

DAFTAR PUSTAKA

Amin, Defryansyah. (2020). Hubungan antara Pengendalian Diri, Harga Diri, dan Adiksi Game Online pada Pemain Game Online di Indonesia. *Journal Psikogenesis*.

Anggraini, N. (2022). The Relationship of Online Game Additionality with Sleep Quality. *Jurnal Kesehatan dan Pembangunan*

Apriyanto, et al(2023). The Impact of Gaming Addiction and Gamer Loyalty on Generation Z's Impulse Buying of Virtual Items in Online Games. *South Asian Research Journal of Business and Management*

Avilés-Reyes, R. , Téllez-Alanís, B. , Flores-Olvera, D. and Prada-Sarmiento, E. (2023) Decision Making and Moral Judgment in Adolescents and Young Adults. *Psychology*, 14, 844-856. doi: [10.4236/psych.2023.145045](https://doi.org/10.4236/psych.2023.145045).

Bramadan, H. (2021). Kontribusi Regulasi Diri terhadap Kecanduan Game Online pada Mahasiswa yang Bermain Game Online X di Kota Padang. Universitas Negeri Padang

Damanik, Grace & Ricky, Denny. (2020). Tingkat Adiksi Game Online pada Mahasiswa yang Tinggal di Asrama. *Carolus Journal of Nursing*. 2. 121-131. [10.37480/cjon.v2i2.36](https://doi.org/10.37480/cjon.v2i2.36).

Dihni, V. A. (2022, February 16). *Jumlah Gamers Indonesia Terbanyak Ketiga di Dunia*. Katadata. <https://databoks.katadata.co.id/datapublish/2022/02/16/jumlah-gamers-indonesia-terbanyak-ketiga-di-dunia>

Fauzi F, R. (2021, August 6). *Ternyata Segini Uang yang Dhabiskan Gamers Indonesia untuk Top Up - Semua Halaman*. Grid Games. <https://games.grid.id/read/152823814/ternyata-segini-uang-yang-dihabiskan-gamers-indonesia-untuk-top-up?page=all>

Gravetter,F.J. & Forzano, L.B. (2009). *Research methods for the behavioral sciences* (3rd ed.). Belmont, CA:Wadsworth Cengage Learning.

Herabadi, Astrid. (2003). *Buying Impulses: A Study on Impulsive Consumption*. cognitive Science - COGSCI.

Jemadu, L. (2021, December 9). *Transaksi Game Online di Indonesia Tembus Rp 30 Triliun*. suara.com. <https://www.suara.com/tekno/2021/12/09/195631/transaksi-game-online-di-indonesia-tembus-rp-30-triliun>

- Kafadar, Hatice & YILMAZ, Selin. (2022). Impulsive Buying Tendency: The Role of cognitive Factors, Personality Traits and Affect. *Yaşam Becerileri Psikoloji Dergisi*. 6. 10.31461/ybpd.1170318.
- Kusumaningrum, D. (2021). Adiksi Game Online: Dampak dan Pencegahan. *Jurnal Medika Hutama*, 2(04 Juli)
- Kurniawan, D. (2017). Pengaruh Intensitas Bermain Game Online terhadap Perilaku Prokrastinasi Akademik pada Mahasiswa Bimbingan Konsekuensi Universitas PGRI Yogyakarta. *Jurnal Konseling Gusjigang*
- Lemmens, J.S., Valkenburg, P.M. & Peter, J. (2009). Development and validation of a game addiction scale for adolescents. *Media Psychology*, 12(1), 77-95.
- Mubarok, Fauzy. (2021). Hubungan antara Intensi Kecanduan Game Online dengan Pembelian Impulsif Perangkat Game Pada Mahasiswa. *Acta Psychologica*. 3. 69-80. 10.21831/ap.v3i1.40025.
- Oktavian, et al. (2018). Pengaruh Durasi Bermain Terhadap Adiksi Game Online Pada Remaja. Universitas Muhammadiyah Ponorogo
- Putra, F. F., Rozak, A., Perdana, G. V., & Maesharoh, I. (2019). Dampak Game Online Terhadap Perubahan Perilaku Sosial Mahasiswa Telkom University. *Jurnal Politikom Indonesiana*
- Rahman, I. A., Ariani, D., & Ulfa, N. (2022). Tingkat Kecanduan Game Online Pada Remaja. *JURNAL MUTIARA NERS*, 5(2), 85–90. <https://doi.org/10.51544/jmn.v5i2.2438>
- Rosenberg, K. P. & Feder, L. C. (Eds.). (2014). Behavioral addictions: Criteria, evidence, and treatment. United States of America: Elsevier Inc.
- Safitri, S. (2020). Game Online dan Pengaruh Interaksi Sosial di Kalangan Mahasiswa di Universitas Muhammadiyah Surakarta. *Edumaspol: Jurnal Pendidikan*
- Surbakti, Tri & Rafiyah, Imas & Setiawan, Setiawan. (2023). Level of Online Game Addiction on Adolescents. *Journal of Nursing Care*. 5. 10.24198/jnc.v5i3.39044.
- Verplanken, Bas & Herabadi, Astrid. (2001). Individual Differences in Impulse Buying Tendency: Feeling and No Thinking. *European Journal of Personality*. 15. S71 - S83. 10.1002/per.423.

Yee, N. (2007). Motivations of Play in Online Games. *Journal of CyberPsychology and Behavior*, 9, 772-775.

Young, K. (2009). Understanding online gaming addiction and treatment issues for adolescents. *The American Journal of Family Therapy*, 37(5), 355-372. <https://doi.org/10.1080/01926180902942191>

Zuhrie, S. (2022, March 8). *Demi Top Up Game Online, 5 Pemuda di Berau Curi Onderdil Alat Berat Senilai Puluhan Juta*. iNews.ID. <https://kaltim.inews.id/berita/demi-top-up-game-online-5-pemuda-di-berau-curi-onderdil-alat-berat-senilai-puluhan-juta>

