

DAFTAR PUSTAKA

- Achmad S. Ruky. 2014. Menjadi Executive Manajemen sdm Profesional. Edisi Pertama. Yogyakarta; Andi Offset.
- Ahmad, Syarwani & Harapan, Edi. 2014. Komunikasi antarpribadi. Jakarta: PT RajaGrafindo Persada.
- Ahmadi. A. (2009). Psikologi umum. Jakarta: PT Rineka Cipta.
- Asgari, M., & Kaufman, D. (2004). Relationships among computer games, fantasy, and learning.
- Atanasijevic-Kunc, M., Logar, V., Karba, R., Papic, M., & Kos, A. (2011). Remote Multivariable Control Design Using a Competition Game. *IEEE TRANSACTIONS ON EDUCATION*, 54(1), 97-103.
- Augusty, Ferdinand. 2006. Metode Penelitian Manajemen: Pedoman Penelitian untuk skripsi, Tesis dan Disertai Ilmu Manajemen. Semarang: Universitas Diponegoro.
- Basrowi. (2014). Pengantar Sosiologi. Bogor : Ghalia Indonesia.
- Bloemer, J., & Kasper, H. (1995). The complex relationship between consumer satisfaction and brand loyalty. *Journal of Economic Psychology*, 16(2), 311–329.
- Bowman, N. D., Oliver, M. B., Rogers, R., Sherrick, B., Woolley, J., & Chung, M. Y. (2016). In control or in their shoes? How character attachment differentially influences video game enjoyment and appreciation. *Journal of Gaming & Virtual Worlds*, 8(1), 83–99.
- Bridges, E., & Florsheim, R. (2008). Hedonic and utilitarian shopping goals: The online experience. *Journal of Business Research*, 309-314.
- Bryce, Jo, & Rutter, J. (2003). Gender dynamics and the social and spatial organization of computer gaming. *Leisure Studies*, 22, 1–15.
- Cagiltay, N. E., Ozcelik, E., & Ozcelik, N. S. (2015). The effect of competition on learning in games. *Computers & Education*, 87, 35–41.

- Caroux, L., Isbister, K., Le Bigot, L., & Vibert, N. (2015). Player-video game interaction: A systematic review of current concepts. *Computers in Human Behavior*, 48, 366–381.
- Chaplin, J. P. (1999). Kamus Lengkap Psikologi. Jakarta : PT. Raja Grafindo Persada.
- Cheng, H. N., Wu, W. M., Liao, C. C., & Chan, T.-W. (2009). Equal opportunity tactic: Redesigning and applying competition games in classrooms. *Computers & Education*, 866-876.
- Choi, D., & Kim, J. (2004). Why people continue to play online games: In search of critical design factors to increase customer loyalty to online contents. *Cyber Psychology and Behavior*, 7(1), 11–24.
- Chou, C. M., & Kimsuwan, A. (2013). Factors affecting purchase intention of online game prepayment card – Evidence from Thailand. *Journal of Internet Banking and Commerce*, 18(3), 1–13.
- Cohen, E. L. (2014). What makes good games go viral? The role of technology use, efficacy, emotion and enjoyment in players' decision to share a prosocial digital game. *Computers in Human Behavior*, 33, 321–329.
- Cox, Ricard H. (2007). Sport psychology concepts and applications. New York: McGraw Hill Companies.
- Csikszentmihalyi, M. (1977). Beyond Boredom and Anxiety, second printing. San Francisco: Jossey-Bass.
- Dalisay, F., Kushin, M. J., Yamamoto, M., Liu, Y. I., & Skalski, P. (2015). Motivations for game play and the social capital and civic potential of video games. *New Media & Society*, 17(9), 1399–1417
- Davis, F.D., R.P. Bagozzi, and P.R. Warshaw, "User Acceptance of Computer Technology: A Comparison of Two Theoretical Models," *Management Science*, Vol. 35, No. 8:982-1003, 1989.
- Deaux, Dane & Wrightsman, S. (1993). Social Psychology in the 90's. (2nd). California: Wadsworth Publishing Company, Inc.

