DAFTAR PUSTAKA

Agusta, D. (2016). Faktor-faktor Resiko Kecanduan Menggunakan Smartphone pada Siswa Di SMK Negeri 1 Kalasan Yogyakarta. *E-Journal Bimbingan dan Konseling*. Vol.3, h.86-96.

Aljooma, SS., Al Qudah, MF., Al Bursan, IS., Bakhiet, SF. & Abduljabbar, AS. (2016). Smartphone Addiction Among University Students In The Light Of Some Variables. *Computers in Human Behavior*. Vol.61, h.155-164.

Azwar, S. (2000). *Reliabilitas dan Validitas*. Yogyakarta: Pustaka Pelajar.

Azwar, S. (2015). *Penyusunan Skala Psikologi*. Yogyakarta: Pustaka Pelajar.

Blonna, R. (2005). *Coping With Stress in a Changing World*. 3rd Edition. New York: McGraw Hill.

Bian, M. & Leung L. (2014). Linking Loneliness, Shyness, Smartphone Addiction and Patterns of Smartphone Use to Capital. *Journal: Social Science Computer Review*. pp.1-19.

Chaplin, JP. (2011). *Kamus Lengkap Psikologi*. Alih Bahasa: Kartini Kartono. Jakarta: PT. Rajagrafindo Persada.

Chiu, SI. (2014). The Relationship Between Life Stress and Smartphone Addiction On Taiwanese University Student: a Meditation Model of Learning Self Efficacy and Social Efficacy. *Computers in Human Behavior*. Vol. 34, pp.49-57.

Cooper, CL. & Davidson, R. (1991). *Personality and Stress:Individual Differencesin The Stress Process*. NewYork: John Wiley and Sons Ltd.

Desjarlais, R. & Eisenberg, L. (1995). *World Mental Health: Problem and Priorities In low-Income Countries.* New York: Oxford University Press. Inc.

Dhanarto, AN. (2000). Hubungan antara Depresi dengan Kecanduan padaInternet. *Skripsi* (Tidak Diterbitkan). Yogyakarta: Fakultas Psikologi Universitas Gadjah Mada

Elia, H. (2009). Kecanduan Berinternet dan Prinsip-Prinsip Untuk Menolong Pecandu Internet. *Veritas*. Vol.10(2), h.285-299.

Essau, CA. (2008). *Adolescent Addiction: Epidemiology, Assesment and Treatment*. New York: Elsevier Inc.

Freeman, CB. (2008). Internet Gaming Addiction. *The Journal for Nurse Practitioners*. pp.42-47.

Gadzella, BM. & Masten, WG. (2005). An Analysis of the Categories in the Student-Life Stress Inventory. *American Journal of Psychological Research*. Vol.1(1), pp.1-10.

Govaerst, S. & Gregoire, J. (2004). Stressful Academic Situations: Study on Appraisal Variables inAdolescence. *British Journal of Clinical Psychology*. Vol.54, pp.261-271.

Griifths, M., Terry, A. & Szabo, A. (2003). The Exercise Addiction Inventory: A New Brief Screening Tool. *Addiction Research and Theory*. Vol. 12(5).

Gusniarti, U. (2002). Hubungan antara Persepsi Siswa antara Tuntutan dan Harapan Sekolah dengan Stress Siswa di Sekolah Menengah Umum-Plus. *Jurnal Psikologika*. No. 13 TahunVII 2002.

Hadi, S. (2010). *Metodologi Research Jilid 1*. Yogyakarta: Andi.

Hamaideh, SH. (2011). Stressors and Reaction to Stressors Among University Students. *International Journal of Psychiatry*. Vol.5.

Heiman & Kariv. (2005). Task-Oriented Versus Emotion-Oriented Coping Strategies: The Case of CollegeStudents. *College Student Journal*. Vol.39(1), pp.72-89.

Hicks, T. & Hestie, S. (2008). High School to Collage Transition: A Profile of The Stressor, Physical And Psychological Health Issues That Effect The First Year On-Campus Collage Student. *Journal of Diversity*. Vol.15(3), pp.143-147.

Hidayat, S.& Mustikasari. (2014). Kecanduan Penggunaan Smartphone dan Kualitas Tidur pada Mahasiswa FIK UI. *Jurnal*. Fakultas Ilmu Kedokteran Universitas Indonesia.

Himmelsbach, TA. (2011). *Survey on Today's Smartphone Usage*. Germany: GRIN Verlag.

Iskandar, I. (2011). *Motif Mahasiswa untuk Menggunakan Ponsel Pintar di Surabaya*. Surabaya: Universitas Pembangunan Nasional "Veteran" Surabaya.

Kadapatti, MG. & Vijayalaxmi, AHM. (2012). Stressor of Academic Stress: A Study on Press University Student. *Indian Journal of Science Research*. Vol.3(1), pp.171-175.

Karuniawan, A. & Cahyati, IY. (2013). Hubungan antara Academic Stress dengan Smartphone Addiction pada Mahasiswa Pengguna Smartphone. *Jurnal Psikologi Klinis dan Kesehatan Mental*. Vol.2(1), h.16-21.

