

DAFTAR PUSTAKA

- Ana, G.L., (2002). The Aggression Questionnaire: A Validation Study in Student Samples. *The Spanish Journal of Psychology*, 5 (1), 45-53.
- APJII, A. P. (2017). Profil Pengguna Internet Indonesia. Jakarta: Asosiasi Penyelenggara Jasa Internet Indonesia.
- Apriyanti, M. F., (2015). Perilaku Agresif Remaja yang Gemar Bermain *Game Online* (Studi Kasus DI Kelurahan Ngagel Rejo Kecamatan Wonokromo Surabaya). *Kajian Moral dan Kewarganegaraan*, 3 (3), 994-1008.
- Aran., & Elwindra. (2021). Hubungan Kecanduan *Game Online* dengan Perilaku Agresif Pada Mahasiswa di STIKES Persada Husada Indonesia Tahun 2021. *Jurnal Persada Husada Indonesia*, 8 (31), 1-11.
- Arikunto, S. (2005). Prosedur Penelitian Suatu Pendekatan Praktik. Jakarta: Rineka Cipta.
- Azwar, S. (2008). Penyusunan Skala Psikologi. Yogyakarta: Pustaka Pelajar
- Azwar, S. (2012). Metode Penelitian. Yogyakarta: Pustaka Belajar.
- Azwar, S. (2012). *Reliabilitas dan Validitas*. Pustaka Belajar.
- Berkowitz, L., (1993). Aggression: Its causes, consequences, and control. New York: McGrawHill.
- Buss, A. H., & Perry, M. (1992). The Aggression Questionnaire. *Journal of Personality and Social Psychology*, 63 (3), 452-459.
- Cabello, R., Gutiérrez-Cobo, M. J., & Fernández-Berrocal, P. (2017). Parental education and aggressive behavior in children: A moderated-mediation model for inhibitory control and gender. *Frontiers in Psychology*, 8. <https://doi.org/10.3389/fpsyg.2017.01181>
- Cahyono, H. (2019), Peran Mahasiswa di Masyarakat. *Jurnal Pengabdian Masyarakat Setiabudhi*, 1 (1).
- Ciptadi, B., & Umar, J. (2012). Metode Alternatif untuk Mendeteksi Bias Respons Social Desirability pada Item-item Tes Kepribadian. *Urnal Pengukuran Psikologi Dan Pendidikan Indonesia*, 1 (1). <https://doi.org/10.15408/jp3i.v1i1.10683>
- Databoks. (2022). Jumlah Gamers Indonesia Terbanyak ketiga di dunia. <https://databoks.katadata.co.id/datapublish/2022/02/16/jumlah-gamers->

indonesia-terbanyak-ketiga-di-dunia

- Dimla, M. (2020, March 15). Effects of violent related mobile games to the behavior of selected grade 12 science technology engineering and mathematics students. https://www.academia.edu/42220651/effects_of_violent_related_mobile_games_to_the_behavior_of_selected_grade_12_science_technology_engineering_and_mathematics_students
- Guilford, J. P. (1956). Fundamental Statistics in Psychologi and Education. New York: McGraw-Hill Book Company, Inc.
- Hartini, S., Alie, E., & March, J. (2022). The relationship between authoritarian parenting and aggressive behavior of adolescents in Nagari bungo tanjung. *World Psychology*, 1(2), 18–26. <https://doi.org/10.55849/wp.v1i2.98>
- Hur, M. H. (2006). Demographic, habitual, and socioeconomic determinants of internet addiction disorder: An empirical study of Korean teenagers. *Cyberpsychology & Behavior*, 9 (5), 514-525
- Johan, R. (2019). Pengaruh game online Terhadap Minat Untuk Belajar Peserta Didik Kelas X di Ma Al Hidayah Depok. *Research and Development Journal of Education*, 5 (2), 12. <https://doi.org/10.30998/rdje.v5i2.3748>
- Koentjaraningrat. (1981). Metoda-metoe Penelitian Masyarakat. Jakarta: Gramedia.
- Malhotra, N. K. (1996). Marketing Research: An Applied Orientation. New Jersey: Prentice Hall
- Liandi, J. (30 Juni 2021). Pertama Kali Ketemu Publik Mulutnya Kayak Sampah! – Mobile Legends. *YouTube*. Jonathan Liandi [Video] https://youtu.be/VlRdk85RLsg?si=_chQGTjSI7JZ6f8P
- Marcella, D., & Sazali, H. (2023). Fenomena *Trash-Talking* Antar Pemain *Game Online Mobile Legends: BangBang* (Studi Kasus Mahasiswa Ilmu Komunikasi UIN Sumatera Utara). *Jurnal Indonesia: Manajemen Informatika dan Komunikasi*, 4 (3).
- Myers, D.G. (2001). Perceived Instructor Credibility and Verbal Agressiveness in the College Classroom. *Communication Research Reports*, 18, 354-364.
- Naisplay. (24 Oktober 2022). Team RRQ toxic parah!!! Mic check RRQ vs ONIC MPL. *YouTube*. NaisPlay [Video] <https://youtu.be/XBfJSwFBI9c?si=sj4uUmK93cD3gYB3>
- Rani, D., Hasibuan, E. J., & Barus, R. K. (2020). Dampak Game Online Mobile

- Legends: Bang Bang terhadap mahasiswa. *PERSPEKTIF*, 7 (1), 6–12.
<https://doi.org/10.31289/perspektif.v7i1.2520>
- Saputri, O. K., Widiastuti, R., & Pratama, M. J. (2019). Analisis Bentuk-bentuk Perilaku Agresif Siswa Pengguna Game Online.
- Sears, D. O., Freedman, J. L., & Peplau, L. A. (1991). Psikologi sosial. Jakarta: Erlangga.
- Siallagan, D. (2011). Fungsi dan Peranan Mahasiswa. Bengkulu: UNIB
- Shabati, S. M. (2020). Hubungan Kecanduan bermain game jenis moba (multiplayer online battle arena) “Mobile legend” Dengan Perilaku Agresif Pada Mahasiswa universitas Kristen Satya Wacana. *Jurnal Psikologi Perseptual*, 4 (1), 51.
<https://doi.org/10.24176/perseptual.v4i1.2270>
- Sugiyono. (2014). Metode Penelitian Kuantitatif, Kualitatif dan R&D. Bandung: Alfabeta
- Taylor, S.E., Peplau, L.A., & Sears, D.O. (2009). Psikologi sosial. Jakarta: Kencana.
- Tian, Y., Yu, C., Lin, S., Lu, J., Liu, Y., & Zhang, W. (2019). Parental Psychological Control and adolescent aggressive behavior: Deviant peer affiliation as a mediator and school connectedness as a moderator. *Frontiers in Psychology*, 10.
<https://doi.org/10.3389/fpsyg.2019.00358>
- Yanizon, A., & Sesriani, V. (2019). Penyebab Munculnya Perilaku Agresif Pada remaja. *KOPASTA: Jurnal Program Studi Bimbingan Konseling*, 6 (1).
<https://doi.org/10.33373/kop.v6i1.1915>