

DAFTAR PUSTAKA

- Abdullah, M. U. (2005). *Meledakkan IESQ dengan Langkah Takwa & Tawakal*. Jakarta: Zikrul Hakim.
- Agustian, A. G. (2007). *Rahasia Sukses Membangun Kecerdasan Emosi dan Spiritual ESQ (Emotional Spiritual Quotient): The ESQ Way 165 (1 Ihsan 6 Rukun Iman dan 5 Rukun Islam)*. Jakarta: ARGA Publishing.
- Ary, D., Jacobs, L. C., Razavieh, A., & Sorensen, C. (2006). *Introduction to Research in Education* (7th ed.). Belmont: Thomson Wadsworth.
- Azis, R. N. (2011). *Hubungan Kecanduan Game Online Dengan Self Esteem Remaja Gamers di Kecamatan Lowokwaru Kota Malang*. Skripsi. Fakultas Psikologi, Universitas Islam Negeri Maulana Malik Ibrahim Malang: tidak diterbitkan. Retrieved June 30, 2011, from http://lib.uin-malang.ac.id/?mod=th_detail&id=06410044
- Blais, J. J., Craig, W. M., Pepler, D., & Connolly, J. (2008). *Adolescents Online: The Importance of Internet Activity Choices to Salient Relationships*. *Youth Adolescence*, 37, 522-536. Retrieved June 21, 2013, from DOI 10.1007/s10964-007-9262-7
- Charlton, J. P. & Danforth, I. D. W. (2004). *Differentiating Computer-Related Addictions and High Engagement*. Retrieved June 21, 2013, from http://ubir.bolton.ac.uk/index.php?action=fileDownload&resourceId=339&hash=19649d64ea3e282e7ce146be660ad4a3fb2bba5e&filename=psych_chapters-2.pdf
- Clark, N. S. (2006). *Addiction and The Structural Characteristic of Massively Multiplayer Online Games*. Retrieved August 5, 2010, from http://gamasutra.com/features/20060822/vgsca_gama.pdf
- Creswell, J. W. (2010) *Research Design: Kualitatif, Kuantitatif, dan Mixed*. Yogyakarta: Pustaka Pelajar.
- Cromie, W. J. (1999). *Computer Addiction is Coming Online*. Retrieved August 12, 2010, from <http://www.news.harvard.edu/gazette/1999/01.21/computer.html>
- Crossman, A. (tt). *Purposive Sample*. Retrieved January 5, 2013, from <http://sociology.about.com/od/Types-of-Samples/a/Purposive-Sample.htm>

- Darling, T. (2009). *Kids & Video Game Addiction*. *Pediatrics for Parents*, 25 (3-4), 13. Retrieved February 16, 2010, from www.proquest.umi.com
- Darma. (2006, 1 Desember). *12 Persen Gamer Online Kecanduan*. Retrieved February 6, 2010, from Tempo: <http://www.tempo.co/read/news/2006/12/01/07288805/12-Persen-Gamer-Online-Kecanduan>
- Ducheneaut, N. & Moore, R. J. (2005). *More than Just 'XP': Learning Social Skills in Massively Multiplayer Online Games*. *Interactive Technology & Smart Education*, 2, 89-100. Retrieved June 21, 2013, from <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.212.5985&rep=rep1&type=pdf>
- Engelhardt, C. R., Bartholow, B. D., Kerr, G. T., & Bushman, B. J. (2011). *This is Your Brain on Violent Video Games: Neural Desensitization to Violence Predicts Increased Aggression Following Violent Video Game Exposure*. *Journal of Experimental Social Psychology*. Retrieved June 21, 2013, from DOI 10.1016/j.jesp.2011.03.027
- Fauzan, A. M. (2010). *Penyakit-Penyakit Internet*. Retrieved March 25, 2011, from <http://basecampsenda.blogspot.com/2010/01/penyakit-penyakit-internet.html>
- Fauzi, L. S. (2008). *Pengaruh Musik Terhadap Perkembangan Kognitif dan Kecerdasan Emosi*. Retrieved December 27, 2009, from <http://luthfis.wordpress.com/2008/04/20/pengaruh-musik-terhadap-perkembangan-kognitif-dan-kecerdasan-emosi/>
- Greene, B., Nevid, J. S., & Rathus, S. A. (2005). *Psikologi Abnormal* (Edisi Ke-5). Jakarta: Erlangga.
- Goleman, D. (1997). *Emotional Intelligence*. Jakarta: Gramedia.
- Greenfield, D. N. (1999). *Virtual Addiction: Sometimes New Technology Create New Problems*. Retrieved November 21, 2010, from http://virtual-addiction.com/pdf/nature_internet_addiction.pdf
- Griffiths, M. D., Davies, M. N. O. & Chappell, D. (2004). *Online Computer Gaming: A Comparison of Adolescent and Adult Gamers*. *Journal of Adolescence*, 27, 87-96. Retrieved June 21, 2013, from <http://bscw-app1.let.ethz.ch/pub/bscw.cgi/d5907569/GriffithsDaviesChappell-Online%20computer%20gaming-A%20comparison%20.pdf>

