* 4:11–20. doi: <https://dx.doi.org/10.21831/ap.v2i2.35100>.
- Cabeza-Ramírez, L. Javier, Sandra M. Sánchez-Cañizares, Fernando J. Fuentes-García, and Luna M. Santos-Roldán. 2022. “Exploring the Connection

- between Playing Video Games and Watching Video Game Streaming: Relationships with Potential Problematic Uses.” *Computers in Human Behavior* 128. doi: 10.1016/j.chb.2021.107130.
- Cabeza-Ramírez, Luis Javier, Guzmán Antonio Muñoz-Fernández, and Luna Santos-Roldán. 2021. “Video Game Streaming in Young People and Teenagers: Uptake, User Groups, Dangers, and Opportunities.” *Healthcare (Switzerland)* 9(2). doi: 10.3390/healthcare9020192.
- Cabeza-Ramírez, Luis Javier, Sandra M. Sánchez-Cañizares, and Fernando J. Fuentes-García. 2020. “Motivations for the Use of Video Game Streaming Platforms: The Moderating Effect of Sex, Age and Self-Perception of Level as a Player.” *International Journal of Environmental Research and Public Health* 17(19):1–20. doi: 10.3390/ijerph17197019.
- Clarke, Kimberly M. 2020. “Scholarship @ Western DOES WATCHING OTHER PEOPLE PLAY VIDEO GAMES.” *Undergraduate Honours Theses* 5–15.
- Das, Chandan. 2021. “Causality between Video Games and Cognitive Aggression.” *Journal of Indian Psychology* 9(3). doi: 10.25215/0903.061.
- Fajar Putra, and M. Si Iqomaddin, Drs. H. Muhajir. 2015. “Intensitas Rupa : Penggunaan Media Pembelajaran Visual Dalam Kelas Linguistik Sastra Inggris Universitas Negeri Surabaya.” *Jurnal Pendidikan Seni Rupa* Volume 03:110–19.
- Fajar Ramadhan, Ridwan, Raudah Zaimah Dalimunthe, and Putri Dian Dia Conia. 2023. “Hubungan Kecanduan Game Online Mobile Legends Terhadap Perilaku Trash Talking.” *Diversity Guidance and Counseling Journal* 1(2):1–11. doi: <https://doi.org/10.30870/diversity.v1i2.18>.
- Fauziah Abdu Rahim, Nur Akbar A. Koja, M. Jufri Sukandi. 2023. “Pengaruh Intensitas Menonton Film Kartun ‘Shiva’ Terhadap Perilaku Imitasi Anak Pada Later Childhood Di Kelurahan Soadara Kota Tidore Kepulauan.” 24(1):111–20.
- Ferdiansa, Geandra, and S. Neviyarni. 2020. “Analisis Perilaku Agresif Siswa.” 5(2):8–12. doi: <https://doi.org/10.29210/3003618000>.
- Fitri, Zabrina, Novi Amanda, Robby Firdaus Rachman, and Hesti Kartika Sari. 2024. “Pengaruh Game Online Mobile Legends Terhadap Perilaku Bahasa Pada Gen Z Di Sidoarjo.” 2(1).
- Ghozali, Imam. 2018. “APLIKASI ANALISIS MULTIVARIATE EDISI 9.” 30.

