

DAFTAR PUSTAKA

- APJII. (2024). *Laporan Survei Penetrasi Internet Indonesia 2024*.
<https://apjii.or.id/berita/d/apjii-jumlah-pengguna-internet-indonesia-tembus-221-juta-orang>
- Asch, S. E. (1956). Studies of Independence and Conformity: I. A Minority of One Against a Unanimous Majority. *Psychological Monographs: General and Applied*, 70(9), 1–70.
- Arnett, J. J. (2000). Emerging adulthood: A theory of development from the late teens through the twenties. *American Psychologist*, 55(5), 469–480.
<https://doi.org/10.1037/0003-066X.55.5.469>
- Baumeister, R. F., & Leary, M. R. (1995). The Need to Belong: Desire for Interpersonal Attachments as a Fundamental Human Motivation. *Psychological Bulletin*, 117(3), 497–529. <https://doi.org/10.1037/0033-2909.117.3.497>
- Blasi, M. D. I., Giardina, A., Giordano, C., Coco, G. L. O., Tosto, C., Billieux, J., & Schimmenti, A. (2019). Problematic video game use as an emotional coping strategy : Evidence from a sample of MMORPG gamers. *Journal of Behavioral Addictions*, 8(1), 25–34. <https://doi.org/10.1556/2006.8.2019.02>
- Coyne, S. M., Radesky, J., Collier, K. M., Gentile, D. A., Linder, J. R., Nathanson, A. I., Rasmussen, E. E., Reich, S. M., & Rogers, J. (2017). Parenting and Digital Media. *Child Development*, 88(1).
- Creswell, J. W. (2014). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches* (4th ed.). SAGE Publications.
- Derek R. Rutter. (1987). *Communicating by Telephone*. Pergamon Press (Elsevier).
- DeVito, J. a. (2013). The Interpersonal Communication Book. *PsycCRITIQUES*, 32, 2009.
- Dharma, N. A. (2026). *Pola komunikasi digital dalam dinamika kerja Sama tim e-sport valorant pada game online*. 1(4), 1–12.
- Erikson, E. H. (1968). *Identity, youth, and crisis*. W. W. Norton.
- Hootsuite, W. A. S. &. (2024). *Digital 2024: Indonesia*. We Are Social.
<https://datareportal.com/reports/digital-2024-indonesia>
- Indrawan, T., & Candrasari, Y. (2023). Penggunaan Game Online dalam Kehidupan Remaja di Kota Surabaya (Studi Fenomenologi pada Remaja Awal Yang Gemar Bermain Game Online). *JIIP (Jurnal Ilmiah Ilmu Pendidikan)*, 6, 6804–6809.
- Istikhomah, N., Panjaitan, B. S., Indri, R., & Putri, A. (2012). *Identitas generasi z di Jakarta dalam bermain*. 16, 37–46.
- Jalaluddin Rakhmat. (2011a). *Psikologi Komunikasi* (T. Surjaman (ed.)). PT Remaja Rosdakarya.
- Jalaluddin Rakhmat. (2011b). *Psikologis Komunikasi* (T. Surjaman (ed.)). PT Remaja Rosdakarya.
- Katz, E., Blumler, J. G., & Gurevitch, M. (1974). *The Uses of Mass Communications: Current Perspectives on Gratifications Research*. SAGE Publications, Inc.
- King, D., & Delfabbro, P. (2018). *Internet Gaming Disorder: Theory, Assessment, Treatment, and Prevention*. Academic Press.
- Klikwarta. (2024). *Bukan Gadgetnya yang Salah, RS Menur Ungkap Pola Asuh Jadi Pemicu Anak Kecanduan Game Online*.
- Kuss, D. J., & Griffiths, M. D. (2017). *Social Networking Sites and Addiction : Ten Lessons Learned*. <https://doi.org/10.3390/ijerph14030311>
- Lemmens, J. S., Valkenburg, P. M., & Gentile, D. A. (2015). The Internet Gaming Disorder Scale. *Psychological Assessment*, 27(2), 567–582.
- Livingstone, Sonia, Blum-Ross, & Alicia. (2020). *Parenting for a Digital Future: How Hopes and Fears about Technology Shape Children's Lives*. Oxford University Press.

- McLuhan, M. (1964). *Understanding media: The extensions of man*. McGraw-Hill.
- Mihara, S., & Higuchi, S. (2017). *Cross-sectional and longitudinal epidemiological studies of Internet gaming disorder: A systematic review of the literature*. 425–444.
<https://doi.org/10.1111/pcn.12532>
- Miles, M. B., Huberman, A. M., & Saldaña, J. (2014). *Qualitative Data Analysis: A Methods Sourcebook* (3rd ed.). SAGE Publications.
- Organization, W. H. (2019). *Gaming Disorder*. <https://www.who.int/news-room/questions-and-answers/item/addictive-behaviours-gaming-disorder>
- Postman, N. (1993). Technopoly: The Surrender of Culture to Technology. In *The Journal of American History* (Vol. 79, Issue 4). <https://doi.org/10.2307/2080364>
- Prensky, M. (2001). Digital Natives, Digital Immigrants Part 1. *On the Horizon*, 9(5).
<https://doi.org/10.1108/10748120110424816>
- Przybylski, A. K., Murayama, K., Dehaan, C. R., & Gladwell, V. (2013). Computers in Human Behavior Motivational , emotional , and behavioral correlates of fear of missing out. *Computers in Human Behavior*, 29(4), 1841–1848.
<https://doi.org/10.1016/j.chb.2013.02.014>
- Putra, R. W. (2023). *Pola Komunikasi Melalui Fitur Virtual Pada Game Mobile Legends*. 11(01), 68–80.
- Putra, Y. (2018). *Reputasi Korporat dan Komunikasi Krisis*.
- Salepaki, A., Zerva, A., & Kourkouridis, D. (2025). *Unplugging Youth : Mobile Phone Addiction , Social Impact , and the Call for Digital Detox*.
- Santrock, J. W. (2017). *Adolescence* (16th ed.). McGraw-Hill Education.
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Surabaya, R. (2024). gara-gara kecanduan gadget dan game online 3000 pasien anak dan remaja jalani terapi di rsj menur. *Radar Surabaya*.
- Surat, S., Govindaraj, Y. D., Ramli, S., & Yusop, Y. M. (2021). *An Educational Study on Gadget Addiction and Mental Health among Gen Z*. 1469–1484.
<https://doi.org/10.4236/ce.2021.127112>