

## DAFTAR PUSTAKA

- A, Y.-X. G., & Wang, J.-Y. (2022). The prevalence and possible risk factors of internet gaming disorder among adolescents and young adults: Systematic reviews and meta-analyses. *Journal of Psychiatric Research*, *154*, 35–43. <https://www.sciencedirect.com/science/article/abs/pii/S0022395622003557?via%3Dihub>
- André, F., Munck, I., Håkansson, A., & Claesdotter-Knutsson, E. (2022). Game Addiction Scale for Adolescents—Psychometric Analyses of Gaming Behavior, Gender Differences and ADHD. *Frontiers in Psychiatry*, *13*(March), 1–11. <https://doi.org/10.3389/fpsy.2022.791254>
- APJII. (2025). *Rata-rata Orang Indonesia Main Game Online 1 Jam hingga 2 Jam per Hari*. Pusat Data Kontan. <https://pusatdata.kontan.co.id/news/rata-rata-orang-indonesia-main-game-online-1-jam-hingga-2-jam-per-hari#:~:text=Jangka Waktu Bermain Game Online,yang ada pada tahun 2024.>
- Apriyawanti, Dian, Haskas, Yasir, Abrar, & Arna, E. (2022). Gambaran Pola Asuh Orang Tua yang Bekerja pada Anak Usia 36-59 Bulan. *Jl. P. Kemerdekaan VIII*, *90245*(3), 311–315.
- Azzahra Amarthatia Alma, Shamhah Hanifiyatus, Kowara Nadira Putri, & Santoso Meilanny Budiarti. (2021). Pengaruh pola asuh orang tua terhadap perkembangan mental remaja. *Jurnal Penelitian Dan Pengabdian Kepada Masyarakat (JPPM)*, *2*(3), 461–472.
- Baumrind, D. (1967). *Child Care Practices Anteceding Three Patterns of Preschool Behavior*. Genetic Psychology Monographs.
- Beni, K. N., Nursalam, N., & Hasinuddin, M. (2020). Validity and Reliability Test of Leadership Behavior Inventory, Personal Mastery Questionnaire and Nurse Performance Questionnaire in Hospital. *Jurnal Penelitian Kesehatan "SUARA FORIKES" (Journal of Health Research "Forikes Voice")*, *11*(3), 313.
- Brand, M., Young, K. S., Laier, C., Wölfling, K., & Potenza, M. N. (2021). Integrating psychological and neurobiological considerations regarding the development and maintenance of specific Internet-use disorders: An Interaction of Person-Affect-Cognition-Execution (I-PACE) model. *Neuroscience and Biobehavioral Reviews*, *71*, 252–266. <https://doi.org/10.1016/j.neubiorev.2016.08.033>
- Dindik. (2024). *Laporan Kinerja Instansi Pemerintah Provinsi Jawa Timur*. <https://dindik.jatimprov.go.id/images/upload/lkjip2024.pdf>

