

DAFTAR PUSTAKA

- Adams, E., & Rollings, A. (2007). *Fundamentals of game design*. London: Prentice Hall.
- Age, G. (2009). *Analaisis kecanduan MMORPG (Massively Multiplayer Online Role-Playing Games) terhadap performa sosial pemainnya. (Studi pada gamers FNET Cybercafe di Bandar Lampung)*. Lampung: unila.
- Alam, Hashim, Ahmad, Wel, Nor, & Omar. (2014). Negative and positive impact of internet addiction on young adults. *Malaysia journal*, 625-629.
- Azwar, S. (2005). *Penyusunan skala psikologi*. Yogyakarta: Pustaka pelajar.
- Azwar, S. (2010). *Reliabilitas dan validitas*. Yogyakarta: Pustaka pelajar.
- Baron, R., & Byrne, D. (2003). *Psikologi sosial jilid 2*. Jakarta: Erlangga.
- Bruno, F. (2009). *Conguer loneliness: Cara menaklukan kesepian*. Jakarta: PT. Gramedia Pustaka Utama.
- Burns, D. (1998). *Mengapa kesepian: Program baru yang telah diuji secara klinis untuk mengatasi kesepian*. Jakarta: Erlangga.
- Cacioppo, J. T., & Hawkley, L. C. (2007). Loneliness. *Chicago Center for cognitive & Social Neuroscience*, 773.
- Cakir, E. O. (2014). Relationship between the levels of loneliness and internet Addiction. *Anthropologist*, 18(1), 183-189.
- Cavdar, Bagci, Corbaci, & Saritas. (2015). Adaptation of De Jong Gierveld loneliness scale into Turkish. *International Journal of Humanities and Social Science*, 9.
- Elia, H. (2009). Kecanduan berinternet dan prinsip-prinsip untuk menolong pecandu internet. *Veritas: Jurnal teologi dan pelayanan*, 285-299.
- Everitt, Joanna, & Camp, M. (2009). Changing the game changes the frame: the media's use of lesbiean stereotypes in leadership versus election campaigns. *Canadian Political Science Review* 3, 24-39.
- Gierveld, D., & Tillburg, T. (1990). Rash type loneliness scale. *Measures of personality and social psychological attitudes*, 262-264.
- Goldberg, I. (1996). Internet addiction disorder. *John Suler's The Psychology of Cyberspace*, 1.

- Graham, B. (1995). Kesepian: Bagaimana cara menyembuhkannya. *Sukses dan prestasi : Rahasia pembaharuan diri*, 11-17.
- Griffiths, M., & Dancaster, I. (2009). The effect of type a personality on physiological arousal while playing computer games. *Addictive behaviors*, 543-548.
- Hadi, S. (2010). *metodologi research Jilid 1*. Yogyakarta: Andi.
- Hardy, M., & Heyes, S. (1988). *Pengantar psikologi*. Jakarta: Erlangga.
- Hayati, S. (2009). *Pengaruh dukungan sosial terhadap kesepian pada lansia*. Medan: Suma.
- Khatib, S. A. (2012). Exploring the relationship among loneliness, self-esteem, self-efficacy and gender in United Arab Emirates College Students. *Europe's Journal of Psychology*, 8, 159-181.
- Kompas. (2012, Februari 18). (*Gamer Masuk*): *Gamer ditemukan meninggal di depan komputer*. Retrieved 6 11, 2016, from situs berita terbaru: <http://situs-berita-terbaru.blogspot.com/2012/02/gamer-masukgamer-ditemukan-meninggal-di.html>.
- Kusumadewi, T. (2009). Hubungan antara kecanduan internet game online dan keterampilan sosial pada remaja. *Jurnal Psikologi*, 1-16.
- Lake, T. (1986). *Kesepian: Psikologi populer*. Jakarta: Arcan.
- Lee, E. J. (2011). A case study of internet game addiction. *Journal of Addiction Nursing* 22, 208-213.
- Lemmens, J., Valkenburg, P., & Peter, J. (2010). Development and validation of a game addiction scale for adolescents. *Media Psychology*, 12, 77-95.
- Mandasari, S. (2007). Perbedaan loneliness pada pria dan wanita usia lanjut setelah mengalami kematian pasangan hidup. *Jurnal Penelitian*, 50-62.
- Mark, D., Murray, M., Evans, B., & Willig, C. (2004). *Health psychology: Theory, research and practice*. London: Sage publication ltd.
- Martin, P. (2007). Internet dependency (Addiction). *Some initial research*, 1-12.
- Mukodim, D., Ritandiyono, & Sita, H. R. (2004). Peranan Kesepian dan Kecenderungan Internet Addiction Disorder terhadap Prestasi Belajar