- Giustiniani, Julie, Magali Nicolier, Madeline Pascard, Caroline Masse, Pierre Vandel, Djamilia Bennabi, Sophia Achab, Frédéric Mauny, and Emmanuel Haffen. 2022. "Do Individuals with Internet Gaming Disorder Share Personality Traits with Substance-Dependent Individuals?" *International Journal of Environmental Research and Public Health* 19(15). doi: 10.3390/ijerph19159536.
- Harian, Kabar. 2021. "Aftar Game Nomor 1 Di Indonesia: Mobile Legend Hingga Genshin Impact." *17 November 2021*. Retrieved (<https://kumparan.com/kabar-harian/daftar-game-nomor-1-di-indonesia-mobile-legend-hingga-genshin-impact-1ww36FvmMr7/full>).
- Hastuti, Lita Widyono. 2018. "Kontrol Diri Dan Agresi: Tinjauan Meta-Analisis." *Buletin Psikologi* 26(1):42–53. doi: 10.22146/buletinpsikologi.32805.
- Hermansyah, Muhamad Taufik, and Muhamad Rochman Hadjam. 2020. "Resiliensi Pada Remaja Yang Mengalami Perceraian Orang Tua: Studi Literatur." *Motiva Jurnal Psikologi* 3(2):52. doi: 10.31293/mv.v3i2.4950.
- Hilvert-Bruce, Zorah, and James T. Neill. 2020. "I'm Just Trolling: The Role of Normative Beliefs in Aggressive Behaviour in Online Gaming." *Computers in Human Behavior* 102(January 2019):303–11. doi: 10.1016/j.chb.2019.09.003.
- Honest Vania Asari, Rini Gusya Liza, Laila Isona. 2023. "Perbandingan Tingkat Adiksi Game Online Dengan Tingkat Agresivitas Pada Remaja Sekolah Menengah Pertama." *SENTRI: Jurnal Riset Ilmiah* 2(4):1275--1289.
- Imam Santoso, Harries Madiistriyatno. 2021. *Metodologi Penelitian Kuantitatif*. edited by Asep Rachmatullah. Kota Tangerang: Indigo Media.
- Isroani, Farida. 2023. *Psikologi Perkembangan*. 1st ed. edited by M. P. Aeni Rahmawati. Sumatra Barat: MITRA CENDIKIA MEDIA.
- Lasmin, Devi Agata, RR Amanda Pasca Rini, and Nindia Pratitis. 2020. "Korelasi Antara Intensitas Penggunaan Media Sosial Dengan Perilaku Prosocial Di Kalangan Mahasiswa." *Jurnal Penelitian Psikologi* 1(02):131–41.
- Latifah, Rika Vira Zwagery, Esty Aryani Safithry, and Ngalimun. 2023. "Basic Concepts of Child and Youth Creativity Development and Its Measurement in Developmental Psychology." *EduCurio: Education Curiosity* 1(2):426–39.
- Lee, Sung Je, Eui Jun Jeong, Dae Young Lee, and Gyoung Mo Kim. 2021. "Why Do Some Users Become Enticed to Cheating in Competitive Online Games? An Empirical Study of Cheating Focused on Competitive Motivation, Self-Esteem,

- and Aggression.” *Frontiers in Psychology* 12(November). doi: 10.3389/fpsyg.2021.768825.
- Lemmens J, Valkenburg P, Peter J. 2009. “Development and Validation of Game Addiction Scale for Adolescents.” 12(1):77–95. doi: <https://doi.org/10.1080/15213260802669458>.
- Lemmens, Jeroen S., Patti M. Valkenburg, and Jochen Peter. 2009. “Development and Validation of a Game Addiction Scale for Adolescents.” *Media Psychology* 12(1):77–95. doi: 10.1080/15213260802669458.
- Lestari, Elissa Dwi, Jonathan Nitisanjaya, and Yosef Budi Susanto. 2023. “What Motivates *Mobile legends: bang bang* Players’ Loyalty and In-App Purchases? Investigation of Perceived Values Effect: Playfulness, Addiction, and Good Price (Evidence from Indonesia).” *Review of Applied Socio-Economic Research* 26(2):67–82. doi: 10.54609/reaser.v26i2.419.
- Li, Yi, Chongli Wang, and Jing Liu. 2020. “A Systematic Review of Literature on User Behavior in Video Game Live Streaming.” *International Journal of Environmental Research and Public Health* 17(9). doi: 10.3390/ijerph17093328.
- Lokananta, Arbi Cristional. 2020. “Interpersonal Communication Behavior Online Game Addict: Case Study on Mobile Legends Bang Bang Online Game Addict in South Tangerang, Indonesia.” *Proceedings of the International Conference on IT, Communication and Technology for Better Life, ICT4BL 2019* (Ict4bl 2019):53–56. doi: 10.5220/0008929200530056.
- Maulina, Nur Adilla, Nia Kurniati Syam, and Nandang HMZ. 2021. “Pengaruh Intensitas Menonton Program Youtube Channel Wirda Mansur Terhadap Motivasi Membaca Al-Qur’an Subscriber.” *Jurnal Riset Komunikasi Penyiaran Islam* 1(1):61–67. doi: 10.29313/jrkpi.v1i1.216.
- Nuansa, Virga Septia, and Ahmad Maujuhan Syah. 2022. “Hubungan Intensitas Menonton Tayangan Kriminal Di Sosial Media Terhadap Kenakalan Remaja (Bullying) Di Kelas VIII-B MTs. Al-Muhtadi Sendangagung Paciran Tahun 2018.” *Busyro : Jurnal Dakwah Dan Komunikasi Islam* 3(2):99–107. doi: 10.55352/kpi.v3i2.620.
- Nuratika, Silvi. 2022. “HUBUNGAN ANTARA KECENDERUNGAN NARSISME DENGAN AGRESIVITAS PADA SISWA SMAN 2 DARUL MAKMUR KABUPATEN NAGAN RAYA.” UNIVERSITAS ISLAM NEGERI AR-RANIRY BANDA ACEH.

