

## DAFTAR PUSTAKA

- Addiction to MMORPGs: Symptoms and Treatment. Diakses 16 April 2008, dari [http://www.netaddiction.com/articles/addiction\\_to\\_mmorpgs.pdf](http://www.netaddiction.com/articles/addiction_to_mmorpgs.pdf).
- American Medical Association (2007). *Featured Report: Emotional and Behavioral Effects of Video Games and Internet Overuse*. Diakses 24 April 2008, dari <http://www.ama-assn.org/ama/pub/category/17694.html>.
- American Psychiatric Association. (2007, 21 Juni). *Statement of the American Psychiatric Association on "Video Game Addiction"*. Arlington, VA. Diakses 16 April 2008, dari [http://www.psych.org/MainMenu/Newsroom/NewsReleases/2007NewsReleases/07-47videogameaddiction\\_2.aspx](http://www.psych.org/MainMenu/Newsroom/NewsReleases/2007NewsReleases/07-47videogameaddiction_2.aspx).
- American Psychiatric Association considers "video game addiction". (2007, 26 Juni). *Science daily*.
- American Psychological Association (2004, 8 Juni). *Violent Video Games - Psychologists Help Protect Children from Harmful Effects* (2004, 8 Juni). Diakses 6 Mei 2008, dari <http://www.psychologymatters.org/videogames.html>.
- Ani. (2008). *Video game addicts and Asperger's syndrome*. One India. Diakses tanggal 5 November 2008.
- Astuti, Ariani Dwi. (2005). *Hubungan Kecanduan Online Game dengan Tingkat Triads Kepribadian*. *Skripsi Strata Satu*. Universitas Padjadjaran.
- Brian, D., & Hastings, P.W. (2005). *Addiction to the Internet and Online Gaming*. *Cyberpsychology & Behavior*. Mary Ann Liebert. Diakses 25 April 2008, dari <http://reed.cs.depaul.edu/peterwh/papers/Ng2005.pdf>.
- Federal Standard 1037C (1996). *General Services Administration of United States*, Diakses 24 April 2008, dari <http://www.its.bldrdoc.gov/fs-1037/fs-1037c.htm>.
- First, M.B., Pincus, H.A. (2005). *Diagnosis and Statistical Manual of Mental Disorders Fourth Edition Text Revision (DSM-IV-TR)*. Washington : American Psychiatric Association.
- First-person shooter (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/First-person\\_shooter](http://en.wikipedia.org/wiki/First-person_shooter).

- Fransiska, Linda. (2007). Hubungan harga diri dengan tingkat depresi pada mahasiswa PSIK FK UGM tingkat pertama tahun ajaran 2005/2006. *Skripsi Strata Satu*. Universitas Gadjah Mada.
- Freese, Peter, et al. 2003. *Panel on Game Addiction*. International Game Developers Association. Diakses tanggal 3 November 2008
- Game development. (2008). *Wikipedia Encyclopedia*
- "Game Online", hobi yang perlu diwaspadai. (2007, 26 Mei). *Suara Pembaruan Daily*.
- Hauge, M.R., & Gentile, D.A. (2003). *Video Game Addiction Among Adolescents: Associations with Academic Performance and Aggression*. National Institute of Media and the Family of Minnesota School on Professional Psychology Argosy University. <http://www.psychology.iastate.edu/FACULTY/dgentile/SRCD%20Video%20Game%20Addiction.pdf>.
- Hermida, A. (2005, 25 Juni). Tapping into China's online gamers. *BBC News*. Diakses 10 April 2008, dari <http://news.bbc.co.uk/2/hi/technology/4124530.stm>.
- Indriati, Kristin. (1997). Frekuensi depresi pada wanita pasca menopause di lingkungan guru sekolah dasar Kotamadya Yogyakarta. *Skripsi Strata Satu*, Universitas Gadjah Mada.
- Kaplan, H.I., Sadock, B.J., Grebb, J.A. (1994). *Psychiatric Synopsis*. New York University Medical Center : New York.
- Kim, E.J., Namkoong, K., Ku, T., Kim, S.J. (2008). The relationship between *online game* addiction and aggression, self-control and narcissistic personality traits [Abstract]. Diakses 10 April 2008, dari [http://www.ncbi.nlm.nih.gov/pubmed/18166402?ordinalpos=8&itool=EntrezSystem2.PEntrez.Pubmed.Pubmed\\_ResultsPanel.Pubmed\\_RVDocSum](http://www.ncbi.nlm.nih.gov/pubmed/18166402?ordinalpos=8&itool=EntrezSystem2.PEntrez.Pubmed.Pubmed_ResultsPanel.Pubmed_RVDocSum).
- Lee Seung Seop. (2005). *Wikipedia Encyclopedia*.
- Lipsman, A. (2007). Worldwide Online Gaming Community Reaches 217 Million People. *ComScore*. Diakses 10 April 2008, dari <http://www.comscore.com/press/release.asp?press=1521>.
- List of massively multiplayer online role-playing games (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/List\\_of\\_massively\\_multiplayer\\_online\\_role-playing\\_games](http://en.wikipedia.org/wiki/List_of_massively_multiplayer_online_role-playing_games).