- Hinić, D. (2011). *Problems With 'Internet Addiction' Diagnosis and Classification*. *Psychiatria Danubina*, 23 (2), 145–151. Retrieved June 21, 2013, from <http://hrcak.srce.hr/file/114055>
- Idrus, M. (2009). *Metode Penelitian Ilmu Sosial*. Jakarta: Erlangga.
- Ihsan, H. (2009). *Metode Skala Psikologi*. Handout Kuliah pada Jurusan Psikologi Universitas Pendidikan Indonesia Bandung: tidak diterbitkan.
- Ishak, I. (2007). *Berlian Pribadi Sukses: Membangun Akhlak Pribadi Muslim yang Sukses di Masyarakat*. Jakarta: Grafindo Khazanah Ilmu.
- Ishak, I. (2008). *Sistema Berlian 12: Ikhtiar Meraih Sukses dengan Akhlak Mulia, Kepemimpinan & Komunikasi*. Jakarta: Grafindo Khazanah Ilmu.
- Kamaratih, D. (2012). *Hubungan Antara Kecanduan Bermain Online Game dengan Prokrastinasi Akademik dalam Menyelesaikan Tugas pada Mahasiswa UKSW*. Skripsi pada Fakultas Psikologi Universitas Kristen Satya Wacana Salatiga: tidak diterbitkan. Retrieved March 29, 2013, from <http://repository.library.uksw.edu/handle/123456789/1196>
- Kecanduan Game Online, Curi Kotak Amal*. (2010, January 14). Retrieved February 6, 2010, from [www.suamerdeka.com](http://suamerdeka.com):
<http://suamerdeka.com/v1/index.php/read/news/2010/01/14/44514/Kecanduan-Game-Online-Curi-Kotak-Amal>
- Kecanduan Game Online, Pelajar Nekat Jual Pil Koplo*. (2009, December 29). Retrieved February 6, 2010, from www.surabayadetik.com:
<http://surabaya.detik.com/read/2009/12/29/154853/1267898/475/kecanduan-game-online-pelajar-nekat-jual-pil-koplo>
- Kusumadewi, T. N. (2009). *Hubungan Antara Kecanduan Internet Game Online dan Keterampilan Sosial pada Remaja*. Skripsi pada Fakultas Psikologi Universitas Indonesia Jakarta: tidak diterbitkan.
- Massively Multiplayer Online Games*. (2011, January 11). Retrieved Januari 15, 2011, from Wikipedia:
http://en.wikipedia.org/wiki/Massively_multiplayer_online_game
- Martono, N. (2010). *Statistik Sosial: Teori dan Aplikasi Program SPSS*. Yogyakarta: Gava Media.
- Meyer, H. R. (2008). *Manajemen dengan Kecerdasan Emosional*. Bandung: ynuansa.

