

DAFTAR PUSTAKA

Buku

- Asta, D. 2019. *Teori dan Konsep Perilaku dalam Psikologi*. Jakarta: Erlangga.
- Adams, T., & Rollings, A. (2010). *Fundamentals of Game Design*. New Riders.
- Anderson, C. A., & Dill, K. E. (2000). *Video Games and Aggressive Thoughts, Feelings, and Behavior in the Laboratory and in Life*. *Journal of Personality and Social Psychology*, 78(4), 772-790.
- Berkowitz, L. (2003). *Aggression: Its Causes, Consequences, and Control*. Temple University Press.
- Burhan, B. (2006). *Teori Komunikasi Massa dan Aplikasinya*. Jakarta: Kencana.
- Desak, Putu. 2016. *Modul Komunikasi Verbal dan Non-Verbal*. Bali: Universitas Udayana.
- Effendy, Onong Uchjana. 2015. *Ilmu Komunikasi Teori dan Praktek Komunikasi*. Bandung: PT. Citra Aditia Bakti.
- Lemmens, J. S., Valkenburg, P. M., & Peter, J. (2011). *Psychosocial causes and consequences of pathological gaming*. *Computers in Human Behavior*, 27(1), 144-152.
- Maslow, A. H. (1943). *A Theory of Human Motivation*. *Psychological Review*.
- McQuail, D. (2010). *McQuail's Mass Communication Theory (6th ed.)*. Sage Publications.
- Mulyana, Deddy. 2017. *Ilmu Komunikasi: Suatu Pengantar*. Bandung: Remaja.
- Neuman, W. L. (2014). *Social Research Methods: Qualitative and Quantitative Approaches*. Pearson Education.
- Prasetyo, Bambang. 2010. *Metode Penelitian Kuantitatif: Teori dan Aplikasi*. Jakarta: PT Raja Grafindo Persada.
- Riduwan. 2010. *Dasar-Dasar Statistika*. Bandung: Penerbit Alfabeta
- Rubem, Brent D, Lea P, Stewart. 2013. *Komunikasi dan Perilaku Manusia*. Jakarta: PT. Raja Grafindo Persada.
- Singarimbun, Masri. 2011. *Metode Penelitian Survei*. Jakarta: LP3ES.
- Sugiyono. 2015. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D cetakan ke 22*. Bandung: Alfabeta.
- Suryani, A. (2021). *Dampak Permainan Online terhadap Perilaku Sosial Remaja di Indonesia*. Jakarta: Penerbit Buku Kompas.
- Windahl, S., Signitzer, B., & Olson, J. T. (1992). *Using Communication Theory: An Introduction to Planned Communication*. Sage Publications.
- Windahl, S., & Rosengren, K. E. (1979). *Media Gratifications Research: Current Perspectives*. Beverly Hills: Sage Publications.

Jurnal

- Adinata, V. R., & Hidayat, R. (2019). *Pengaruh Game Online Terhadap Agresivitas Pemain: Studi Kasus Game Mobile Legends*. *Jurnal Psikologi Sosial*, 17(1), 1-9.
- Agarwal, V., & Bansal, T. (2024). *Mental Health Promotion in Children and Adolescents*. *Indian Journal of Clinical Psychiatry*
<https://www.ijocp.com/index.php/IJOCP/article/download/105/133>
- Amalia, N. P. (2020). *Hubungan Intensitas Bermain Game Online Dengan Motivasi Belajar Peserta Didik Kelas V SD Muhammadiyah 12 Setiabudi Pamulang*.

Jurusan Ilmu Komunikasi, Universitas Islam Negeri Syarif Hidayatullah Jakarta.