- Nurudin, Aziz Syamsul, Purwadi, and Yuzarion. 2021. "Hubungan Antara Konformitas Dan Agresivitas Pada Remaja Di SMA X Cirebon." *Psyche 165 Journal* 14(02):221–25.
- Pandie, Hefer Yarmud, Debi F. Ng Fallo, and Darius A. Kian. 2023. "IMPLEMENTASI PERANAN KEPOLISIAN DALAM MENGATASI KENAKALAN REMAJA SERTA HAMBATAN-HAMBATAN YANG DIALAMI OLEH KEPOLISIAN RESOR TIMOR TENGAH SELATAN." 4(5):636–44.
- Puspitasari, Indah. 2023. "UPAYA MENURUNKAN PERILAKU AGRESIVITAS PADA SISWA SEKOLAH MENENGAH PERTAMA NURUL HUDA AL HAZMI CAKUNG." *Jurnal Ilmiah Psikologi Insani* 8(1):60–79.
- Raharjo, Dwiki Bagus, Sahat Saragih, Sayidah Aulia, and Ul Haque. 2023. "Agresivitas Verbal Pada Pemain Mobile Legend : Bagaimana Peran Intensitas Bermain ? Pendahuluan." 3(4):506–14.
- Rahmah R. n.d. "Klasifikasi Remaja: Remaja Awal, Remaja Pertengahan, Dan Remaja Akhir,." *Gramedia*. Retrieved (<https://www.gramedia.com/literasi/klasifikasi-remaja/>).
- Ranteallo, Regina Reni, and Adriana Mapandin. 2018. "HUBUNGAN ANTARA KEBIASAAN MENONTON FILM KEKERASAN DENGAN PERILAKU AGRESIF REMAJA LAKI-LAKI DI DUSUN KARUNGANGA KELURAHAN TALLULOLO , Sekolah Tinggi Ilmu Kesehatan Tana Toraja \* Correspondent Author : Regina Reni Ranteallo Perilaku Agresif Seringkali Menja."
- Retnawati, Heri. 2015. "Teknik Pengambilan Sampel." *Ekp* 13(3):1576–80.
- Riesya, Yolanda, and Mickey Oxygentri. 2019. "PENGARUH PEMBENTUKAN PERILAKU KEKERASAN ANAK DALAM TAYANGAN OPERA VAN JAVA (Studi Kasus Pada Anak Usia 10-12 Tahun Di Kampung Pakuncen Telukjambe Timur Kabupaten Karawang)." *Jurnal Politikom Indonesiana* 4(1):1–19.
- Rochansyah, Anggoro Adi, Amanda Pasca Rini, Nindia Pratitis, and Fakultas Psikologi. 2023. "Religiusitas Dan Agresivitas Verbal Remaja Pemain Game Online: Adakah Peran Mediasi Regulasi Emosi?" *INNER: Journal of Psychological Research* 3(1):67–76.
- Romdhoni, Fadhil Rizqi, Daffa Raihan Sugiharto, Politeknik Elektronika, Negeri

