

DAFTAR PUSTAKA

Buku

- Adams, E. (2014). *Fundamentals of Game Design (Third Edition)*. New Riders
- Arikunto, S. (2019). *Prosedur Penelitian: Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Amruddin, Priyanda, R., Agustina, T. S., Ariantini, N. S., Rusmayani, N. G. A. L., Aslindar, D. A., Ningsih, K. P., Wulandari, S., Putranto, P., Yuniati, I., Untari, I., Mujiani, S., & Wicaksono, D. (2022). *Metodologi penelitian kuantitatif*. Pradina Pustaka.
- Angelo, G. (2015). *Social Skills*. Inggris: Lulu.com.
- Cangara, H. (2014). *Pengantar Ilmu Komunikasi*. Jakarta: RajaGrafindo Persada.
- Del Prette, Z. A. P., Del Prette, A. (2021). *Social Competence and Social Skills: A Theoretical and Practical Guide*. Jerman: Springer International Publishing.
- Daryanto. 2014. *Teori Komunikasi*. Malang: Gunung Samudera.
- Eisler, R. M., Frederiksen, L. W. (2012). *Perfecting Social Skills: A Guide to Interpersonal Behavior Development*. Jerman: Springer US.
- Effendy, O. U. (2009). *Ilmu Komunikasi Teori dan Praktek*. Bandung: Remaja Rosdakarya
- Griffiths, M. D., & Pontes, H. M. (2020). *A history and overview of videoGame addiction*. In M. N. Potenza, K. A. Faust, & D. Faust (Eds.), *The Oxford handbook of digital technologies and mental health*. Oxford University Press.
- Hardani, D. (2020) *Buku Metode Penelitian Kualitatif & Kuantitatif*. Yogyakarta: Pustaka Ilmu.
- Iskandar. (2009). *Metodologi Penelitian Kualitatif*. Jakarta: Gaung Persada Press.
- Machali, I. (2021). *Metode penelitian kuantitatif: Panduan praktis merencanakan, melaksanakan, dan analisis dalam penelitian kuantitatif*. Fakultas Ilmu Tarbiyah dan Keguruan UIN Sunan Kalijaga Yogyakarta.

McQuail, D. (2011). *Teori Komunikasi Massa McQuail (Edisi 6)*. Salemba Humanika

Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.

Jurnal

Achmad, N., & Dewi, D. K. (2022). *Hubungan intensitas penggunaan media sosial terhadap prokrastinasi akademik pada mahasiswa yang menyelesaikan skripsi*. *Character: Jurnal Penelitian Psikologi*, 7(9), 96–106.

Alfianto, M. R., & Hazim. (2024). *Intensitas Bermain Game Online dan Keterampilan Sosial Remaja di Sidoarjo*. *Pubmedia Journal of Islamic Psychology*, 1(2), 1-13.

Altintas, E., Karaca, Y., Hullaert, T., & Tassi, P. (2019). *Sleep quality and video Game playing: Effect of intensity of video Game playing and mental health*. <https://doi.org/10.1016/j.psychres.2019.01.030>

Assauqi, M. S., & Romadhon, S. (2025). The influence of ranked mode on toxic player behavior in Mobile Legends among teenagers in Hemlet West 2, Sentol Village, Pamekasan. *SOCIALE: International Journal of Social Studies*, 2(2), 141–155.

Domahidi, E., Festl, R., & Quandt, T. (2014). *To dwell among Gamers: Investigating the relationship between social Online Game use and gaming-related friendships*. 35. 107-115. <https://doi.org/10.1016/j.chb.2014.02.023>.

Erizka, Martunis, & Abu Bakar. (2019). *Korelasi Intensitas Bermain Game Online Mobile Legend dengan Keterampilan Sosial Siswa MAN 3 Banda Aceh*. *Jurnal Ilmiah Mahasiswa Bimbingan dan Konseling*, 4(3), 60-66.

Granic, I., Lobel, A., & Engels, R. C. (2014). *The benefits of playing video Games*. *American Psychologist*.

Han, J., Liu, G., & Gao, Y. (2023). Learners in the metaverse: A systematic review on the use of Roblox in learning. *Education Sciences*, 13(3), Artikel 296. <https://doi.org/10.3390/educsci13030296>

Haryono, S. (2020) 'Statistika Penelitian Manajemen', *Pelayanan Kesehatan*, pp. 3–13.

