

DAFTAR PUSTAKA

1. Adhan AR. Hubungan Kecanduan Game Online Dengan Tingkat Stres Pada SMA Negeri 5 Samarinda. *Mhs Prodi Sarj Terap Keperawatan, Poltekkes Kaltim.* 2018;05:1-11.
2. Mark DG, et al. Social Networking Addiction: An Overview of Preliminary Findings. *Int Gaming Reasearch Unit, Psychol Nottingham Trent Univ UK.* 2014;6:119-141.
3. Santos VA. Treatment of Internet Addiction with Anxiety Disorders: Treatment Protocol and Preliminary Before-After Results Involving Pharmacotherapy and Modified Cognitive Behavioral Therapy. *JMIR Res Protoc.* 2016;5(1).
4. Adiningtiyas SW. Peran Guru Dalam Mengatasi Kecanduan Game Online. *Div Couns Guid Univ Riau Kepulauan, Batam.* 2017;4(1):28-40.
5. Thalemann R, Griffiths MD. Excessive computer game playing: Evidence for addiction and aggression. *Cyberpsychology Behav.* 2007;10(2):290-292.
6. Wong HY, Mo HY, Potenza MN, et al. Relationships between severity of internet gaming disorder, severity of problematic social media use, sleep quality and psychological distress. *Int J Environ Res Public Health.* 2020;17(6):1-13.
7. Kuss DJ, Griffiths MD. Internet and gaming addiction: A systematic literature review of neuroimaging studies. *Brain Sci.* 2012;2(3):347-374.
8. Andreetta J, Teh J, Burleigh TL, Gomez R, Stavropoulos V. Associations between comorbid stress and Internet Gaming Disorder symptoms: Are there cultural and gender variations. *Asia-Pacific Psychiatry.* 2020;12(2):1-8. doi:10.1111/appy.12387
9. Gilbertson RJ, Leff DJ, Young NA. Stress System Response and Decision Making in Heavy Episodic Users of Alcohol and Online Video Games. *Subst Use Misuse.* 2019;54(11):1875-1885. doi:10.1080/10826084.2019.1618333
10. Ikbal I, Wikanengsih W, Septian MR. Profil Tingkat Kecanduan Game Online Peserta Didik Kelas X Sma Plus Al Mujammil Garut. *FOKUS (Kajian Bimbing Konseling dalam Pendidikan).* 2021;4(1):56. doi:10.22460/fokus.v4i1.6138
11. Rehbein F, Kliem S, Baier D, Mößle T, Petry NM. Prevalence of internet

- gaming disorder in German adolescents: Diagnostic contribution of the nine DSM-5 criteria in a state-wide representative sample. *Addiction*. 2015;110(5):842-851. doi:10.1111/add.12849
12. Hawi NS, Samaha M, Griffiths MD. Internet gaming disorder in Lebanon: Relationships with age, sleep habits, and academic achievement. *J Behav Addict*. 2018;7(1):70-78. doi:10.1556/2006.7.2018.16
 13. Kuss DJ, Griffiths MD. Online gaming addiction in children and adolescents: A review of empirical research. *J Behav Addict*. 2012;1(1):3-22. doi:10.1556/JBA.1.2012.1.1
 14. Jap T, Tiatri S, Jaya ES, Suteja MS. The Development of Indonesian Online Game Addiction Questionnaire. *PLoS One*. 2013;8(4). doi:10.1371/journal.pone.0061098
 15. Nirwanda C, Ediati A. Adiksi Game Online Dan Ketrampilan Penyesuaian Sosial Pada Remaja. *Empati*. 2016;5(1):19-23.
 16. Rajab AM, Zaghloul MS, Enabi S, et al. Gaming addiction and perceived stress among Saudi adolescents. *Addict Behav Reports*. 2020;11(02). doi:10.1016/j.abrep.2020.100261
 17. Marino C, Spada MM. Dysfunctional Cognitions in Online Gaming and Internet Gaming Disorder: a Narrative Review and New Classification. *Curr Addict Reports*. 2017;4(3):308-316. doi:10.1007/s40429-017-0160-0
 18. Maulida A. Gambaran Psikologi pada Siswa SMAN 15 Padang Dengan Adiksi Game Online. *Skripsi*. Published online 2021:6.
 19. Suprema JL, Made N, Purnamasari D, Sabrina A. Tinjauan Kriminologis Terhadap Anak Pecandu Game Online Khusus Nya Di Kota Balikpapan. *J Lex Suprema*. 2020;2(2):153-167.
 20. Wang L, Zhu S. Online Game Addiction Among University Students. *Univ Gävle, Sweden*. Published online 2011:1-48.
 21. Chen TT. Online games: Research perspective and framework. *Comput Entertain*. 2014;11(4). doi:10.1145/2582193.2633445
 22. Wang JL, Sheng JR, Wang HZ. The association between mobile game addiction and depression, social anxiety, and loneliness. *Front Public Heal*. 2019;7(SEP):5-10. doi:10.3389/fpubh.2019.00247
 23. Ko CH. Internet Gaming Disorder. *Curr Addict Reports*. 2014;1(3):177-185. doi:10.1007/s40429-014-0030-y