- DeWall, C. N., Anderson, C. A., & Bushman, B. J. (2011). The General Aggression Model: Theoretical Extensions to Violence. *Psychology of Violence*, 1(3), 245-258.
- Engl, S., & Nacke, L. E. (2013). Contextual influences on mobile player experience – A game user experience model. *Entertainment Computing*, 4(1), 83–91.
- Ferdinand. 2002. Metode Penelitian Manajemen : Pedoman penelitian untuk Skripsi, Tesis, dan Desertasi Ilmu Manajemen, Semarang : Badan Penerbit Universitas Diponegoro.
- GEDIGAMES, Grupo de Estudos e Desenvolvimento de Indústria de Games. (2014). Relatório Final: Mapeamento da indústria brasileira e global de jogos digitais. São Paulo, SP: Universidade de São Paulo.
- Ghozland, D. (2010). Designing for motivation. pp. 1–9. Gamasutra. Retrieved from http://www.gamasutra.com/view/feature/1419/designing_for_motivation.php
- Giammarco, E. A., Schneider, T. J., Carswell, J. J., & Knipe, W. S. (2015). Video game preferences and their relation to career interests. *Personality and Individual Differences*, 73, 98–104.
- Gogoi, B. J. (2013). STUDY OF ANTECEDENTS OF PURCHASE INTENTION AND ITS EFFECT ON BRAND LOYALTY OF PRIVATE LABEL BRAND OF APPAREL. *International Journal of Sales & Marketing*, 3(2), 73-86.
- Grizzard, M., Tamborini, R., Sherry, J. L., Weber, R., Prabhu, S., Hahn, L., et al. (2015). The thrill is gone, but you might not know: Habituation and generalization of biophysiological and self-reported arousal responses to video games. *Communication Monographs*, 82(1), 64–87.
- Hair, J. F., et al. (2007). Multivariate Data Analysis 6 th Edition. New Jersey: Hamali, Arif Yusuf. (2018). Pemahaman Manajemen 113 Sumber Daya Manusia. Yogyakarta: CAPS (Center for Academic Publishing Service).
- Hamari, J., Shernoff, D. J., Rowe, E., Coller, B., Asbell-Clarke, J., & Edwards, T. (2016). Challenging games help students learn: An empirical study on

- engagement, flow and immersion in game-based learning. *Computers in Human Behavior*, 54, 170–179.
- Hagger, Martin & Chatzisarantis, Nikos. (2005). *The Social psychology of exercise and sport*. New york: Mcgraw Hill Companies.
- Hong, H., & Xu, D. (2015). An Empirical Study on Continuance Using Intention of Mobile Social Apps. *Association for Information Systems*.
- Hong, J.-C., Hwang, M.-Y., Lu, C.-H., Cheng, C.-L., Lee, Y.-C., & Lin, C.-L. (2009). Playfulness-based design in educational games: a perspective on an evolutionary contest game. *Interactive Learning Environments*, 17(1), 15-35.
- Hou, J. (2011), “Uses and gratifications of social games: blending social networking and game play”, *First Monday*, Vol. 16 No. 7, pp. 5-15.
- Hsiao, K. L., & Chen, C. C. (2016). What drives in-app purchase intention for mobile games? An examination of perceived values and loyalty. *Electronic Commerce Research and Applications*, 16, 18–29.
- Hung, C. Y., Sun, J. C. Y., & Yu, P. T. (2015). The benefits of a challenge: Student motivation and flow experience in tablet-PC-game-based learning. *Interactive Learning Environments*, 23(2), 172–190.
- Husnayani, H. (2021). *FENOMENA GAME ONLINE DI KALANGAN PESERTA DIDIK PADA SEKOLAH MENENGAH PERTAMA NEGERI 1 MALANGKE KABUPATEN LUWU UTARA* (Doctoral dissertation, Institut agama islam Negeri (IAIN) Palopo).
- Januarius Anggoa. (2011). Study Tingkat Kebosanan Dalam Waktu Luang pada Mahasiswa baru Universitas Kristen Petra Surabaya. Diakses dari <http://digilib.petra.ac.id>
- Jin,C. H.(2014).The role of users' motivations in generating social capital building and subjective well-being: The case of social network games. *Computers in Human Behavior*, 39, 29–38.
- Kahn, A. S., Shen, C., Lu, L., Ratan, R. A., Coary, S., Hou, J., . . . Williams, D. (2015). The Trojan Player Typology: A cross-genre, cross-cultural, behaviorally

