

DAFTAR PUSTAKA

Buku

- Adams, Ernest (2013). *Fundamentals of Game Design* (3rd ed.). San Francisco: New Riders. ISBN 0-321-92967-5.
- Crawford, Game Design.
New Riders Publishing, USA, 2003, hlm 56
- Resa Raditio, *Aspek Hukum Transaksi Elektronik : Perikatan, Pembuktian dan Penyelesaian*
Sengketa, Graha Ilmu, Yogyakarta, 2014, hlm. 79
- Sugiyono (2009). *Metode Penelitian Pendekatan Kuantitatif dan Kualitatif*. Bandung : Alfabeta

Jurnal

- Badruzaman, D. (2019). Kajian Hukum Tentang Internet Mobile dalam Upaya Pencegahan Dampak Negatif Teknologi Informasi dan Komunikasi di Indonesia. *Ajudikasi : Jurnal Ilmu Hukum*, 3(2), 135. <https://doi.org/10.30656/ajudikasi.v3i2.1657>
- Fauziah, E. R. (2013). Pengaruh Game Online Terhadap Perubahan Perilaku Anak Smp Negeri 1 Samboja. *EJournal Lmu Komunikasi*, 1(3), 1–16.
- Lestari, Yuni Hana (2021). *PENGEMBANGAN MEDIA ANIMASI UNTUK MENINGKATKAN KEMAMPUAN LINGUSTIK VERBAL ANAK USIA 4-5 TAHUN*. Masters thesis, UIN FAS Bengkulu.
- Liu, H., Li, Q., Zhan, Y., Zhang, Z., Zeng, D. D., & Leischow, S. J. (2020). Characterizing social media messages related to underage JUUL E-cigarette buying and selling: Cross-sectional analysis of reddit subreddits. *Journal of Medical Internet Research*, 22(7). <https://doi.org/10.2196/16962>
- Novrialdy, E., Nirwana, H., & Ahmad, R. (2019). High School Students Understanding of the Risks of Online Game Addiction. *Journal of Educational and Learning Studies*, 2(2), 113. <https://doi.org/10.32698/0772>
- Nugroho, O. S. (2016) *Modus Penipuan Transaksi Barang dalam Game Online dan Prospek Penyelesaiannya*. Other thesis, University of Muhammadiyah Malang.

Website

- Fire Emblem Heroes' Is a Gacha Game - Here's What That Means". Inverse. Diakses tanggal 10 April 2020.
- Halim, W. (2021). *Ini Tujuan bukalapak Akuisisi Saham five jack: Teknologi. Bisnis.com.* <https://teknologi.bisnis.com/read/20210712/266/1416624/ini-tujuan-bukalapak-akuisisi-saham-five-jack>. Diakses 8 September 2022
- Heinze, Johannes (18 July 2017). "How gacha can benefit Western game developers". GamesIndustry.biz. Diakses tanggal 12 November 2019.
- Profile, S. E. E. (2018). *game from the perspective of quantitative research (English version) Manifestation of addictive behavior among the child players of the Minecraft game from the perspective of quantitative research* Keywords : *Minecraft as a gaming phenomenon. March 2019.*
- Toto, Serkan. "Gacha: Explaining Japan's Top Money-Making Social Game Mechanism". Serkan Toto: CEO Blog. Kantan Games. Diakses tanggal 10 April 2020.
- Yanti Wulan Sari, & Kosasih, E. (2019). Pemanfaatan infografis animasi dalam pembelajaran menulis teks eksplanasi. *Seminar Internasional Riksa Bahasa XIII*, 949–956.