24. Farris BA. Masa Depan Para Gamers. Published online 2014. <https://adoc.pub/masa-depan-para-gamers-bryan-abdullah-farris.html>
25. King DL, Haagsma MC, Delfabbro PH, Gradišar M, Griffiths MD. Toward a consensus definition of pathological video-gaming: A systematic review of psychometric assessment tools. *Clin Psychol Rev.* 2013;33(3):331-342. doi:10.1016/j.cpr.2013.01.002
26. González-Bueso V, Santamaría JJ, Fernández D, Merino L, Montero E, Ribas J. Association between internet gaming disorder or pathological video-game use and comorbid psychopathology: A comprehensive review. *Int J Environ Res Public Health.* 2018;15(4):1-20. doi:10.3390/ijerph15040668
27. Wahyuni AAS. Psikoterapi Pada Adiksi Game Online. *J Kedokt Univ Udayana.* Published online 2018:1-28. https://simdos.unud.ac.id/uploads/file_penelitian_1_dir/257c267ec788e22e94f9a8fd0fecbbd4.pdf
28. Karaca S, Karakoc A, Can Gurkan O, Onan N, Unsal Barlas G. Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game Addiction in Middle School Students. *Community Ment Health J.* 2020;56(5):830-838. doi:10.1007/s10597-019-00544-z
29. Madden M, Lenhart A, Cortesi S, et al. Teens, Social media, and Privacy. *Berkman Cent Internet Sociaty Harvard Univ.* 2013;1:107. <http://www.latedipenelope.it/public/52dff2e35b812.pdf>
30. Van Rooij AJ, Schoenmakers et al. Online video game addiction: Identification of addicted adolescent gamers. *Addiction.* 2011;106(1):205-212. doi:10.1111/j.1360-0443.2010.03104.x
31. American Psychiatric Association. *Diagnostic and Statistical Manual of Mental Disorder.* 5th ed. American Psychiatric Publishing; 2013. doi:10.4324/9780429286896-12
32. Lopez-Fernandez O, Honrubia-Serrano et al. Pathological video game playing in Spanish and British adolescents: Towards the exploration of Internet Gaming Disorder symptomatology. *Comput Human Behav.* 2014;41:304-312. doi:10.1016/j.chb.2014.10.011
33. Gentile DA, Choo H, Liau A, et al. Pathological video game use among youths: A two-year longitudinal study. *Pediatrics.* 2011;127(2). doi:10.1542/peds.2010-1353
34. Blum K, Chen ALC, Chen TJ, et al. Activation instead of blocking

- mesolimbic dopaminergic reward circuitry is a preferred modality in the long term treatment of reward deficiency syndrome (RDS): A commentary. *Theor Biol Med Model.* 2008;5:1-16. doi:10.1186/1742-4682-5-24
35. Welang A, Pasiak T, Wongkars D. Gambaran Kinerja Otak Pada Adiksi Game Online Dengan Menggunakan Isntrumen Isha. *J Med dan Rehabil.* 2018;01(02):1-5.
 36. Gokcearslan S, Durakoglu A. An Analysis of Video Game Addiction Levels Among Secondary School Students According to Several Variables. *Dicle Univ Ziya Gokalp Fac Educ.* 2014;23:419-435.
 37. Canale N, Marino, Claudia et al. the Association Between Problematic Online Gaming and Perceived Stress: the Moderating Effect of Psychological Resilience. *J Behav Addict.* 2019;8(1):174-180. doi:10.1556/2006.8.2019.01
 38. Canale N, Rubaltelli E, Vieno A, Pittarello A, Billieux J. Impulsivity influences betting under stress in laboratory gambling. *Sci Rep.* 2017;7(1):1-12. doi:10.1038/s41598-017-10745-9
 39. Hou XL, Wang, Hai Zhen et al. Psychological resilience can help combat the effect of stress on problematic social networking site usage. *Pers Individ Dif.* 2017;109:61-66. doi:10.1016/j.paid.2016.12.048
 40. Dündar A. Examination Of Computer Gaming Addictions Of Primary School Students. *Adiyaman Univ J Soc Sci.* 2013;(9):89-89.
 41. Andreassen CS, Griffiths MD, Gjertsen SR, Krossbakken E, Kvam S, Pallesen S. The relationships between behavioral addictions and the five-factor model of personality. *J Behav Addict.* 2013;2(2):90-99. doi:10.1556/JBA.2.2013.003
 42. Maraz A, Eisinger A, Hende B, et al. Measuring compulsive buying behaviour: Psychometric validity of three different scales and prevalence in the general population and in shopping centres. *Psychiatry Res.* 2015;225(3):326-334. doi:10.1016/j.psychres.2014.11.080
 43. Greenfield DN. Treatment Considerations in Internet and Video Game Addiction: A Qualitative Discussion. *Child Adolesc Psychiatr Clin N Am.* 2018;27(2):327-344. doi:10.1016/j.chc.2017.11.007
 44. Loquai C, Schlüter B, Klötgen HW, Luger TA, Grabbe S, Nashan D. Computerspielsucht: Ein psychopathologischer Symptomkomplex im Jugendalter. *Akt Dermatol.* 2008;34(5):170-174. doi:10.1055/s
 45. Sioni SR, Burleson MH, Bekerian DA. Internet gaming disorder: Social