- validated scale of video game play motivations. Computers in Human Behavior, 354-361.
- Kim, Y. and Ross, S. (2006), “An exploration of motives in sport video gaming”, International Journal of Sports Marketing and Sponsorship, Vol. 8 No. 1, pp. 34-46.
- Koo, D.-M. (2009). The moderating role of locus of control on the links between experiential motives and intention to play online games. Computers in Human Behavior, 25, 466-474.
- Liu, Y., Liu, D., Yuan, Y., & Archer, N. (2018). Examining situational continuous mobile game play behavior from the perspectives of diversion and flow experience. Information Technology & People.
- Lucas, K., & Sherry, J. L. (2004). Sex Differences in Video Game Play:: A Communication-Based Explanation. Communication Research.
- Malayu S.P. Hasibuan (2013) Manajemen Sumber Daya Manusia Jakarta: PT. Bumi Aksara
- Malone, T. W., & Lepper, M. R. (1987). Making learning fun: A taxonomy of intrinsic motivations for learning. In R. E. Snow & M. J. Farr (Eds.), Aptitude, learning and instruction: III. Conative and affective process analyses (pp. 223-253). Hillsdale, NJ: Lawrence Erlbaum
- McGloin, R., Hull, K. S., & Christensen, J. L. (2016). The social implications of casual online gaming: Examining the effects of competitive setting and performance outcome on player perceptions. Computers in Human Behavior, 59, 173–181.
- Mekler, E. D., Bopp, J. A., Tuch, A. N., & Opwis, K. (2014, April). A systematic review of quantitative studies on the enjoyment of digital entertainment games. In *Proceedings of the SIGCHI conference on human factors in computing systems* (pp. 927-936).
- Merikivi, J., Tuunainen, V., & Nguyen, D. (2017). What makes continued mobile gaming enjoyable? Computers in Human Behavior, 68, 411–421.
<https://doi.org/10.1016/j.chb.2016.11.070>

- Naim, N, (2016). Dasar-dasar Komunikasi Pendidikan. Yogyakarta: Ar-Ruzz Media.
- Nanang Martono. 2015. Metode Penelitian Sosial. Jakarta: Rajagrafindo Persada.
- Nguyen, D. (2015). Understanding Perceived Enjoyment and Continuance Intention in Mobile Games. Aalto Universitas School of Business, 22.
- Osmanovic, S., & Pecchioni, L. (2016). Beyond entertainment motivations and outcomes of video game playing by older adults and their younger family members. *Games and Culture*, 11(1–2), 130–149.
- Park, B. W., & Lee, K. C. (2011). Exploring the value of purchasing online game items. *Computers in Human Behavior*, 27(6), 2178–2185.
- Pearson Education Inc.
- Pe-Than, E. P. P., Goh, D. H. L., & Lee, C. S. (2014). Making work fun: Investigating antecedents of perceived enjoyment in human computation games for information sharing. *Computers in Human Behavior*, 39, 88–99.
- Plass, J. L., O'Keefe, P. A., Homer, B. D., & Hayward, E. O. (2013). The Impact of Individual, Competitive, and Collaborative Mathematics Game Play on Learning, Performance, and Motivation. *Educational Psychology*, 105(4), 1050–1066.
- Priansa, Juni, Doni. (2017). “Perilaku Konsumen dalam Bisnis Kontemporer”. Bandung: Alfabeta.
- Reich, S., & Vorderer, P. (2015). Online games, player experiences. In *The International Encyclopedia of Digital Communication and Society*.
- Reinecke, L. (2009). Games and recovery: The use of video and computer games to recuperate from stress and strain. *Journal of Media Psychology*, 21(3), 126-142.
- Rodrigues, L. C., Lopes, R. A. S., & Mustaro, P. N. (2010). Impactos socioculturais da evolução dos jogos eletrônicos e ferramentas comunicacionais: Um estudo sobre o desenvolvimento de comunidades virtuais de jogadores. São Paulo: Universidade Presbiteriana Mackenzie.
- Rohmat, Kurnia. 2011. Menjadi Dirimu yang Terbaik. Jakarta : PT Imperial bhakti utama.

