

## DAFTAR PUSTAKA

- [1] S. Henry, *Cerdas Dengan Game*. Jakarta: PT Gramedia Pustaka Utama, 2010.
- [2] EXP, “20 Negara dengan Pemain Mobile Legend Paling Sedikit 2022.,” *itemku.com*, 2022. <https://exp.itemku.com/10-negara-dengan-pemain-mobile-legend-paling-sedikit-2021/> (accessed Jul. 20, 2022).
- [3] Iqbal Nuril, “Daftar Juara MPL dari Season 1 Sampai 10, Lengkap!,” *GGWP.ID*, Oct. 27, 2022. <https://ggwp.id/media/esports/mobile-legends/daftar-juara-mpl> (accessed Jan. 24, 2023).
- [4] Riswan Khun, “5 Dampak Positif Bermain Mobile Legends (ML).,” *esportsku*, Apr. 19, 2021. <https://esportsku.com/dampak-positif-bermain-mobile-legendsdampak-positif-bermain-mobile-legends-di-indonesia/> (accessed Jun. 20, 2022).
- [5] X. Gong, C. Chen, and M. K. O. Lee, “What drives problematic online gaming? The role of IT identity, maladaptive cognitions, and maladaptive emotions,” *Comput Human Behav*, vol. 110, Sep. 2020, doi: 10.1016/j.chb.2020.106386.
- [6] E. Novrialdy, “Kecanduan Game Online pada Remaja: Dampak dan Pencegahannya,” *Buletin Psikologi*, vol. 27, no. 2, p. 148, Dec. 2019, doi: 10.22146/buletinpsikologi.47402.
- [7] Tantri Widyarti Utami and A. Hodikoh, “Kecanduan Game Online Berhubungan Dengan Penyesuaian Sosial Pada Remaja,” *Jurnal Keperawatan*, vol. 12, no. 1, pp. 17–22, 2020.
- [8] W. Rahardjo, N. Qomariyah, I. Andriani, M. Hermita, and F. N. Zanah, “Adiksi Media Sosial pada Remaja Pengguna Instagram dan WhatsApp: Memahami Peran Need Fulfillment dan Social Media Engagement,” *Jurnal Psikologi Sosial*, vol. 18, no. 1, pp. 5–16, Feb. 2020, doi: 10.7454/jps.2020.03.
- [9] “Permainan,” *Kamus Besar Bahasa Indonesia*. <https://kbbi.web.id/main> (accessed Jul. 01, 2022).
- [10] K. Young, “Understanding Online Gaming Addiction and Treatment Issues for Adolescents,” *Am J Fam Ther*, vol. 37, no. 5, pp. 355–372, Sep. 2009, doi: 10.1080/01926180902942191.
- [11] A. C. Zebeh, *Berburu Rupiah Lewat Game online*. Yogyakarta: Bounabooks, 2012.
- [12] Tashia, “Evolusi dan Klasifikasi Permainan Elektronik di Indonesia.,” *KOMINFO*, Mar. 2017. <https://aptika.kominfo.go.id/2017/03/evolusi-dan-klasifikasi-permainan-elektronik-di-indonesia/> (accessed Jul. 01, 2022).
- [13] N. M. D. Purnamasari, “Tinjauan Kriminologis Terhadap Anak Pecandu Game Online Khususnya di Kota Balikpapan,” *Jurnal Lex Suprema*, vol. 2, no. 2, Sep. 2020.
- [14] Boi Hutagaol, “Apa Itu Mobile Legends: Bang Bang?,” *esportsnesia*, Apr. 22, 2018. <https://esportsnesia.com/game/mobile-legends/apa-itu-mobile-legends/> (accessed Jul. 01, 2022).
