BIBLIOGRAPHY

- Allen, M. (2017). The sage encyclopedia of communication research methods. SAGE reference.
- American Psychological Association. (2008). *Playing video games offers learning across life span, say studies*. American Psychological Association. https://www.apa.org/news/press/releases/2008/08/video-games
- Annie Awards. (2018). 50th annual Annie Awards. 50th Annual Annie Awards. https://annieawards.org/nominees/achievement-categories/annie-award-for-outstanding-achievement-for-character-animation-in-a-video-game
- "bargaining." (2023). *Cambridge Dictionary*. Retrieved June 12, 2023, from https://dictionary.cambridge.org/dictionary/english/bargaining.
- Berry, S. (2015, September 4). Feeling blue? feeling sad changes our perception of colour. The Sydney Morning Herald. https://www.smh.com.au/lifestyle/feeling-blue-feeling-sad-changes-our-perception-of-colour-20150903-gjef45.html
- Brown, J. (2011, September 25). *Doom, quake and mass murder*. Salon. https://www.salon.com/1999/04/23/gamers/
- Cambridge . (2023). "Bargaining." Cambridge Dictionary. https://dictionary.cambridge.org/dictionary/english/bargaining
- Cambridge. (2023). memento. *Cambridge Dictionary*. Retrieved 2023, from https://dictionary.cambridge.org/dictionary/english/memento.
- Carter, N., Bryant-Lukosius, D., DiCenso, A., Blythe, J., & Neville, A. J. (2014). The use of triangulation in qualitative research. *Oncology Nursing Forum*, 41(5), 545–547. https://doi.org/10.1188/14.onf.545-547
- Castell, S. de, & Jenson, J. (2005). Changing views: Worlds in play. Vancouver; DiGRA.
- Chandler, D. (2007). Semiotics for beginners.
- Cherry, K. (2022, December 8). What does it mean when someone is in denial? Denial as a Defense Mechanism. https://www.verywellmind.com/denial-as-a-defense-mechanism-5114461

- Chervonsky, L. (2023, February 18). *Understanding emotions and distress: When knowledge is power*. Inlight Psychology. https://www.inlightpsychology.com.au/post/emotions
- Clement, J. (2023, June 1). *Global: Video games number of users 2017-2027*. Statista. https://www.statista.com/statistics/748044/number-video-gamers-world/
- Color psychology 101: A beginner's guide to the meaning of colors. Color Psychology. (2023, May 3). https://www.colorpsychology.org/
- Creswell, J. W. (2017). Research design. qualitative, quantitative, and mixed methods approaches. SAGE Publications.
- Crew, B. (2015, April 28). Gamers have more grey matter and better brain connectivity, study suggests. ScienceAlert. https://www.sciencealert.com/gamers-have-more-grey-matter-and-better-brain-connectivity-study-suggests
- da Silva, J. R. R. T. da S. Ph. D. R. R. T. da. (2020, December 10). *How can video games make us better people?*. Psychology Today. https://www.psychologytoday.com/us/blog/the-memory-factory/202012/how-can-video-games-make-us-better-people
- Daultrey, S. (2015, August 19). 1972: First Commercially Successful Arcade Computer Game. Guinness World Records. https://www.guinnessworldrecords.com/news/60at60/2015/8/1972-first-commercially-successful-arcade-computer-game-392971
- Dominick, J. R. (2015). *The dynamics of mass communication: Media in transition*. McGraw-Hill.
- Dylan Pidgeon, L. (2022, October 23). *The benefits of playing video games*. Modern Therapy. https://moderntherapy.online/blog-2/2022/10/23/the-benefits-of-playing-video-games#:~:text=Recent% 20research% 20on% 20the% 20topic, negative% 20feelings% 20(Villani% 20et% 20al.
- Edu, T. L. (2022, November 21). *Types of mass media*. Leverage Edu. https://leverageedu.com/blog/types-of-mass-media/
- Esposito, N., Jenson, J., & Castell, S. de. (2005). Changing views: Worlds in play. In *Changing views: Worlds in play: A Short and Simple Definition of What a Videogame Is.* Vancouver; DiGRA.