- Shelton, A. K. (2010). Defining the lines between virtual and real world purchases: Second Life sells, but who's buying? *Computers in Human Behavior*, 26(6), 1223–1227.
- Shen, C., Wang, H., & Ritterfeld, U. (2009). Serious games and seriously fun games: Can they be one and the same? 48-62.
- Sherry, J. L., Lucas, K., Greenberg, B. S., & Lachlan, K. (2006). Video game uses and gratifications as predictors of use and game preference. pp. 213–224. *Playing video games: Motives, responses, and consequences* (Vol. 24).
- Simanjuntak, Julianto. (2007). *Perlengkapan Seorang Konselor : Catatan Kuliah dan Refleksi Pembelajar Konseling*. Tangerang : LK3
- Souza, L. F., & Freitas, A. F. (2017). Consumer behavior of electronic games' player: a study on the intentions to play and to pay. (52), 419-430.
- Sugiyono. (2015). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung : Alfabeta
- Sugiyono. 2011. *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta.
- Sugiyono. 2017. *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif Dan R&D*. Bandung: Alfabeta.
- Sukmadinata, N.S. 2011. *Metode Penelitian Pendidikan*. Bandung: Remaja Rosdakarya
- Sunyoto, D. (2011). *Metodologi Penelitian Ekonomi*. Yogyakarta: CAPS.
- Teng, C.-I. (2013). How Do Challenges Increase Customer Loyalty to Online Games? *CYBERPSYCHOLOGY, BEHAVIOR, AND SOCIAL NETWORKING*, 16(12), 884-891.
- Tojo, I. K., & Widjaja, A. W. (2018). *Antecedents dari intention to play dan pengaruhnya terhadap intention to pay pada pemain mobile moba games e-sport di Jakarta* (Doctoral dissertation, Universitas Pelita Harapan).

- Umi Narimawati. 2010. Penulisan Karya Ilmiah :Panduan Awal Menyusun Skripsi dan Tugas Akhir Aplikasi pada Fakultas Ekonomi UNIKOM. Bekasi: Genesis. Vol. 5 No.6 Agustus-September 2006.
- Veithzal Rivai, (2013), Manajemen Sumber Daya Manusia Untuk Perusahaan Dari Teori Ke Praktek, Rajagrafindo persada, Bandung.
- Venkatesh, V. "Determinants of Perceived Ease of Use: Integrating Control, Intrinsic Motivation, and Emotion into the Technology Acceptance Model," *Information Systems Research*, Vol. 11, No. 4:342-365, 2000.
- Verga, L., Bigand, E., & Kotz, S. A. (2015). Play along: affects of music and social interaction on word learning. *frontiers in Psychology*.
- Wan, C.-S., & Chiou, W.-B. (2006). Psychological Motives and Online Games Addiction: A Test of Flow Theory and Humanistic Needs Theory for Taiwanese Adolescents. *CyberPsychology & Behavior*, 9(3), 317–324. <https://doi.org/10.1089/cpb.2006.9.317>
- Wei, P. S., & Lu, H. P. (2014). Why do people play mobile social games? An examination of network externalities and of uses and gratifications. *Internet Research*, 24(3), 313–331.
- Weinberg, Robert S. & Gould, Daniel. (2007). Fundations of sport and exercise psychology, 4th edition. Chapingan, II.: Human Kinetics
- Widjaja. 2017. Komunikasi; Komunikasi dan Hubungan Masyarakat. Edisi Ketiga. Jakarta; Bumi Aksara.
- Wu, J., & Liu, D. (2007). The Effects of Trust and Enjoyment on Intention to Play Online Games. *Journal of Electronic Commerce Research*, 8(2), 128-140.
- Yurida, M. S. (2019). Pemanfaatan Waktu Luang Menurut Beberapa Hadis Rasulullah SAW dan Pengembangannya dalam Bimbingan Islam. *Universitas Islam Negeri AR-RANIRY Darussalam Banda Aceh*.
- Berita Baik.id “Menilik Industri Gim dan Esports Indonesia di Era Digital” Available from <https://beritabaik.id/read?editorialSlug=teknologi&slug=1615789777881->