Herawati, E. (2014). *Konstruksi realitas kehidupan kedua pemain Game Online: Studi pada para pemain Game Online dalam membentuk realitas dan*

komunitas virtual. Humaniora, 5(1), 378–386.
<https://doi.org/10.21512/humaniora.v5i1.3036>

Henzel, V., & Håkansson, A. (2021). *Hooked on virtual social life: Problematic social media use and associations with mental distress and addictive disorders*. PLOS ONE, 16(4), e0248406.
<https://doi.org/10.1371/journal.pone.0248406>

Huang, J. (2023). *Analysis on the young age of Roblox platform audience targeting*. Highlights in Business, Economics and Management, 11, 112–117.

Juliansyah, F., & Febrianti, S. N. (2024). *Persepsi Gamer terhadap penggunaan aplikasi Discord sebagai media komunikasi alternatif*. Jurnal Ilmiah Ilmu Pendidikan.

Jiang, J. A., Kiene, C., Middler, S., Brubaker, J. R., & Fiesler, C. (2019). *Moderation Challenges in Voice-based Online Communities on Discord*. ACM.

Kartini, H. (2016). *Hubungan antara konformitas teman sebaya dan intensitas bermain Game Online dengan intensi berperilaku agresif pada siswa sma katolik w.r. soepratman Samarinda*. Jurnal Psikoborneo, 4(4), 739-750.

La Febrina, C. (2014). *Pengaruh intensitas bermain Game on-line terhadap agresivitas siswa*. Jurnal Ilmiah Visi, 9(1), 28-35.

Munzil, A. K., Rosyadi, M. A., & Evendi, A. (2025). *Perubahan perilaku remaja pada komunitas Game Online di Desa Mamben Daya*. Proceeding Seminar Nasional Mahasiswa Sosiologi, 3(1), 223–237

Neu, C., Hull, T. D., & Malgaroli, M. (2026). *Gaming-based community intervention for loneliness in adult Gamers: Longitudinal observational study*. JMIR Formative Research, 10

Poirier, R. C., Cook, A. M., & Klin, C. M. (2025). *Read. This. Slowly: Mimicking spoken pauses in text messages*. Frontiers in Psychology, 16, 1410698.

Riduwan. (2013). *Skala Pengukuran Variabel-variabel Penelitian*. Bandung: Alfabeta.

Rizal, M. S., & Aesthetika, N. M. (2022). *Efektifitas penggunaan aplikasi Discord dalam meningkatkan komunikasi interpersonal di kalangan pecinta film*. Medium, 10(1), 19–27

Riyanto. (2017). *Efektivitas Media Internet Terhadap Kepuasan Khalayak Media*. Jurnal Komunikasi

- Sandya, S. N., & Ramadhani, A. (2021). *Pengaruh intensitas bermain Game Online terhadap prokrastinasi akademik mahasiswa*. Psikoborneo: Jurnal Ilmiah Psikologi, 9(1), 202–213. <https://doi.org/10.30872/psikoborneo.v9i1.5680>
- Setiaji, S., & Virlia, S. (2016). *Hubungan Kecanduan Game Online dan Keterampilan Sosial pada Pemain Game Dewasa Awal di Jakarta Barat*. Jurnal Psikologi Psibernetika, 9(2), 100-111.
- Trepte, S., Reinecke, L., & Juechems, K. (2012). *"The social side of gaming: How playing Online computer Games creates Online and offline social support"*. Computers in Human Behavior
- van Ommen, M., & Yahanashi, G. (2025). *Finding belonging in competitive play: How a Japanese Splatoon Discord community functions as a third place*. Social Media + Society, 11(4), 1–12

Skripsi

- Vu Ha Dao. (2022). *Why are Discord social communities gaining popularity? A case study of the ChillZone Discord server*. Erasmus University Thesis Repository.
- Wu, Y. S. (2008). *The development and validation of social skill scale for adolescents*. Dissertation. University of Missouri-Columbia.

Internet

- Asosiasi Penyelenggara Jasa Internet Indonesia. (2025). *APJII: Jumlah pengguna internet Indonesia tembus 229 juta orang*.
- Kementerian Komunikasi dan Digital Republik Indonesia. (2024). *Optimisme IGDX 2024, jadikan Indonesia pusat industri gim Asia Tenggara*.
- Ramić, M. (2025). *Roblox demographics statistics 2025*. <https://www.takeaway-reality.com/post/Roblox-demographics-statistics>
- Dypiangco, S., Hubka, T., & Gomes, D. (2025). *The 2025 Roblox benchmark report: Including platform trends since 2023*. Game Analytics.