

DAFTAR PUSTAKA

- Alwisol. 2011. Psikologi Kepribadian Edisi Revisi. Cetakan Kesepuluh. Malang : UMM Press.
- Boekaerts, Monique, Paul R. Pintrich, & Mosche Zeidner.(2000). Handbook of Self Regulated. San Diego: Academic Press
- Doolittle, P. E., Hicks, D., Triplett, C. F., Nichols, W. D., & Young, C. A. (2006). Reciprocal teaching for reading comprehension in higher education: A strategy for fostering the deeper understanding of texts. *International Journal of Teaching and Learning in Higher Education*, 17(2), 106-118.
- Gabbiadini, A., & Greitemeyer, T. (2017). Uncovering the Association Between Strategy Video Games and Self-Regulation: A Correlational Study. *Personality and Individual Differences*, 104, 129–136. <https://doi.org/https://doi.org/10.1016/j.paid.2016.07.041>.
- Pudjiastuti, Dwi Fitri. (2015). Hubungan Antara Regulasi Diri dengan Kecenderungan Adiksi Game Online Pada Remaja Awal. Universitas Kristen Satya Wacana Salatiga
- Rahmadina, A. (2014). Hubungan Antara Kecanduan Game Online dengan Keterampilan Sosial Pada Remaja (Doctoral dissertation, Universitas Gadjah Mada).
- Santrock, J. W. (2007). Psikologi Pendidikan Edisi 2. Jakarta: Kencana Prenada Media Grup.
- Savira, F., & Suharsono, Y. (2013). Self-Regulated Learning (SRL) dan Prokrastnasi Akademik. Bentang Pustaka. Bandung.
- Smart, A (2010). Cara Cerdas Mengatasi Anak Kecanduan Game. Jogjakarta: A+Plus Books.
- Torrano Montalvo, F., & González Torres, M. (2004). Self-regulated learning: Current and future directions.

Weinstein, A.M. (2010). Computer and Video Game Addiction a Comparison Between Game Users and Non Game Users. *The American Journal of Drug and Alcohol Abuse*, 36, 268–276. Doi: 10.3109/009529902010491879.

Woolfolk, A. E., Hoy, A. W., Hughes, M., & Walkup, V. (2007). *Psychology in education*. Pearson Education.

Yoga Permana. (2014). *Studi Mengenai Gambaran Regulasi Diri Pada Mahasiswa Yang Bermain Game Online Di Warnet A,B,C,D,E Bandung*. Bandung: Universitas Islam Bandung – Skripsi, tidak dipublikasikan

Young, K. S. (2006). *Internet Addiction: The Emergence of a New Clinical Disorder* Paper Presented at the 104th Annual Meeting of the American Psychological Association.

Yovanka, L.A. 2008. *Bermain Game Online Terhadap Motivasi Belajar*. Pustaka Belajar.