[menilik-industri-gim dan-esports-indonesia-di-era-digital](#), Internet, diakses pada tanggal 5 Februari 2023

Bola “5 Tim Yang Berpeluang Menjadi Jawara Kejuaraan Dunia Mobile Legends di Malaysia” [https://www.bola.com/e-sports/read/4110360/5-tim-yang-berpeluang-menjadi-jawara-kejuaraan_dunia-mobile-legends-di-malaysia](https://www.bola.com/e-sports/read/4110360/5-tim-yang-berpeluang-menjadi-jawara-kejuaraan-dunia-mobile-legends-di-malaysia) , Internet, diakses pada tanggal 7 April 2023

Celebrities “Mobile Legends jadi game esport terfavorit Indonesia esport award 2022 digandrungi kaum milenial” Available from [https://www.celebrities.id/read/mobile-legends-jadi-game-esports-terfavorit-indonesian-esports-awards-2022-digandrungi-kaum-milenial-D06u2I#:~:text=Mobile%20Legends%20berhasil%20meraih%20penghargaan,di%20Indonesian%20Esports%20Awards%202022.](https://www.celebrities.id/read/mobile-legends-jadi-game-esports-terfavorit-indonesian-esports-awards-2022-digandrungi-kaum-milenial-D06u2I#:~:text=Mobile%20Legends%20berhasil%20meraih%20penghargaan,di%20Indonesian%20Esports%20Awards%202022.,), Internet, diakses pada tanggal 5 Februari 2023

Duniapendidikan, “Pengertian Games” Available from https://duniapendidikan.co.id/pengertian_games/, Internet, diakses pada tanggal 6 Februari 2023

Edukasi Kompas “Melirik potensi industri gaming di Indonesia” Available from <https://edukasi.kompas.com/read/2019/08/12/07520061/melirik-potensi-industri-gaming-di-indonesia>, Internet, diakses pada tanggal 5 Februari 2023

Eransa “Bosen? Main Game Solitaire Online Aja!” Available from <https://www.eransa.com/2021/11/bosen-main-game-solitaire-online-aja.html>, Internet, diakses pada tanggal 6 Februari 2023

Esport.id “Mobile Legends Cuma Laku di Indonesia? Ini Fakta Sebenarnya” Available from <https://esports.id/mobile-legends/news/2018/07/6d9cb7de5e8ac30bd5e8734bc96a35c1/mobile-legends-cuma-laku-di-indonesia-ini-fakta-sebenarnya>, Internet, diakses pada tanggal 5 Februari 2023

Esportnesia “Apa itu MOBA” Available from <https://esportsnesia.com/penting/apa-itu-moba/>, Internet, diakses pada tanggal 5 Februari 2023

Gamedaim “Inilah Sejarah dan Pencipta Mobile Legends” Available from <https://gamedaim.com/tokoh/sejarah-mobile-legends/#:~:text=Asal%20Mobile%20Legends&text=Dalam%20sejarah%2C%20Mobile%20Legends%20sendiri,ekspansinya%20pada%20tahun%202016%20silam.&text=Sat%20ini%2C%0ML%20masih%20dikembangkan,berbagai%20perubahan%20terhadap%20game%20tersebut>, Internet, diakses pada tanggal 6 Februari 2023

Games Grid.id “Gokil! Mobile Legends Raih 2 Penghargaan di Indonesia Gaming Awards” Available from https://games.grid.id/read/151956476/gokil-mobile-legends-raih-2-penghargaan-di-indonesia_gaming-awards?page=all, Internet, diakses pada tanggal 6 Februari 2023