- Mukodim, D., Ritandiyono, & Sita, H. R. (2004). *Peranan Kesenian dan Kecenderungan Internet Addiction Disorders Terhadap Prestasi Belajar Mahasiswa Universitas Gunadarma*. Retrieved August 5, 2010, from <http://repository.gunadarma.ac.id:8000/browse.php?nfile=364>
- Orleans, M. & Laney, M. C. (1997). *Early Adolescent Computer Use: Isolation or Sociation?*. Retrieved June 21, 2013, from <http://hss.fullerton.edu/sociology/orleans/adolcomp.htm>
- Orzack, M. H. (2003). *Computer Addiction Services*. Retrieved June 21, 2013, from Computer Addiction Services: <http://www.computeraddiction.com/>
- Pria Ini Tewas Akibat Kecanduan Game On-line*. (2011, February 24). Retrieved March 25, 2011, from <http://news.manycome.com/1439.html>
- Putri, K. S. (2008). *Hubungan Antara Tingkat Kecanduan Game Online dengan Kompetensi Komunikasi Tatap Muka dalam Hubungan Interpersonal pada Mahasiswa Pemain Game Online di Jatinangor*. Skripsi pada Fakultas Psikologi Universitas Padjadjaran Bandung: tidak diterbitkan.
- Rahmayati, T. E. (2009). *Hubungan antara Motivasi Bermain Massively Multiplayer Online Role Playing Game dengan Prokrastinasi Akademik pada Mahasiswa*. Skripsi pada Fakultas Psikologi Universitas Sumatera Utara Medan: tidak diterbitkan.
- Ruseffendi, E. T. (2003). *Dasar-dasar Penelitian Pendidikan dan Bidang Non-Eksakta Lainnya*. Semarang: UNNES Press.
- Şahin, C. (2011). *An Analysis of Internet Addiction Levels of Individuals According to Various Variables*. TOJET: The Turkish Online Jurnal of Educational Technology, 10 (4). Retrieved June 21, 2013, from <http://www.tojet.net/articles/v10i4/1047.pdf>
- Soleman, M. (2008). *Dampak Buruk dan Tips Berhenti dari Kecanduan Game Online*. Retrieved March 25, 2011, from <http://forumbebas.com/thread-26588.html>
- Stein, S. J. & Book, H. E. (2002). *Ledakan EQ: 15 Prinsip Dasar Kecerdasan Emosional Meraih Sukses*. Bandung: KAIFA.
- Sternberg, R. J. (2001). *Psychology: In Search of the Human Mind*. Third edition. Orlando: Harcourt College Publishers.

- Subrahmanyam, K., Kraut, R. E., Greenfield, P. M., & Gross, E. F. (2000). *The Impact of Home Computer Use on Children's Activities and Development*. *Children and Computer Technology*, 10 (2). Retrieved June 21, 2013, from https://www.princeton.edu/futureofchildren/publications/docs/10_02_05.pdf
- Sudijono, A. (2005). *Pengantar Evaluasi Pendidikan*. Jakarta: PT RajaGrafindo Persada.
- Sudijono, A. (2006). *Pengantar Statistik Pendidikan*. Jakarta: PT RajaGrafindo Persada.
- Sugiyono. (2007). *Statistika untuk Penelitian*. Bandung: Alfabeta.
- Suler, J. (1998). *Internet Addiction Support Group*. Retrieved June 21, 2013, from <http://users.rider.edu/~suler/psycyber/supportgp.html>
- Susanto, R. E. (2010). *Dampak Penggunaan Game Online di Kalangan Mahasiswa: Studi Grounded di Kalangan Mahasiswa Universitas Sebelas Maret Surakarta*. Skripsi pada Jurusan Sosiologi Fakultas Ilmu Sosial dan Ilmu Politik Universitas Sebelas Maret Surakarta: tidak diterbitkan. Retrieved June 30, 2011, from <http://www.digilib.uns.ac.id/upload/dokumen/149971808201008551.pdf>
- Pengolahan Data Statistik dengan SPSS 12*. (2004). Yogyakarta: Andi, Semarang: Wahana Komputer.
- Ulfa, F. F. (2011). *Hubungan antara Kecanduan Massively Multiplayer Online Role Playing Game (MMORPG) dengan Keterampilan Sosial pada Remaja Awal*. Skripsi pada Fakultas Psikologi Universitas Sumatera Utara Medan: tidak diterbitkan. Retrieved June 30, 2011, from <http://repository.usu.ac.id/handle/123456789/26319>
- Widoyoko, S. E. P. (2012). *Teknik Penyusunan Instrumen Penelitian*. Yogyakarta: Pustaka Pelajar.
- Wijaya. (2001). *Statistika Non-Parametrik: Aplikasi Program SPSS*. Bandung: ALFABETA.
- Yee, N. (2002). *Ariadne—Understanding MMORPG Addiction*. Retrieved June 21, 2013, from <http://www.nickyee.com/hub/addiction/addiction.pdf>
- Young, K. S. (1996). *Internet Addiction: The Emergence of a New Clinical Disorder*. *CyberPsychology & Behavior*, 1 (3), 237-244. Retrieved June

21, 2013, from

<http://www.chabad4israel.org/tznius4israel/newdisorder.pdf>

Young, K., Pistner, M., O'Mara, J., & Buchanan, J. (2000). *Cyber Disorders: The Mental Health Concern for the New Millenium*. *CyberPsychology & Behavior*, 3 (5), 475-479. Retrieved June 21, 2013, from <http://www.netaddiction.com/articles/cyberdisorders.pdf>

Young, K. S. & Rodgers, R. C. (1998). *The Relationship Between Depression and Internet Addiction*. *CyberPsychology & Behavior*, 1 (1), 25-28. Retrieved June 21, 2013, from <http://netaddiction.fusionxhost.com/articles/cyberpsychology.pdf>