- Mahasiswa Univeritas Gunadarma. *Proceedings, Komputer dan Sistem Intelijen (KOMMIT 2004)* (pp. 111-120). Jakarta: Universitas Gunadarma.
- Mukodim, Ritandiyono, & Sita. (2004). Peranan kesepian dan kecenderungan internet addiction disorder terhadap prestasi belajar Mahasiswa Universitas Gunadarma. *Kommit*, 111-120.
- Murali, V., & George, S. (2007). Lost Online: An overview of internet addiction. *Advances in Psychiatric Treatment*, 13-24-30.
- Oktaria, R. (2008). Kesepian pada pria usia lanjut yang melajang. *Jurnal Penelitian*, 22-24.
- Ozdemir, Y., Kuzucu, Y., & Ak, S. (2014). Depression, loneliness, and internet addiction: How important is low self control. *Computers in human behavior*, 34, 284-290.
- Pahlevi, & Riza. (2011, 08 11). *Game Online: Pandangan umum mengenai implikasi sosial, psikologi, dan ekonomi yang dihadapi pemain game*. Retrieved 06 14, 2016, from pahlevigameonline:
<http://www.pahlevigameonline.com>
- Peplau, L., Sears, D., & Taylor, E. (1989). *Social psychology*. London: Prentice-Hall International, Inc.
- Perlman, D. (1989). Furthur reflection on the present state of loneliness research. *Loneliness: Theory, research, and applications*, 17-26.
- Prabowo, O. (2012). Hubungan antara penerimaan teman sebaya dan kesepian dengan kecanduan gim daring (Online Game) pada remaja di Jakarta. *Jurnal Binus*, 12-20.
- Pratama, & Rahayu. (2014, Januari). Kesepian anak tunggal pada dewasa muda. *Psikodimensia*, 13, 1-9.
- Putra, O. (2007, 8 9). *Keranjingan game, Taruhan nyawa*. Retrieved 6 15, 2016, from kapan lagi: <http://www.kapanlagi.com>
- Rice, P. (2003). *The Adolescent: Development, relationship, and culture*. Massachutsetts: Allyn and Bacon.
- Rottenberg, & Hymel. (2008). *Loneliness in childhood and adolescence: Reviewing adolescent loneliness and adjustment*. Cambridge: Cambridge University Press.
- Salim. (2009, 08 22). *Pengertian internet*. Retrieved 06 10, 2016, from shvoong:
<http://id.shvoong.com/books/1901179-pengertian-internet/>

- Sally, L. (2006). Prediction of Internet Addiction for Undergraduates in Hong Kong. *Information Systems Management Option*, 26-50.
- Santoso, T. (2013). Perilaku kecanduan permainan internet dan faktor penyebabnya pada siswa kelas VIII di SMP N 1 Jatisrono Kabupaten Wonogiri (Studi kasus pada siswa kelas VIII di SMP N 1 Jatisroono Kabupaten Wonogiri). *Journal Unnes*, 50-55.
- Santrock, J. (2006). *Adolescence (Perkembangan remaja)*. Jakarta: Erlangga.
- Sawtang, F. (2011). Motif penggunaan game poker di situs jejaring sosial. *Journal Andalas University*, 22-33.
- Scott, & Amstrong. (2013). Impact of multiplayer online role-playing games upon the psychosocial well-being of adolescents and young adults: Reviewing the evidence. *Psychiatry Journal*, 59-62.
- Sears, D., Freedman, J., & Peplau, L. (2005). *Psikologi Sosial Jilid 2*. Jakarta: Erlangga.
- Severin, Werner, J., Tankard, & James, W. (2005). *Teori komunikasi: Sejarah, metode, dan terapan di dalam media massa*. Jakarta: Kencana.
- Smart. (2010). *Cara cerdas mengatasi anak kecanduan permainan internet*. Yogyakarta: A Plus Books.
- Soleman, M. (2009, 2 12). *Dampak buruk dari kecanduan game online*. Retrieved 6 15, 2016, from blog catalog:
<http://www.blogcatalog.com/blog/cinergamezone/ad6b1ea737a4a8c55bb621215a4b82a2>
- Sugiyono. (2011). *Statistika untuk penelitian*. Bandung: CV. Alfabeta.
- Suler, J. (1999). Computer and cyberspace addiction. *International Journal of Applied Psychoanalytic Studies. Roder University*, 50-59.
- Trismarindra, D. (2007, 12 4). *Gane online liefstyle baru di dunia maya*. Retrieved 6 16, 2016, from kompas: <http://www.kompas.com>
- Vedder, T. (2009, 09 26). *Computer addiction a growing problem*. Retrieved 09 17, 2016, from addictioninfo:
<http://www.addictioninfo.org/articles/3498/1/Computer-addiction-a-growing-problem/Page1.html>
- Wade, & Travis. (2007). *Psikologi Edisi ke 9*. Jakarta: Erlangga.

- Wan, S., & Chiou, W. (2009). Why are adolescents addicted to online gaming? An interview study in Taiwan. *Journal of Cyber Psychology & Behavior*, 9, 6.
- Widyanto, & McMurran. (2004). The psychometric properties of the internet addiction test. *Journal of Cyber Psychology & Behavior*, 7, 4.
- Yee, N. (2006). The demographics, motivations and derived experiences of users of massively multiuser online graphical environments. *Teleoperators and Virtual*, 15, 309-329.
- Yee, N. (2006). The Psychology of massively multi user online role playing games : motivations, emotional investment, relationships and problematic usage. *Avatars at Work and Play*, 187-207.
- Young, K. (2009). understanding gaming addiction. *Avatars at Work and Play*, 207.
- Young, K. (2009). Understanding online gaming addiction and treatment issues for adolescents. *The American Journal of Family Therapy*, 37, 355-372.