- Lo, S.K., Wang, C.C., Fang, W. (2005). Physical interpersonal relationships and social anxiety among online game players [Abstrack]. Diakses 10 April 2008, dari <http://www.ncbi.nlm.nih.gov/pubmed/15738689>.
- Lowood, H.E. (2008). Electronic Game. *Britannica Encyclopedia*. Diakses 24 April 2008, dari <http://www.britannica.com/eb/article-9001562>.
- Massively multiplayer online first-person shooter (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Massively\\_multiplayer\\_online\\_first-person\\_shooter](http://en.wikipedia.org/wiki/Massively_multiplayer_online_first-person_shooter).
- Massively multiplayer online real-time strategy (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Massively\\_multiplayer\\_online\\_real-time\\_strategy](http://en.wikipedia.org/wiki/Massively_multiplayer_online_real-time_strategy).
- Massively multiplayer online role-playing game (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Massively\\_multiplayer\\_online\\_role-playing\\_game](http://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game).
- Mati main game. (2008, 2 Januari). *Multiply*.
- Mayo Clinic Staff. (2008). Depression. Mayo Foundation for Medical Education and Research. Diakses dari <http://www.mayoclinic.com/health/depression/ds00175/dsection=complication>
- Miller, S.A. (2002, 31 Maret). Death of a game addict. *Journal Sentinel Online*. Diakses 10 April 2008, dari <http://www.jsonline.com/news/state/mar02/31536.asp>.
- Multiplayer game (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Multiplayer\\_game](http://en.wikipedia.org/wiki/Multiplayer_game).
- Naughton, P. (2005, 10 Agustus). Korean drops dead after 50-hour gaming marathon. *London Times*. Diakses 10 April 2008, dari <http://www.timesonline.co.uk/article/0,,3-1729573,00.html>.
- On-line and off-line (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/On-line\\_and\\_off-line](http://en.wikipedia.org/wiki/On-line_and_off-line).
- Online game (2008). *Wikipedia Encyclopedia*. Diakses 22 April 2008, dari [http://en.wikipedia.org/wiki/Online\\_game](http://en.wikipedia.org/wiki/Online_game).

- Online gamers addicted says study (2006, 28 November). *BBC News*. Diakses 10 April 2008, dari <http://news.bbc.co.uk/1/hi/england/nottinghamshire/6193462.stm>.
- Orzack, Maressa Hecth. (1999). Q&A with Dr. Orzack. *Computer Addiction Services*. Diakses tanggal 10 April 2008 dari [orzack@computeradiction.com](mailto:orzack@computeradiction.com).
- Poole, M. & Goebel (1998). Who use the term "*computational intelligence*" as a synonym for artificial intelligence. Diakses 6 Mei 2008, dari <http://www.cs.ubc.ca/spider/poole/ci/ch1.pdf>.
- Real-time strategy (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Real-time\\_strategy](http://en.wikipedia.org/wiki/Real-time_strategy).
- Role-playing game (video games) (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Role-playing\\_game\\_%28video\\_games%29](http://en.wikipedia.org/wiki/Role-playing_game_%28video_games%29).
- Schubert T, Friedman F, Regenbrecht H. The experience of presence: factor analytic inside. *Presence* 2001; 10:266-81
- Shawn Wooley. (2008). *Wikipedia Encyclopedia*. Diakses tanggal 12 Januari 2008.
- Shives, L.R. (2002). *Basic Concepts of Psychiatric-Mental Health Nursing*. Philadelphia : Lippincott Williams & Wilkins.
- Stead, G.L., Stead, S.M., Kauffman, M.S. (2005). *First Aid for the Psychiatry Clerkship* (2<sup>nd</sup> ed). Rochester : Mc Graw Hill.
- Sturrock, Carrie. (2007, 29 April). Virtual becomes reality in Stanford. *Hearst Newspapers*, p. A-1.
- Tewas gara-gara main game online. (2008, 21 April). *Seputar Internet*
- Tzu, Sun. (2007, Maret). Online gaming cause of death for Chinese boy. *Weird Asia News*
- Video Game (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Video\\_game](http://en.wikipedia.org/wiki/Video_game).
- Video game addiction: is it real? (2007). *Harris Interactive*. Diakses 10 April 2008, dari <http://www.harrisinteractive.com/news/allnewsbydate.asp?NewsID=1196>.

- Video game content rating system (2008). *Wikipedia Encyclopedia*. Diakses 6 Mei 2008, dari [http://en.wikipedia.org/wiki/Game\\_rating](http://en.wikipedia.org/wiki/Game_rating).
- Video game controversy (2008). *Wikipedia Encyclopedia*. Diakses 24 April 2008, dari [http://en.wikipedia.org/wiki/Video\\_game\\_controversy](http://en.wikipedia.org/wiki/Video_game_controversy).
- Wan, C.S., & Chiou, W.B. (2006). *Why Are Adolescents Addicted to Online Gaming? An Interview Study in Taiwan*. *Cyberpsychology & Behavior*. Mary Ann Liebert <http://www.liebertonline.com/doi/pdf/10.1089/cpb.2006.9.762>.
- Williams, I. (2007, 1 Maret). Chinese gamer dies after 15-day session. *VNU.Net*. Diakses 10 April 2008, dari <http://www.vnunet.com/vnunet/news/2184523/online-addict-games-himself>.
- Yee, N. (2005). *Motivations for Play in Online Games*. *Cyberpsychology & Behavior*. Mary Ann Liebert. Diakses 25 April 2008, dari <http://www.nickyee.com/daedalus/archives/pdf/3-2.pdf>.
- Young, Kimberly. (2005). *Addiction to MMORPG's: Symptoms and Treatment*. Diakses 25 April 2008