- phobia and identifying with your virtual self. *Comput Human Behav*. 2017;71:11-15. doi:10.1016/j.chb.2017.01.044
46. Cole SH, Hooley JM. Clinical and Personality Correlates of MMO Gaming: Anxiety and Absorption in Problematic Internet Use. *Soc Sci Comput Rev*. 2013;31(4):424-436. doi:10.1177/0894439312475280
 47. Griffiths M. A components model of addiction within a biopsychosocial framework. *J Subst Use*. 2005;10(4):191-197. doi:10.1080/14659890500114359
 48. Pontes HM, Griffiths MD. Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. *Comput Human Behav*. 2015;45:137-143. doi:10.1016/j.chb.2014.12.006
 49. del Barrio V. Diagnostic and Statistical Manual of Mental Disorders. *Encycl Appl Psychol Three-Volume Set*. Published online 2004:607-614. doi:10.1016/B0-12-657410-3/00457-8
 50. Shahsavarani AM, Azad E, Abadi M, Kalkhoran MH. Stress: Facts and Theories through Literature Review. *Int J Med Rev*. 2015;2(2).
 51. Alda RR, Utomo B, Hasan H. Correlation between Stress Level and Learning Motivation of Pre-Clinical Medical Student in Faculty of Medicine Universitas Airlangga. *JUXTA J Ilm Mhs Kedokt Univ Airlangga*. 2020;11(1):18. doi:10.20473/juxta.v11i12020.18-22
 52. Fink G. Stress, Definitions, Mechanisms, and Effects Outlined: Lessons from Anxiety. *Stress Concepts, Cogn Emot Behav Handb Stress*. Published online 2016:3-11. doi:10.1016/B978-0-12-800951-2.00001-7
 53. Li C, Cao J, Li TMH. Eustress or distress. *Dep Comput Hong Kong Polytech Univ*. Published online 2016:1209-1217. doi:10.1145/2968219.2968309
 54. Yunitasari. Faktor-Faktor Yang Mempengaruhi Tingkat Stres Pada Lansia Pensiunan Di Wilayah Kerja Puskesmas Pelitakan Kabupaten Polewali Mandar. *Skripsi*. Published online 2011:1-82.
 55. Faye C, McGowan JC, Denny CA, David DJ. *Neurobiological Mechanisms of Stress Resilience and Implications for the Aged Population*. Vol 16.; 2018. doi:10.2174/1570159x15666170818095105
 56. Ulfa L, Fahzira MR. Faktor Penyebab Stress dan Dampaknya Bagi Kesehatan. *Psikol Kesehat*. 2019;1. 10.31219/osf.io/h4cnv
 57. Arasibenginiate VA. Pengaruh perceived stress, efikasi diri, gratitude, dukungan sosial, dan faktor demografi terhadap resiliensi penyandang