- [15] Syahrul Nizam, “Inilah Sejarah dan Pencipta Mobile Legends,” *gamedaim*, 2021. <https://gamedaim.com/tokoh/sejarah-mobile-legends/#:~:text=Asal%20Mobile%20Legends&text=Game%20ini%20dikembangkan%20oleh%20developer,game%20Mobile%20Legends%20itu%20sendiri> (accessed Jul. 01, 2022).
- [16] T. V. Lim and K. D. Ersche, “Theory-driven computational models of drug addiction in humans: Fruitful or futile?,” *Addiction Neuroscience*, vol. 5, p. 100066, Mar. 2023, doi: 10.1016/j.addicn.2023.100066.
- [17] Arthur Hovart, “Addiction Game Online,” *Journal*, vol. 3, no. 2, 1989.

- [18] H. G. Ankara and D. Baykal, "The socioeconomic and sociodemographic factors affecting digital gaming addiction among Generation Z," *Telematics and Informatics Reports*, vol. 8, p. 100032, Dec. 2022, doi: 10.1016/j.teler.2022.100032.
- [19] G. A. KEEPERS, "Pathological Preoccupation with Video Games," *J Am Acad Child Adolesc Psychiatry*, vol. 29, no. 1, pp. 49–50, Jan. 1990, doi: 10.1097/00004583-199001000-00009.
- [20] F. N. Laela, *Bimbingan Konseling Sosial*. Surabaya: UINSA Press, 2014.
- [21] Mark Granovetter, "Economic Action and Social Structure: The Problem of Embeddedness," *American Journal of Sociology*, vol. 91, pp. 481–510, Nov. 1985.
- [22] T. W. H. NG and D. C. FELDMAN, "How Broadly Does Education Contribute to Job Performance?," *Pers Psychol*, vol. 62, no. 1, pp. 89–134, Mar. 2009, doi: 10.1111/j.1744-6570.2008.01130.x.
- [23] C. D. Crossley, R. J. Bennett, S. M. Jex, and J. L. Burnfield, "Development of a global measure of job embeddedness and integration into a traditional model of voluntary turnover.," *Journal of Applied Psychology*, vol. 92, no. 4, pp. 1031–1042, Jul. 2007, doi: 10.1037/0021-9010.92.4.1031.
- [24] Y. S. Chee, "Embodiment, Embeddedness, and Experience: Game Based Learning and The Construction of Identity," 2007.
- [25] E. J. Jeong and D. H. Kim, "Social activities, self-efficacy, game attitudes, and game addiction," *Cyberpsychol Behav Soc Netw*, vol. 14, no. 4, pp. 213–221, Apr. 2011, doi: 10.1089/cyber.2009.0289.
- [26] A. Chen, Y. Lu, and B. Wang, "Enhancing perceived enjoyment in social games through social and gaming factors," *Information Technology and People*, vol. 29, no. 1, pp. 99–119, Mar. 2016, doi: 10.1108/ITP-07-2014-0156.
- [27] Yang and Lin, "Why do people stick to Facebook web site? A value theory based view," *Information Technology & People*, vol. 27, no. 1, pp. 21–37, 2014.
- [28] van der Heijden, "Factors influencing the usage of websites: the case of a generic portal in the Netherlands," *Information & Management*, vol. 40, no. 6, pp. 541–549, 2003.
- [29] Lee and Tsai, "What drives people to continue to play online games? An extension of technology model and theory of planned behavior," *Int J Hum Comput Interact*, vol. 26, no. 6, pp. 601–620, 2010.
- [30] Han and Windsor, "User's willingness to pay on social network sites," *Journal of Computer Information Systems*, vol. 51, no. 4, pp. 31–40, 2011.
- [31] Shin, "The dynamic user activities in massive multiplayer online role-playing games," *International Journal of Human-Computer Interaction*, vol. 26, no. 4, pp. 317–344, 2010.
- [32] Wei and Lu, "Why do people play mobile social games? An examination of network externalities and of uses and gratifications," *Internet Research*, vol. 24, no. 3, pp. 313–331, 2014.