Google Play Store, “Mobile Legends” Available from <https://play.google.com/store/apps/details?id=com.mobile.legendss>, Internet, diakses pada 5 Februari 2023

Google, “onic ph baloyskie” Available from https://www.google.co.id/url?sa=i&url=https%3A%2F%2Fafkgaming.com%2Fmobilesports%2Fnews%2Fonic-ph-baloyskie-was-shocked-at-onic-esports-performance-in-m3-world-championships&psig=AOvVaw2iQ5pqWrV81dOaVuJuQ0tv&ust=1650036428633000&source=images&cd=vfe&ved=0CAwQjRxqFwoTCNDBzruk_cCFQAAAAAdAAAAABAD, Internet, diunduh pada 14 Februari 2023

Google, “Logo Mobile Legends”, Available from https://www.google.co.id/url?sa=i&url=https%3A%2F%2Fjurnalapps.co.id%2Flogo-baru/mobile-legends-bang-bang-memasuki-era-baru-bermain-game19588&psig=AOvVaw29c7rENfyU2iOJ70FbT6sK&ust=1650036629330000&source=images&cd=vfe&ved=0CAwQjRxqFwoTCMjckMvvk_cCFQAAAAAdAAAAABAj, Internet, diunduh pada 6 Februari 2023

Hai.Grid.Id, “HAI Mobile Legends Mini Competition: Ada The Next Oura dan Player Cewek!” Available from <https://hai.grid.id/read/07908292/hai-mobile-legends-mini-competition-ada-the-next-oura-dan-player-cewek?page=all>, Internet, diakses pada tanggal 7 April 2023

HindsBand, “Urutan Rank Mobile Legends” Available from <https://www.hindsband.com/urutan rank-mobile-legends/>, Internet, diakses pada tanggal 7 April 2023

Idmetafora “Mengenal Esport pengertian sejarah dan juga perkembangannya hingga saat ini”, Smartphone Pemicunya” Available from <https://idmetafora.com/news/read/1511/Mengenal-Esports-Pengertian-Sejarah-dan-Juga-Perkembangannya-Hingga-Saat-Ini.html>, Internet, diakses pada tanggal 5 Februari 2023

IDX Channel “Industri Game di Indonesia Kian Potensial Sejak Pandemi Covid-19”. Available from <https://www.idxchannel.com/economics/industri-game-di-indonesia-kian-potensial-sejak pandemi-covid-19>, Internet, diakes pada tanggal 10 Maret 2023

Inet Detik “Industri game di Indonesia sumbang rp.248 triliun total pdb nasional” Available from <https://inet.detik.com/games-news/d-5819963/industri-game-di-indonesia-sumbang-rp-248-triliun-total-pdb-nasional>, Internet, diakses pada tanggal 5 Februari 2023

Jawapos “Tren Industri Game di Indonesia Diklaim Meningkat Selama Pandemi” Available from https://www.jawapos.com/hobi-kesenangan/01/07/2020/tren-industri-game-di-indonesia_diklaim-meningkat-selama-pandemi/, Internet, diakses pada tanggal 6 Februari 2023

Kincir “Asia Tenggara Masih Mendominasi Pertumbuhan Industri Game Mobile” Available from https://www.kincir.com/game/mobile-game/asia-tenggara-dominasi-industri-game-mobile_3Q8YeWkRGOfY, Internet, diakses pada tanggal 6 Februari 2023

Kincir “Bukan Game Biasa! Ini 7 Manfaat yang Cuma Bisa Dirasakan Pemain Mobile Legends” Available from <https://www.kincir.com/game/mobile-game/mobile-legends-manfaat-positif> 5TTZ5BabCtok, Internet, diakses pada tanggal 14 Februari 2023

Kompas “Pengertian E-Sports dan Jenisnya’ Available from <https://www.kompas.com/sports/read/2021/12/06/08200038/pengertian-e-sports-dan-jenisnya?page=all>, Internet, diakses pada tanggal 7 Februari 2023