- Anderson, C. A., Shibuya, A., Ihori, N., Swing, E. L., Bushman, B. J., Sakamoto, A., Rothstein, H. R., & Saleem, M. (2010). *Violent video game effects on aggression, empathy, and prosocial behavior in Eastern and Western countries: A meta-analytic review*. *Psychological Bulletin*, 136(2), 151-173. <https://doi.org/10.1037/a0018251>
- Antoninis, M., Alcott, B., Al Hadheri, S., & April, D. (2023). *Global Education Monitoring Report 2023: Technology in education: A tool on whose terms?* UCL Discovery. <https://doi.org/10.54676/UZQV8501>
- Akbaş, E., & İşleyen, E. K. (2024). *The effect of digital game addiction on aggression and anger levels in adolescents: A cross-sectional study*. *Archives of Psychiatric Nursing*. <https://doi.org/10.1016/j.apnu.2024.06.022>
- Bayer, J. B., Triêu, P., & Ellison, N. B. (2020). *Social media elements, ecologies, and effects*. *Annual Review of Psychology*, 71, 471–497. <https://doi.org/10.1146/annurev-psych-010419-050944>
- Bushman, B. J., & Anderson, C. A. (2002). *Violent video games and hostile expectations: A test of the general aggression model*. *Personality and Social Psychology Bulletin*, 28(12), 1679-1686. <https://doi.org/10.1177/014616702237649>
- Bonnaire, C., & Conan, V. (2024). *Preference for violent video games: The role of emotion regulation, alexithymia, affect intensity, and sensation seeking in a population of French video gamers*. *Psychology of Popular Media* <https://psycnet.apa.org/doi/10.1037/ppm0000449>
- Danti, I. R. (2023). *Hubungan Game Online Terhadap Motivasi Belajar Peserta Didik di SD Negeri 32 Rejang Lebong*. Jurusan Ilmu Komunikasi, IAIN Curup.
- Eastin, M. S. (2006). *Video game violence and the female game player: Self- and opponent gender effects on presence and aggressive thoughts*. *Human Communication Research*, 32(3), 351-372. <https://doi.org/10.1111/j.1468-2958.2006.00279.x>
- Ferguson, C. J., & Olson, C. K. (2014). *Video Game Motivations and Aggression: A Longitudinal Analysis of the Mediating Role of Trait Anger and Gender*. *Journal of Youth and Adolescence*, vol. 43, no. 11.
- Gentile, D. A., Lynch, P. J., Linder, J. R., & Walsh, D. A. (2004). *The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance*. *Journal of Adolescence*, 27(1), 5-22. <https://doi.org/10.1016/j.adolescence.2003.10.002>
- Griffiths, M. D., & Hunt, N. (1998). *Dependence on computer games by adolescents*. *Psychological Reports*, 82(2), 475-480. <https://doi.org/10.2466/pr0.1998.82.2.475>
- Greitemeyer, T., & Mügge, D. O. (2014). *Video games do affect social outcomes: A meta-analytic review of the effects of violent and prosocial video game play*. *Personality and Social Psychology Bulletin*, 40(5), 578-589. <https://doi.org/10.1177/0146167213520459>

- Hasan, M. I., & Kurniawan, T. (2021). *Hubungan Antara Kecanduan Game Online dengan Agresivitas pada Pemain PUBG*. *Jurnal Psikologi dan Kesehatan Mental*, 6(1), 55-64.
- Halonen, M. (2024). *The Use of Taboo Language in a Corpus of Chat Messages of Defence of the Ancients 2*
- Kowert, R., Festl, R., & Quandt, T. (2014). *Unpopular, overweight, and socially inept: Reconsidering the stereotype of online gamers*. *Cyberpsychology, Behavior, and Social Networking*, 17(3), 141-146. <https://doi.org/10.1089/cyber.2013.0118>
- Katz, E., Blumler, J. G., & Gurevitch, M. (1974). *The uses of mass communications: Current perspectives on gratifications research*. Sage.
- Kakouris, V., & Kamtsios, S. (2024). *The effect of violent electronic games on levels of depression, anger, and aggression in late adolescence*. *Psychology: The Journal of the Hellenic Psychological Society* <https://psycnet.apa.org/record/2024-77607-003>
- Kordyaka, B., Park, S., Krath, J., & Laato, S. (2023). *Exploring the relationship between offline cultural environments and toxic behavior tendencies in multiplayer online games*. *ACM Transactions on Social Computing*. <https://doi.org/10.1145/3580346>
- Koanda, N., & Rahayu, P. (2024). *Overview of Aggressiveness in Early Adolescents Who Play Online Games*. *International Journal of Social and Educational Management*.
- Kurniawan, W. E., Yulianingrum, P., & lainnya. (2024). *Hubungan Penggunaan Game Online Dengan Perilaku Agresif Verbal Pada Remaja*. *Protein: Jurnal Ilmu Psikologi* <https://doi.org/10.61132/protein.v2i1.150>
- Lestari, P., & Nugroho, A. (2022). *Perilaku Agresif dalam Game Online: Studi tentang Pemain PUBG Mobile di Indonesia*. Yogyakarta: Kanisius.
- Lemercier-Dugarin, M., Romo, L., Tijus, C., et al. (2021). *Who are the Cyka Blyat? How empathy, impulsivity, and motivations to play predict aggressive behaviors in multiplayer online games*. *Cyberpsychology, Behavior, and Social Networking*. <https://doi.org/10.1089/cyber.2020.0041>
- Miletić, D. (2024). *The Association of Game Content with Well-Being and Self-Esteem*. *Repozitorij svkst* <https://urn.nsk.hr/urn:nbn:hr:172:295302>
- Noordsy, D., Abbott-Frey, A., & Chawla, V. (2024). *Lifestyle Psychiatry Emphasizes Behaviors Supporting Mental Health*. *Psychiatry Online*. <https://psychiatryonline.org/doi/pdf/10.1176/pn.2024.59.issue-3>
- Przybylski, A. K., Weinstein, N., Murayama, K., Lynch, M. F., & Ryan, R. M. (2012). *The ideal self at play: The appeal of video games that let you be all you can be*. *Psychological Science*, 23(1), 69-76. <https://doi.org/10.1177/0956797611418676>
- Prasetyo, B., & Sari, R. P. (2018). *Intensitas Bermain Game Online dan Agresivitas Verbal pada Remaja*. *Jurnal Ilmu Komunikasi*, 16(1), 34-45.
- Puspita, V., Maharani, A., & Aurora, R. A. (2024). *Understanding Toxicity in Online Gaming: A Focus on Communication-Based Behaviours towards Female Players in Valorant*. *Jurnal Syntax Admiration*.