- [33] Hurlock, *Psikologi Perkembangan*, 5th ed. Jakarta: Erlangga, 2002.
- [34] Monks, *Psikologi Perkembangan: Pengantar Dalam Berbagai Bagiannya*. Yogyakarta: UGM Press, 2006.
- [35] M. Mohammad Ali and Asrori, *Psikologi Remaja Perkembangan Peserta Didik*. Jakarta: PT Bumi Aksara, 2015.
- [36] I. Reyhav, R. Beeri, A. Balapour, D. R. Raban, R. Sabherwal, and J. Azuri, "How reliable are self-assessments using mobile technology in healthcare? The effects of technology identity and self-efficacy," *Comput Human Behav*, vol. 91, pp. 52–61, Feb. 2019, doi: 10.1016/j.chb.2018.09.024.

- [37] K. Craig, J. B. Thatcher, and V. Grover, "The IT Identity Threat: A Conceptual Definition and Operational Measure," *Journal of Management Information Systems*, vol. 36, no. 1, pp. 259–288, Jan. 2019, doi: 10.1080/07421222.2018.1550561.
- [38] C. Chen, K. Z. K. Zhang, X. Gong, and M. Lee, "Dual mechanisms of reinforcement reward and habit in driving smartphone addiction," *Internet Research*, vol. 29, no. 6, pp. 1551–1570, Dec. 2019, doi: 10.1108/INTR-11-2018-0489.
- [39] P. Lowry, J. Gaskin, N. Twyman, B. Hammer, and T. Roberts, "Taking 'Fun and Games' Seriously: Proposing the Hedonic-Motivation System Adoption Model (HMSAM)," *J Assoc Inf Syst*, vol. 14, no. 11, pp. 617–671, Nov. 2013, doi: 10.17705/1jais.00347.
- [40] H. Khang, J. K. Kim, and Y. Kim, "Self-traits and motivations as antecedents of digital media flow and addiction: The Internet, mobile phones, and video games," *Comput Human Behav*, vol. 29, no. 6, pp. 2416–2424, Nov. 2013, doi: 10.1016/j.chb.2013.05.027.
- [41] D. Liu, X. Li, and R. Santhanam, "Digital Games and Beyond: What Happens When Players Compete," *MIS Quarterly*, vol. 37, no. 1, pp. 111–124, Jan. 2013, doi: 10.25300/MISQ/2013/37.1.05.
- [42] M. Carter and V. Grover, "Me, My Self, and I(T): Conceptualizing Information Technology Identity and its Implications," *MIS Quarterly*, vol. 39, no. 4, pp. 931–957, Apr. 2015, doi: 10.25300/MISQ/2015/39.4.9.
- [43] Sugiyono, *Metode penelitian kuantitatif, kualitatif dan kombinasi (mixed methods)*. Bandung: Alfabeta, 2018.
- [44] K. Z. K. Zhang, M. K. O. Lee, C. M. K. Cheung, and H. Chen, "Understanding the role of gender in bloggers' switching behavior," *Decis Support Syst*, vol. 47, no. 4, pp. 540–546, Nov. 2009, doi: 10.1016/j.dss.2009.05.013.
- [45] Brown and Venkatesh, "Model of Adoption of Technology in Households: A Baseline Model Test and Extension Incorporating Household Life Cycle," *MIS Quarterly*, vol. 29, no. 3, p. 399, 2005, doi: 10.2307/25148690.
- [46] Z. Hussain, G. A. Williams, and M. D. Griffiths, "An exploratory study of the association between online gaming addiction and enjoyment motivations for playing massively multiplayer online role-playing games," *Comput Human Behav*, vol. 50, pp. 221–230, Sep. 2015, doi: 10.1016/j.chb.2015.03.075.