- autoimun. *Skripsi*. 2019;53(9):1689-1699.
58. Tarsitani L, Battisti F, Biondi M, Picardi A. Development and validation of a Stress-related Vulnerability Scale. *Epidemiol Psichiatr Soc*. 2010;19(2):178-182. doi:10.1017/s1121189x00000889
 59. Tindall JA. How Vulnerable Are You To Stress. *Peer Power*. Published online 2021:37-44. doi:10.4324/9780203893555-8
 60. Rosenkranz T, Müller KW, Dreier M, Beutel ME, Wölfling K. Addictive Potential of Internet Applications and Differential Correlates of Problematic Use in Internet Gamers versus Generalized Internet Users in a Representative Sample of Adolescents. *Eur Addict Res*. 2017;23(3):148-156. doi:10.1159/000475984
 61. Ali Z, Dwikurnaningsih Y. Pengaruh Dari Dampak Game Online Terhadap Motivasi Belajar pada Siswa Kelas VIII SMP Kristen 2 Salatiga. *Genta Mulia J Ilm Pendidik*. 2019;10(1):122-133.
 62. Fauziah ER. Pengaruh Game Online Terhadap Perilaku Anak SMP Negeri 1 Samboja. *Ilmu Komun*. 2013;1(3):5-24.
 63. Ananda OT, Gusyaliza R, Pertiwi D. Hubungan Derajat Kerentanan Stres dan Prestasi Akademik Mahasiswa Indekos FK Unand Angkatan 2016. *J Kesehat Andalas*. 2018;7(3):375. doi:10.25077/jka.v7.i3.p375-380.2018
 64. Faaizu D, Dien A, Mubarok A, Soedirham O. Gambaran Faktor Perilaku Bermain Game Online Pada Remaja. *J Kesehat masyarakat, Univ Tadulako*. 2021;12:87-99.
<http://jurnal.fkm.untad.ac.id/index.php/preventif>
 65. Erik S, Syenshie WV. Hubungan Durasi Bermain Game Online Dengan Kesehatan Mental Pada Remaja Pria. *J Ilm Kesehat Jiwa*. 2020;2(2):69-75.
 66. Chen KH, Oliffe JL, Kelly MT. Internet Gaming Disorder: An Emergent Health Issue for Men. *Am J Mens Health*. 2018;12(4):1151-1159. doi:10.1177/1557988318766950
 67. Beard CL, Haas AL, Wickham RE, Stavropoulos V. Age of Initiation and Internet Gaming Disorder: The Role of Self-Esteem. *Cyberpsychology, Behav Soc Netw*. 2017;20(6):397-401. doi:10.1089/cyber.2017.0011
 68. Lisnawati L. Gambaran Kecanduan Game Online Pada Siswa. *Skripsi*. 2021;1.
<https://repository.uir.ac.id/13803/0Ahttps://repository.uir.ac.id/13803/1/168110044.pdf>

69. Wang CW, Chan CLW, Mak KK, Ho SY, Wong PWC, Ho RTH. Prevalence and correlates of video and internet gaming addiction among Hong Kong adolescents: A pilot study. *Sci World J.* 2014;2014. doi:10.1155/2014/874648
70. Oflu A, Yalcin SS. Video game use among secondary school students and associated factors. *Arch Argent Pediatr.* 2019;117(6):E584-E591. doi:10.5546/AAP.2019.E584
71. Irawan S, Siska W. Di. Faktor-Faktor yang Mempengaruhi Kecanduan Game Online Peserta Didik. *J Konseling Gusjigang.* 2021;7(1):9-19.
72. Dela L, Wijaya C, Danny T, Umbu S, Kristen U, Wacana S. Pengaruh Kecanduan Game Online Terhadap Interaksi Sosial Remaja SMA/SMK Karang Taruna Tunas Bangsa Kauman Kidul Salatiga. 2022;5(1):47-60.
73. Kinantie O, Hernawaty T & HN. Gambaran Tingkat Stres Siswa SMA 3 Bandung. *Oseatiarla Arian Kinantie.* Published online 2012:1-14.
74. Safira L, Hartati MTS. Gambaran Stres Akademik Siswa SMA Negeri Selama Pembelajaran Jarak Jauh (PJJ). *Empati-Jurnal Bimbing dan Konseling.* 2021;8(1):125-136. doi:10.26877/empati.v8i1.7909
75. Labasano AF. Incidence of Depression, Anxiety and Stress Among Senior High School Students. *Res Gate.* 2022;(8):0-9. doi:10.13140/RG.2.2.20298.24009
76. Osório C, Probert T, Jones E, Young AH, Robbins I. Adapting to Stress: Understanding the Neurobiology of Resilience. *Behav Med.* 2017;43(4):307-322. doi:10.1080/08964289.2016.1170661
77. Goh C, Agius M. Model Kerentanan Stres Bagaimana Dampak Stres Terhadap Penyakit Jiwa Pada Tingkat Otak dan Konsekuensinya. *Dep Psikiatri Univ Cambridge, Ingg.* Published online 2010:198-202.
78. Silfiana A. Hubungan Kecanduan Game Online dengan Tingkat Stres pada Remaja. *J Kesehat Luwu Raya.* 2022;8(2):70-74.
79. Yen JY, Lin HC, Chou WP, Liu TL, Ko CH. Associations among resilience, stress, depression, and internet gaming disorder in young adults. *Int J Environ Res Public Health.* 2019;16(17). doi:10.3390/ijerph16173181