Kompasiana “Bagaimana peluang industry game online di Indonesia” Available from <https://www.kompasiana.com/bangardi0464/631afc7cd287dd35a0216db2/bagaimana-peluang-industri-game-online-di-indonesia>, Internet, diakses pada tanggal 5 Februari 2023

Kompasiana “Bagaimana teknologi menguasai dunia” Available from <https://www.kompasiana.com/galihanggi/6413ae873555e45d152a5ff2/bagaimana-teknologi-menguasai-dunia>, Internet, diakses pada tanggal 5 Februari 2023

Kompasiana “Game Online” Available from <https://www.kompasiana.com/christian1105/6408ae7208a8b53c231f0803/game-online>, Internet, diakses pada tanggal 5 Februari 2023

Kumparan “Pengaruh perkembangan game online di Indonesia” Available from <https://kumparan.com/mohd-hazim/pengaruh-perkembangan-game-online-di-indonesia-1zRtMH3G3cK/full>, Internet, diakses pada tanggal 5 Februari 2023

Kumpulan Pengertian “Pengertian game menurut para ahli”, Smartphone Pemicunya” Available from <https://www.kumpulanpengertian.com/2015/04/pengertian-game-menurut-para-ahli.html>, Internet, diakses pada tanggal 5 Februari 2023

Metroandalas “Sejarah Mobile Legends, GamePlay dan Mengenal Apa Itu Akun Para Sultan Mobile Legends” Available from <https://metroandalas.co.id/sejarah-mobile-legends-gameplay-dan-mengenal-apa-itu-akun-para-sultan-mobile-legends/>, Internet, diakses pada tanggal 6 Februari 2023

Mobile Legends, Available from <https://m.mobilelegends.com/en/guide>, Internet, diakses pada tanggal 7 April 2023

Revivaltv.id “Pendapatan Mobile Legends Sentuh 500 Juta USD, Asia Tenggara Sumbang Pendapatan Terbesar” Available from <https://revivaltv.id/news/others/pendapatan-mobile-legends-sentuh-500-juta-usd-asia-tenggara-sumbang-pendapatan-terbesar>, Internet, diakses pada tanggal, 5 Februari 2023

Saroh (2019), “PENGARUH ADIKSI GAME ONLINE MOBILE LEGENDS TERHADAP PERILAKU KEAGAMAAN PADA KOMUNITAS MOBILE LEGENDS YOGYAKARTA” <http://repository.umy.ac.id/bitstream/handle/123456789/29360/h.%20BAB%20IV.pdf?sequenc=8&isAllowed=y>, Internet, diunduh pada 7 April 2023

Sensor Tower,”Top grossing mobile games in southeast asia for december” Available from (<https://sensortower.com/blog/top-grossing-mobile-games-in-southeast-asia-for-december-2022>) Internet, diakses pada tanggal 7 April 2023

Suara “Sebaran Pemain Mobile Legends Indonesia, Terbanyak di Pulau Ini” Available from <https://www.suara.com/tekno/2021/08/12/142903/sebaran-pemain-mobile-legends-indonesia-terbanyak-di-pulau-ini?page=all>, Internet, diakses pada tanggal 14 Februari 2023

Techno Okezone, “Ketahui 7 Tingkatan Rank di Game Mobile Legends” Available from <https://techno.okezone.com/read/2019/08/27/326/2097319/ketahui-7-tingkatan-rank-di-game-mobile-legends?page=4>, Internet, diakses pada tanggal 7 April 2023

Tekno Kompas “Industri Game Indonesia Diramal Terus Tumbuh, Smartphone Pemicunya” Available from <https://tekno.kompas.com/read/2021/11/07/08020077/industri-game-indonesia-diramal-terus-tumbuh-smartphone-pemicunya?page=all>, Internet, diakses pada tanggal 5 Februari 2023

Temukanpengertian “Pengertian Jenis dan Dampak Game Online” Available from <https://www.temukanpengertian.com/2013/06/pengertian-game-online.html>, Internet, diakses pada tanggal 7 Februari 2023