- Putra, R. Y., & Wahyudi, L. (2022). *What Drives Online Gaming Addiction? Loyalty Check and In-App Purchase Intention*. Journal of Economics, Finance, and Management. <http://ijefm.co.in/v5i4/Doc/22.pdf>
- Rahmadi, F. T., & Putra, A. E. (2020). *Pengaruh Game Online terhadap Perilaku Agresif: Studi Kasus pada Komunitas Gamer PUBG Mobile*. Jurnal Psikologi Sosial, 18(2), 112-121.
- Rahayu, F. S., & Nugroho, L. E. (2023). *Gaming Behaviors and Its Correlation with Internet Gaming Disorder among Indonesian Young Adults*. IEEE Xplore <https://doi.org/10.1109/ISITIA59021.2023.10221095>
- Rahtula, V. (2024). *Women in Online Gaming Communities: Analysing Gender Dynamics and Social Structures*.
- Ricci, V., De Berardis, D., & Maina, G. (2023). *Internet gaming disorders and early onset psychosis in young people: A case study and clinical observations*. International Journal of Environmental Research and Public Health <https://doi.org/10.3390/ijerph20053920>
- Rogowska, A. M., & Morouço, P. (2024). *Motivations for physical activity*. Frontiers in Psychology <https://doi.org/10.3389/fpsyg.2024.1437220>
- Trebješanin, Ž. M., & Kopunović, T. D. T. (2024). *Psychological problems of children and young people in the digital world*. Obrazovanje i vaspitanje <https://scindeks.ceon.rs/article.aspx?artid=2956-17792421097T>
- Tsankova, E., Vanman, E., & March, E. (2024). *Internet Deviance: Insights for cyberbullying prevention stemming from emotion regulation strategies*. Frontiers in Psychology. <https://doi.org/10.3389/fpsyg.2024.1495767>
- Tikhomirov, D. P., & Akhrenova, N. A. (2024). *Markers of Aggression in Communication in the eSports Space*. International Journal of Applied Linguistics <https://doi.org/10.25076/vpl.54.04>
- Van Leeuwen, T., & Martinec, R. (2020). *The language of new media design: Theory and practice*. Taylor & Francis. <https://doi.org/10.4324/9781003060499>
- Valkenburg, P., Beyens, I., & Pouwels, J. L. (2021). *Social media use and adolescents' self-esteem: Heading for a person-specific media effects paradigm*. Journal of Communication, 71(1), 56–77. <https://doi.org/10.1093/joc/jqaa039>
- Wijaya, C., & Hartanto, D. (2019). *Komunikasi dalam Komunitas Game Online: Analisis Interaksi Sosial pada Discord*. Bandung: Remaja Rosdakarya.
- Williams, D., et al. (2019). *Voice Communication in Online Gaming: Examining Player Experiences of Toxicity and Moderation*. Proceedings of the ACM on Human-Computer Interaction, vol. 3, no. CSCW.
- Wong, D., & Meng-Lewis, Y. (2023). *Esports diplomacy—China's soft power building in the digital era*. Managing Sport and Leisure. <https://doi.org/10.1080/23750472.2022.2054853>
- Wyne, M., Hassan, H., Rafiq, H., & Lodhi, M. A. (2024). *Effect of Exposure to Violent Content of Video-Games on Evolution of Aggressive and Suicidal Behaviours*. Pakistan Journal of Psychology

<https://doi.org/10.69656/pjp.v20i3.1550>

Yilmaz, R., Sulak, S., Griffiths, M. D., & Yilmaz, F. G. K. (2023). *Analysis of the relationship between internet gaming disorder, smartphone addiction, social appearance anxiety, and aggression among undergraduate students*. *Journal of Affective Disorders*

<https://doi.org/10.1016/j.jadr.2023.100483>

Zainuddin, K., Agus, A., & Piara, M. (2024). *Behavior of Verbal Violence in Online Game Players (Mobile Legend: Bang Bang)*. *ARRUS Journal of Social Sciences and Humanities*.