- Surabaya, Politeknik Elektronika, and Negeri Surabaya. 2023. "PENGARUH KONTEN GAME STREAMING PADA KANAL YOUTUBE." 6:46–54. doi: 10.46781/nathiqiyah.v6i1.558.
- Rondo, Amelia Andrita Alike, Herlina I. S. Wungouw, and Franly Onibala. 2019. "Hubungan Kecanduan Game Online Dengan Perilaku Agresif Siswa Di Sma N 2 Ratahan." *Jurnal Keperawatan* 7(1). doi: 10.35790/jkp.v7i1.24324.
- Rusminah, Siswanto, Akbar Ferdiansyah. 2024. "KECANDUAN GAME ONLINE TERHADAP PERILAKU AGRESIF Pendahuluan Metode." *Jurnal Keperawatan Karya Bhakti* 10(1):54–60. doi: <https://doi.org/10.56186/jkbb.134>.
- Safitri, Sekar, and Fikri. 2022. "Hubungan Antara Kecanduan Game Dengan Perilaku Agresif Verbal Pada User Game Online." *Jurnal Bimbingan Dan Konseling Pandohop* 2(1):28–33. doi: 10.37304/pandohop.v2i1.4396.
- Samsir, H. Muhammad. 2022. "Bandura ' s Modeling Theory Teori Pemodelan Bandura." 2(7):3067–80.
- Selyutin, Alexander. 2019. "III PMMIS 2019 Post Mass Media in the Modern Informational Society 'Journalistic Text in a New Technological Environment: Achievements and Problems' AGGRESSIVE SPEECH BEHAVIOUR IN THE DISCOURSE OF GAME VIDEO BLOGS AND STREAMS." *The European Proceedings of Social & Behavioural Sciences*. doi: <https://doi.org/10.15405/epsbs.2019.08.02.32>.
- Setiawati, Octa Reni, and Agin Gunado. 2019. "Perilaku Agresif Pada Siswa Smp Yang Bermain Game Online." *Jurnal Psikologi Malahayati* 1(1):30–34. doi: 10.33024/jpm.v1i1.1413.
- Sitanggang, Yohana Agustina, Tiara Lani, and Raziansyah. 2023. "Hubungan Konsep Diri Dengan Kontrol Diri Dalam Tindakan Agresivitas Di Media Sosial Pada Keluarga Yang Memiliki Remaja Di Wilayah Astambul." *Journal Health & Science: Gorontalo Journal Health and Science Health* 7(2):195–202.
- Sugiyono. 2013. *Metode Penelitian Kuantitatif, Kualitatif Dan R&D*. BANDUNG: ALFABETA,CV.
- Tampubolon, Stephanus Wilman, and Pradipta Dirgantara. 2023. "Pengaruh Konten Youtube Oura Gaming Terhadap Pemenuhan Kebutuhan Informasi Mobile Legends." *Jurnal Ilmu Komunikasi UHO* 8(4):684–94.
- W.widhiarso. 2010. "Catatan Pada Uji Linearitas." 2010 (January 2010):1–6. doi:

10.13140/RG.2.2.16194.32965.

- Wibawa, Michael Aryatama, and Tandiyo Pradekso. 2018. "Pengaruh Intensitas Menonton Channel Youtube Reza Oktovian Dan Pengawasan Orang Tua Terhadap Perilaku Agresif Yang Dilakukan Remaja Sekolah Menengah Pertama." *Universitas Nusantara PGRI Kediri* 06(03):307–11.
- Wibisono, Andika, and Agus Naryoso. 2019. "Hubungan Antara Intensitas Bermain Game Mobile Legend Dan Pengawasan Orang Tua Dengan Perilaku Agresif Verbal Pada Anak Remaja." *Interaksi Online* 7(3):179–87.
- Wijaya, Galuh Ayu, and Fitri Santi. 2024. "The Influence of the Mobile Legends E-Sport Phenomenon on Student Financial Behavior." *Jurnal Informatika Ekonomi Bisnis* 6(1):280–85. doi: 10.37034/infeb.v6i1.852.
- World Health Organization. 2020. "Addictive Behaviours: Gaming Disorder." 22 October 2020. Retrieved (<https://www.who.int/news-room/questions-and-answers/item/addictive-behaviours-gaming-disorder>).
- Yanizon, Ahmad, and Vina Sesriani. 2019. "Couse of Aggressive Behavior on Adolescents." *KOPASTA: Jurnal Program Studi Bimbingan Konseling* 6(1):23–36.
- Yessy Pramita Widodo, Firman Hidayat, Nitsa Nurotul Faikoh. 2022. "HUBUNGAN BERMAIN GAME ONLINE DENGAN PERILAKU AGRESIF PADA REMAJA DI SMK BHAKTI PRAJA SLAWI." 13(1):100–106.
- Yunalia, Endang Mei, and Arif Nurma Etika. 2020. "Analisis Perilaku Agresif Pada Remaja Di Sekolah Mengengah Pertama." *Journal Health of Studies* 4(1):38–45.
- Zhang, Yifan, Zhe Hou, Song Wu, Xiaoqian Li, Mengyao Hao, and Xiaofei Wu. 2022. "The Relationship between Internet Addiction and Aggressive Behavior among Adolescents during the COVID-19 Pandemic: Anxiety as a Mediator." *Acta Psychologica* 227(2318):103612. doi: 10.1016/j.actpsy.2022.103612.