- *ESRB ratings guides, categories, content descriptors*. ESRB Ratings. (2023, February 6). https://www.esrb.org/ratings-guide/
- Faillaci, D. G. (2019, May 27). *Are videogames mass media?*. Medium. https://duiliogf.medium.com/are-videogames-mass-media-ef94758c4e54#:~:text=I%20dare%20to%20say%20that%20the%20answer%20to%20this%20question,.%E2%80%9D%20Videogames%20are%20Mass%20Media.
- Fiske, J., & Jenkins, H. (2011). Introduction to communication studies. Routledge.
- Fugate, J. M., & Franco, C. L. (2019). What color is your anger? assessing coloremotion pairings in English speakers. *Frontiers in Psychology*, 10. https://doi.org/10.3389/fpsyg.2019.00206
- The Game Awards. (2019). *Games for impact: Nominees*. The Game Awards. https://thegameawards.com/nominees/games-for-impact
- The good and the bad effects of video games on children. Institute for Educational Advancement. (2022, May 25). https://educationaladvancement.org/blog-the-good-and-the-bad-effects-of-video-games-on-children/
- Griffin, E. A., Ledbetter, A., & Sparks, G. G. (2023). *A first look at communication theory*. McGraw-Hill Education.
- Hallendy, N. (2020, December 8). *Inuksuk* (*inukshuk*). The Canadian Encyclopedia. https://www.thecanadianencyclopedia.ca/en/article/inuksuk-inukshuk
- Hendrick, B. (2010, February 9). *Feeling gray? colors may match moods*. CBS News. https://www.cbsnews.com/news/feeling-gray-colors-may-match-moods/#:~:text=According%20to%20the%20researchers%2C%20the,or%20a%20disinterest%20in%20life.%22
- History.com. (2009, November 9). *Columbine High School Shooting: Victims & Killers*. History.com. https://www.history.com/topics/1990s/columbine-high-school-shootings
- Hospice Basics. (2021, May 19). *10 grief myths you may believe*. Hospice Basics. https://www.hospicebasics.org/10-grief-myths-you-may-believe/
- Katrina. (2020, September 18). *Myths about emotions*. DBT. https://dialecticalbehaviortherapy.com/emotion-regulation/myths-emotions/
- Kothari, C. R. (2004). *Research methodology: Methods and techniques*. New Age International (P) Limited, Publishers.

- Kübler-Ross, E. (1973). On Death and Dying. https://doi.org/10.4324/9780203010495
- Lamothe, C. (2020, March 30). *Are you emotionally mature?*. Healthline. https://www.healthline.com/health/mental-health/emotional-maturity#characteristics
- Lancer, D. (2021, August 11). *You can't break someone's denial*. Medium. https://medium.com/relationships-101/you-cant-break-someone-s-denial-9f4a5308ed9
- Lavers, A. (1995, October). *Mythologies by Roland Barthes*. Barthes-myth. https://www.uv.es/~fores/programa/barthes_myth.html
- Lee, L. T. (2009). History and Development of Mass Communications. *JOURNALISM AND Mass Communication*, *I*.
- Lorimer, R. (2002). Mass communication: Some redefinitional notes. *Canadian Journal of Communication*, 27(1), 63–72. https://doi.org/10.22230/cjc.2002v27n1a1272
- Martini, M., Perez-Marcos, D., & Sanchez-Vives, M. V. (2013). What color is my arm? changes in skin color of an embodied virtual arm modulates pain threshold. *Frontiers in Human Neuroscience*, 7. https://doi.org/10.3389/fnhum.2013.00438
- Mills, K. (2020, March 3). *Apa reaffirms position on violent video games and violent behavior*. American Psychological Association. https://www.apa.org/news/press/releases/2020/03/violent-video-games-behavior
- Niomada Studio. (2018). *Home*. Nomada Studio. https://nomada.studio/
- Noelle-Neumann, E. (2022). The spiral of silence. A theory of public opinion. *Schlüsselwerke: Theorien (in) Der Kommunikationswissenschaft*, 201–211. https://doi.org/10.1007/978-3-658-37354-2_13
- Oddo, M. V. (2021, August 2). *What's an indie game anyway?* Collider. https://collider.com/what-makes-an-indie-game/
- Olesen, J. (2022, December 5). *Yellow color meaning: The color yellow symbolizes happiness and optimism*. Color Meanings. https://www.color-meanings.com/yellow-color-meaning-the-color-yellow/
- Ordway, D.-M. (2021, February 15). Fake news and the spread of misinformation: A research roundup. The Journalist's Resource.