- [47] M. Al-Kalbani, S. Al-Adawi, and W. Alshekaili, "Psychometric properties of the depression, anxiety, stress scales-21 (DASS-21) in a sample of health care workers in Oman," *J Affect Disord Rep*, vol. 10, Dec. 2022, doi: 10.1016/j.jadr.2022.100451.
- [48] Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta, 2017.
- [49] C. Fornell and D. F. Larcker, "Evaluating Structural Equation Models with Unobservable Variables and Measurement Error," *Journal of Marketing Research*, vol. 18, no. 1, pp. 39–50, Feb. 1981, doi: 10.1177/002224378101800104.
- [50] Wynne W. Chin, "Issues and Opinion on Structural Equation Modeling," *MIS Quarterly*, vol. 22, no. 3, 1998.
- [51] Jum C. Nunnally, *Psychometric Theory*. New York: McGraw-Hill, 1978.
- [52] J. F. Hair, M. C. Howard, and C. Nitzl, "Assessing measurement model quality in PLS-SEM using confirmatory composite analysis," *J Bus Res*, vol. 109, pp. 101–110, Mar. 2020, doi: 10.1016/j.jbusres.2019.11.069.
- [53] J. Henseler, C. M. Ringle, and M. Sarstedt, "A new criterion for assessing discriminant validity in variance-based structural equation modeling," *J Acad*

- Mark Sci*, vol. 43, no. 1, pp. 115–135, Jan. 2015, doi: 10.1007/s11747-014-0403-8.
- [54] J. Cohen, *Statistical Power Analysis for the Behavioral Sciences*. Hillsdale: Lawrence Erlbaum Associates, 1988.
- [55] J. F. Hair, J. J. Risher, M. Sarstedt, and C. M. Ringle, “When to use and how to report the results of PLS-SEM,” *European Business Review*, vol. 31, no. 1, pp. 2–24, Jan. 2019, doi: 10.1108/EBR-11-2018-0203.
- [56] Shahriar Akter, John D’Ambra, and Pradeep Ray, “An Evaluation of PLS Based Complex Models: the Roles of Power Analysis, Predictive Relevance and GoF Index,” *17th Americas Conference on Information Systems*, 2011.
- [57] I. Reyshav, R. Beeri, A. Balapour, D. R. Raban, R. Sabherwal, and J. Azuri, “How reliable are self-assessments using mobile technology in healthcare? The effects of technology identity and self-efficacy,” *Comput Human Behav*, vol. 91, pp. 52–61, Feb. 2019, doi: 10.1016/j.chb.2018.09.024.
- [58] C. Wang, M. K. O. Lee, and Z. Hua, “A theory of social media dependence: Evidence from microblog users,” *Decis Support Syst*, vol. 69, pp. 40–49, Jan. 2015, doi: 10.1016/j.dss.2014.11.002.
- [59] J. J. Yu, H. Kim, and I. Hay, “Understanding adolescents’ problematic Internet use from a social/cognitive and addiction research framework,” *Comput Human Behav*, vol. 29, no. 6, pp. 2682–2689, Nov. 2013, doi: 10.1016/j.chb.2013.06.045.
- [60] Z. Xu, O. Turel, and Y. Yuan, “Online game addiction among adolescents: motivation and prevention factors,” *European Journal of Information Systems*, vol. 21, no. 3, pp. 321–340, May 2012, doi: 10.1057/ejis.2011.56.
- [61] H. E. Kwon, H. So, S. P. Han, and W. Oh, “Excessive Dependence on Mobile Social Apps: A Rational Addiction Perspective,” *Information Systems Research*, vol. 27, no. 4, pp. 919–939, Dec. 2016, doi: 10.1287/isre.2016.0658.
- [62] X. Gong, K. Z. K. Zhang, C. M. K. Cheung, C. Chen, and M. K. O. Lee, “Alone or together? Exploring the role of desire for online group gaming in players’ social game addiction,” *Information & Management*, vol. 56, no. 6, p. 103139, Sep. 2019, doi: 10.1016/j.im.2019.01.001.