Kim, M., Kim, H., Ju, S., Choi, JH. & Yu, M. *Smartphone Addiction:* (*Focused Depression, Aggression and Impulsion*) *among College Students*. *Indian Journal of Science and Technology*. Vol.8(25), h.1-5

Kusumadewi, TN. (2009). Hubungan antara Kecanduan Internet *Game Online* dan Keterampilan Sosial pada Remaja. *Jurnal Psikologi*. h.1-16.

Lee, EJ. (2011). A Case Study of Internet Game Addiction. *Journal of Addiction Nursing.* Vol.22, pp.208-213.

Leung, L. (2007). *Linking Psychological Attributes to Addiction and Improper Use of the Mobile Phone among Adolescent in Hong Kong*. Dalamhttp://www.com.cuhk.edu.hk/ccpos/en/pdf/mp6.pdf

Naqvi, HSM., Khan, MA., Kant, AQ. & Khan, SN. (2013). Job Stress and Employees' Productivity: Case ofAzad Kashmir Public Health Sector. *Interdisciplinary Journal of Contemporary Research in Business*.Vol.5(3), pp.525-542.

Novianto, A. (2012). *Informasi Teknologi Terkini di Penghujung Tahun* (*Penelitian*). Jakarta: Fakultas Sainsdan Teknologi Universitas Gunadarma.

Nurmaliyah, F. (2014). Menurunkan Stres Akademik Siswa dengan Menggunakan Teknik Self-Instruction. Jurnal Pendidikan Humaniora. Vol.2(3), h.273-282.

Olejnik, SN. & Holschuh, JP. (2007). *College Rules! How to Study, Survive, and Succeed in College* (2nd Edition). New York: Ten Speed Press.

Peele, S. (2007). *Addiction-Proof Your Child: A Realistic Approach to Preventing Drug, Alcohol, and Other Dependencies*. New York: Three Rivers Press.

Pinchot, W. (2010). How Mobile Technology is Changing Our Culture. *CONISAR Proceedings*. Vol. 3(1519). USA: Conference on Information Systems Applied Research.

Pratiwi, PC., Andayani, TR. & Karyanta, NA (2012). Perilaku Adiksi Game Online Ditinjau dari Efikasi Diri Akademik dan Keterampilan Sosial pada Remaja di Surakarta. *Jurnal*. h.1-15.

Resti (2015). Penggunaan Smartphone di Kalangan Mahasiswa Fakultas Ilmu Sosial dan Ilmu Politik Universitas Riau. *Jom FISIP*. Vol.2(1), h.1-15.

Salehan, M.& Neghaban, A. (2013). Social Networking on Smartphones: When Mobile Phones Become Addictive. *Computers in Human Behavior*. Vol.29, pp.2632–2639.

Santrock, JW. (2007). *Adolescence: Perkembangan Remaja*. Jakarta: Gelora Aksara Pratama

Sarafino, EP. (1994). *Health Psychology: Biophysical Interactions*. Toronto:John Wiley & Sons.

Smart. (2010). *Cara Cerdas Mengatasi Anak Kecanduan Permainan Internet*. Yogyakarta: A Plus Books.

Soetjiningsih (2007). *Buku Ajar Tumbuh Kembang Remaja dan Permasalahannya*. Jakarta: Sagung Seto.

Stallard, E. (2004). *Health Psychology*. New York: Mc. Graw Hill Co.

Suller, J. (1999). *Computer and Cyberspace Addiction*. Dalam: http://www.rider.edu/index.html

Taylor, SE. (2003). *Health Psychology*. New York: Mc Graw-Hill Inc.

Travis & Wade (2007). *Psikologi*. Alih Bahasa: Widyasinta & D. Juwono. Jakarta: Erlangga.

Ulfa, FF. (2011). Hubungan antara Kecanduan Massively Multiplayer Online Role Playing Game (MMORPG) dengan Keterampilan Sosial pada Remaja Awal. *Skripsi* (Tidak Diterbitkan). Universitas Sumatera Utara Medan.

Van Deursen, AJAM., Bolle, CL., Heghner, SM. & Kommers, PAM. (2015). Modelling Habitual and Addictive Smartphone Behaviour The Role Of Smartphone Usage Types, Emotional Intelligence,Social Stress Self Regulation, Age and Gender. *Journal Computer in Human Behaviour*. Vol.45(2015), pp.411-420.

Vientman, L. 2006. An Exploratory Study on Addictive Use of Smartphone. *Cyber Psychology and Behaviour*. Halaman. 8(5). Korea: Cheoungju University Press.

Yee, N. (2006). The Demographics, Motivations and Derived Experiences of Users of Massively-Multiuser Online Graphical Environments. *Presence: Teleoperators and Virtual Environments*. Vol.15, pp.309-329.

Young, K. (1999). *Caught in The Net: How To Recognize The Signs of Internet Addiction And a Winning Strategy for Recovery*. New York: Wiley.

Yusuf, M. (2009). Kesehatan Mental. Bandung: Rizqi Press.

Yuwanto, L. (2010). *Mobile Phone Addict*. Surabaya: Putra Media Nusantara.

Yuwanto, L. (2013). Pengembangan Alat Ukur Blackberry Addict. *Jurnal Proceeding PESSAT*. Halamanl.05.