- https://journalistsresource.org/politics-and-government/fake-news-conspiracy-theories-journalism-research/
- Osgood- Schramm Model of Communication. Communication Theory. (2014, July 10). https://www.communicationtheory.org/osgood-schramm-model-of-communication/
- Patton, M. Q. (2015). *Qualitative Research & Evaluation Methods: Integrating Theory and Practice*. SAGE.
- Roohi, S., & Forouzandeh, A. (2019, March 23). Regarding color psychology principles in adventure games to enhance the sense of immersion. Entertainment Computing. https://www.sciencedirect.com/science/article/abs/pii/S1875952118300417?vi a%3Dihub
- Rouse, R. (2005). Game Design, theory and practice. Wordware Pub.
- Ryan, Virginia, Kendall, Pete, Moore, J. R., Brooke, Vince, & Alycia. (2012, October 22). What is a platform game?: 10 design types & video game examples. iD Tech. https://www.idtech.com/blog/10-types-of-platforms-in-platform-video-games
- Sedgwick, P. (2014). Unit of Observation Versus unit of analysis. *BMJ*, *348*(jun13 4). https://doi.org/10.1136/bmj.g3840
- Shawn , G., & Denomme, D. (2021, March 10). *Mass Communication Overview & Examples*. Study.com. https://study.com/learn/lesson/mass-communication-overview-examples.html
- Stash Team. (2022, June 29). *Defining moments in video game history: A timeline*. Stash Learn. https://www.stash.com/learn/defining-moments-in-video-game-history-a-timeline/
- Steam. (2018, December 13). *Gris on steam*. GRIS on Steam. https://store.steampowered.com/app/683320/GRIS/
- Steamdb. (2023). *Steam game release summary by year · steamdb*. Steam Game Release Summary. https://steamdb.info/stats/releases/
- superhero-nerd. (2019, January 14). *The desolated Quill on Tumblr*. Tumblr. https://www.tumblr.com/the-desolated-quill/182005177436/plays-assassins-creed-to-study-for-my-ap-history

- Tomczyk, S. M. (2019). *Benefits of singing*. Esteem Vocals. https://www.esteemvocals.com/benefits-of-singing.html#:~:text=Singing%20is%20much%20more%20than,at%20the%20core%20of%20singing.
- Turner, L. H., & West, R. L. (2019). *An introduction to communication*. Cambridge University Press.
- University of Minnesota Libraries Publishing edition, 2016. This edition adapted from a work originally produced in 2013 by a publisher who has requested that it not receive attribution. (2016, September 29). *the communication process*. Communication in the Real World. https://open.lib.umn.edu/communication/chapter/1-2-the-communication-process/
- Weldon, K. (2023, March 17). *Computer Game Definition, Overview & History*. Study.com . https://study.com/academy/lesson/computer-game-definition-overview-history.html
- Williamson, T. (2021, December 1). *History of computers: A brief timeline*. LiveScience. https://www.livescience.com/20718-computer-history.html
- Wood, J. T. (2017). Communication mosaics: An introduction to the field of communication. Cengage Learning.
- Yakin, H. S., & Totu, A. (2014). The Semiotic Perspectives of Peirce and saussure: A brief comparative study. *Procedia Social and Behavioral Sciences*, 155, 4–8. https://doi.org/10.1016/j.sbspro.2014.10.247