

DAFTAR PUSTAKA

- A. Endi, Afrina, and P. H. Wahyudiono, "Perancangan Aplikasi Manajemen Proyek, Tugas dan Kolaborasi dalam Meningkatkan Kinerja Pegawai," *J. Eng. Technol. Appl. Sci.*, vol. 4, no. 1, pp. 22–32, Apr. 2022, doi: 10.36079/lamintang.jetas-0401.352.
- Abdulsyani. (1994). *Sosiologi Skematika, Teori, dan Terapan*. Jakarta: Bumi Aksara
- Adler, R. B., Elmhorst, J. M., & Lucas, K. (2018). "Communication: The Handbook." Oxford University Press.
- Axelrod, Robert (1970). *Conflict of interest: a theory of divergent goals with applications to politics*. Markham Pub. Co. ISBN 9780841030206.
- Azwar, S. (2010). *Penyusunan skala psikologis*. Yogyakarta: Pustaka Pelajar.
- Belsley, D. A., Kuh, E., & Welsch, R. E. (1980). *Regression diagnostics: Identifying influential data and sources of collinearity*. John Wiley & Sons.
- Burhan, B. (2017). *Metode Penelitian Kuantitatif*. Jakarta: Penerbit Kencana, hal 25
- Castronova, E. (2005). *Synthetic worlds: The business and culture of online games*. University of Chicago Press.
- Chukwuma, E.M., & Obiefuna, O. (2014). Effect of Motivation on Employee Productivity : A Study of Manufacturing Companies in Nnewi. *Journal of Managerial Studies and Research* 2 (7)

- Cohen, J. (1988). *Statistical power analysis for the behavioral sciences* (2nd ed.). Lawrence Erlbaum Associates.
- Cole, H., & Griffiths, M. D. (2007). "Social Interactions in Massively Multiplayer Online Role-Playing Gamers." *CyberPsychology & Behavior*, 10(4), 575-583.
- Consalvo, M. (2007). *Cheating: Gaining advantage in a video game world*. MIT Press
- Cook, T. D., & Campbell, D. T. (1979). *Quasi-experimentation: Design and analysis for field settings*. Houghton Mifflin.
- Cronbach, L. J. (1951). Coefficient alpha and the internal structure of tests. *Psychometrika*, 16(3), 297-334.
- Dainton, M., & Zelaya, E. D. (2019). *Applying Communication Theory for Professional Life: A Practical Introduction*. Sage Publications.
- Deci, E. L., & Ryan, R. M. (1985). "Intrinsic Motivation and Self-Determination in Human Behavior." Springer Science & Business Media.
- Defria, M.D., & Irwansyah, I. (2020). Game User Experience: Motivasi dalam Membeli Barang Virtual Pada Game. *Inter Komunika: Jurnal Komunikasi*, Vol 5 (1)
- Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). *Gamification: Using game-design elements in non-gaming contexts*. Elsevier.
- Dinar, S. (2019). Partisipasi Warganet Dalam Mengidentifikasi Komunikasi Intelektual Narasumber Politik Terkait Perkembangan Hasil Pemilu 2019. *WACANA*, Vol 18 (2), hal. 234-234. Online ISSN: 2598-7402

Draper, N. R., & Smith, H. (1998). *Applied regression analysis*. Wiley.

Ducheneaut, N., & Yee, N. (2006). *Alive and well and playing games online: The psychology and culture of online gaming*. Springer Science & Business Media

ESA. (2022). *2022 Essential facts about the video game industry*. Entertainment Software Association.

Gee, J. P. (2003). *What video games have to teach us about learning and literacy*. Palgrave Macmillan.

Gentile, D. A., Anderson, C. A., Yukawa, S., Ihori, N., Saleem, M., Ming, J. Y., & Walsh, D. A. (2011). The effects of prosocial video game play on prosocial behaviors: A meta-analysis. *Pediatrics*, 127(4), e836-e846.

Griffiths, M. (2010). "Online Videogaming: What Should Educational Psychologists Know?" *Educational Psychology in Practice*, 26(1), 35-40.

Griffiths, M. D. (2012). Online video game addiction: Prevalence and empirical evidence. *Addiction Research & Theory*, 20(1), 1-9.

Hamari, J., Koivisto, J., & Sarsa, H. (2017). "Does Gamification Work?--A Literature Review of Empirical Studies on Gamification." In *Proceedings of the 2017 50th Hawaii International Conference on System Sciences*.

Hansen, M. T., Nohria, N., & Tierney, T. (1999). What's your strategy for managing knowledge? *Harvard Business Review*, 77(2), 106-116

Hasibuan, M SP. (2014). *Manajemen Sumber Daya Manusia*, Cetakan keempatbelas. Jakarta, Penerbit : Bumi Aksara

- Huang, E. (2017). "Game-based problem solving and learning: A review of literature." *Computers & Education*, 113, 49-58.
- Johnson, C. R., & Wang, J. (2019). Social interaction motivations of esports spectators: An exploratory factor analysis. *Journal of Gaming & Virtual Worlds*, 11(2), 133-149.
- Johnson, M. R., & Woodcock, J. (2019). 'It's like the gold rush': the lives and careers of professional video game streamers on Twitch.tv. *Information Communication and Society*. <https://doi.org/10.1080/1369118X.2017.1386229>
- Kapp, K. M. (2012). *The gamification of learning and instruction: Game-based methods and strategies for training and education*. John Wiley & Sons.
- Kirriemuir, J., & McFarlane, A. (2004). *Literature review in games and learning*. Retrieved from http://www.futurelab.org.uk/resources/documents/lit_reviews/Games_Review.pdf
- Kroon, R. W. (2010). *A/V A to Z An Encyclopedic Dictionary of Media, Entertainment and Other Audiovisual Terms*. North Carolina: McFarland & Company, Inc.
- L. Felizardo, N. Caseca Machado, G. Carmo, J. do Prado, and J. Pereira, "Elinor Ostrom's scholarly impact: a scientometric review of a nobel laureate," *Rev. Gestão e Secr. (Management Adm. Prof. Rev.*, vol. 14, pp. 7047–7081, May 2023, doi: 10.7769/gesec.v14i5.2096.
- Miguel, P.L.S., dan Ledur Brito, L.A. 2011. "Supply Chain Management measurement and its influence on Operational Performance". *Journal of operations and supply chain management* . Vol 4, No.2.

- National Research Council (US), Institute of Medicine (US), Woolf, S. H., & Aron, L. (Eds.). (2013). *U.S. Health in International Perspective: Shorter Lives, Poorer Health*. National Academies Press (US).
- Nofrion. (2018). *Komunikasi Pendidikan, Penerapan Teori dan Konsep Komunikasi dalam Pembelajaran*. Jakarta: Prenadamedia Group
- Nonaka, I., & Takeuchi, H. (1995). *The knowledge-creating company: How Japanese companies create the dynamics of innovation*. Oxford University Press.
- Probst, G., Raub, S., & Romhardt, K. (2001). *Managing knowledge in organizations: How to create, share, and use it effectively*. Springer-Verlag.
- Przybylski, A. K., Rigby, C. S., & Ryan, R. M. (2010). "A Motivational Model of Video Game Engagement." *Review of General Psychology*, 14(2), 154-166.
- Ryan, R. M., & Deci, E. L. (2000). "Intrinsic and Extrinsic Motivations: Classic Definitions and New Directions." *Contemporary Educational Psychology*, 25(1), 54-67.
- Salen, K., & Zimmerman, E. (2004). *Rules of Play - Game Design Fundamentals*. London: MIT Press Cambridge. <https://doi.org/10.1007/s00261-018-1685-y>
- Schiefele, U., Krapp, A., & Winteler, A. (2013). Interest as a motivational determinant of learning. In *H. M. G. Watt & J. P. Guthrie (Eds.), Motivation, Engagement and Educational Performance (pp. 1-23)*. Academic Press.
- Shapiro, S. S., & Wilk, M. B. (1965). An analysis of variance test for normality (complete samples). *Biometrika*, 52(3-4), 591-611.

- Smith, R., Fong, A., Farnham, S. D., & Merritt, S. M. (2018). Competitive intellectual game communities: Examining factors impacting learning, challenge, and enjoyment. *In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (p. 557)
- Snedecor, G. W., & Cochran, W. G. (1937). *Statistical methods applied to experiments in agriculture and biology*. Iowa State College Press.
- Student (1908). The probable error of the mean. *Biometrika*, 6(1), 1-26.
- Sugiantoro, H. (2011, May 23). Intelek, Intelektual, Ulil Albab... Dipetik 11 20, 2019, dari Kompasiana:
<https://www.kompasiana.com/ahmadelpena/5500d0bda333113e095109f3/intelek-intelektual-ulil-albab>
- Sugiyono. (2018). *Metode Penelitian Kuantitatif*. Bandung: Alfabeta.
- Taylor, T. L. (2006). "Does WoW Change Everything? How a PvP Server, Multinational Player Base, and Surveillance Mod Scene Caused Me Pause." *Games and Culture*, 1(4), 318-337.
- Uno Hamzah, D. (n.d.). *Teori Motivasi & Pengukurannya*. Jakarta: Bumi Aksara.
- Vorderer, P., Klimmt, C., & Ritterfeld, U. (2016). "Enjoyment: At the Heart of Media Entertainment." Routledge.
- Wasko, M. M., & Faraj, S. (2005). "Why Should I Share? Examining Social Capital and Knowledge Contribution in Electronic Networks of Practice." *MIS Quarterly*, 29(1), 35-57.

White, H. (1980). A heteroskedasticity-consistent covariance matrix estimator and a direct test for heteroskedasticity. *Econometrica*, 48(4), 817-838

Wittenbaum, G.M., Hollingshead, A.B., & Botero, I.C. (2004). From cooperative to motivated information sharing in groups: moving beyond the hidden profile paradigm. *Communication Monographs*, 71, 286 - 310.

Yee, N. (2006). "Motivations for play in online games." *CyberPsychology & Behavior*, 9(6), 772-775.

Zarefsky, D. (1993). Presidential's Column: Does Intellectual Diversity Serve Us Well?. *Spectra*, 2-3.