- Ding. (2022). Associations between parental mediation and adolescents' internet addiction: The role of parent-child relationship and adolescents' grades. *Frontiers in Psychology*, 13. <https://doi.org/10.3389/fpsyg.2022.1061631>
- Dirgantara, U., & Suryadarama, M. (2023). *Webinar Nasional HUMANIS 2023*. 3(2), 1316–1320.
- Griffiths, M. D. (2018). Adolescent Gaming Addiction: A Comprehensive Review. *Education and Health*, 3–10(1).
- Hidaayah, N., Yunitasari, E., Kusnanto, K., Nihayati, H. E., Santy, W. H., Putri, R. A., & Rahman, F. S. (2022). Parenting in the Prevention of Internet Gaming Addiction. *Open Access Macedonian Journal of Medical Sciences*, 10(G), 731–738. <https://doi.org/10.3889/oamjms.2022.7980>
- Huda, M. N., & Fahmawati, Z. N. (2025). Hubungan Pola Asuh Demokratis dengan Kecerdasan Sosial pada Remaja Pengguna Smartphone di SMA 4 Bojonegoro: The Relationship between Democratic Parenting Patterns and Social Intelligence in Smartphone Using Adolescents at SMA 4 Bojonegoro MOCH. *Academia Open*, 10(2). <https://doi.org/10.21070/acopen.10.2025.11129>
- Julius H. Lolombulan. (2020). *Analisis Data Statistika Bagi Peneliti Kedokteran Dan Kesehatan*. [https://books.google.co.id/books?hl=id&lr=&id=m14MEAAAQBAJ&oi=fnd&pg=PP1&dq=related:b3oTq2nDrV4J:scholar.google.com/&ots=HplmNB\\_fuX&sig=6W\\_SQv\\_19XH6Ja6TKcrDzMYAeMs&redir\\_esc=y#v=onepage&q&f=false](https://books.google.co.id/books?hl=id&lr=&id=m14MEAAAQBAJ&oi=fnd&pg=PP1&dq=related:b3oTq2nDrV4J:scholar.google.com/&ots=HplmNB_fuX&sig=6W_SQv_19XH6Ja6TKcrDzMYAeMs&redir_esc=y#v=onepage&q&f=false)
- Kominfo. (2023). *Survei Penggunaan Internet dan Game Online di Indonesia 2023*. Kementerian Komunikasi Dan Informatika Republik Indonesia. <https://www.bps.go.id/id/publication/2025/08/29/beaa2be400eda6ce6c636ef8/statistik-telekomunikasi-indonesia-2024.html>
- Kuss, D. J., & Griffiths, M. D. (2023). Online gaming addiction in children and adolescents: A review of empirical research. *Journal of Behavioral Addictions*, 1(1), 3–22. <https://doi.org/10.1556/JBA.1.2012.1.1>
- Lubis, N. S., Dewi, I. S., & Saragih, N. A. (2025). Hubungan Pola Asuh Demokratis Orang Tua dengan Regulasi Emosi Siswa Kelas X SMAN 1 Lubuk Pakam Tahun Ajaran 2024/2025. *Indonesian Journal of Educational Counseling*, 9(2), 309–317. <https://doi.org/10.30653/001.202592.510>
- Mardiani, Saleh, H. (2021). Analisis Faktor-Faktor pada Perawat dalam Penjagaan Safety. *Jurnal Simetrik*, 11(1), 432–439.
- Marta, R. N., Hallen, & Mardison, S. (2022). Dampak Kecanduan Game Online Terhadap Anak. *Al Kamal*, 8(1), 66–76.

<https://ejournal.uinib.ac.id/jurnal/index.php/attauij/>

- Mujiya Ulkhaq, M., Rozaq, R., Ramadhani, R., Heldianti, R., Fajri, A., & Akshintana, P. Y. (2021). Validity and reliability assessment of the Game Addiction scale: An empirical finding from Indonesia. *ACM International Conference Proceeding Series*, 120–124. <https://doi.org/10.1145/3288155.3288158>
- Munawaroh, A., & Fauziah, M. (2024). Analisis Nilai Karakter Anak Sekolah Dasar Berbasis Pola Asuh Orang Tua. *Jurnal Pendidikan Tambusai*, 8(2020), 41650–41658. <http://journal.al-matani.com/index.php/jkip/index>
- Okatori, Y. A., Asnawati, A., & Narti, S. (2023). The Effect Of Online Game Addiction On Adolescent Social Interaction In Marga Jaya Village, Padang Jaya District, Bengkulu Utara Regency. *Jurnal ISO: Jurnal Ilmu Sosial, Politik Dan Humaniora*, 3(1), 49–54. <https://doi.org/10.53697/iso.v3i1.1155>
- Pambudi, T. A., & Rachmayanti, R. D. (2024). *Faktor Risiko Pola Asuh Orang Tua terhadap Gaming Disorder pada Remaja*. 13(2), 59–64.
- Pinasti, A., & Khourennisa, R. N. (2022). Hubungan Antara Kontrol Diri Dengan Perilaku Kecenderungan Kecanduan Game Online Selama Pandemi Covid-19 pada Remaja di Kota Surabaya. *Character: Jurnal Penelitian Psikologi*, 9(5), 125–133.
- Pratiwi, Y., Dwi Pratiwi, R., Dewiasih Kusumawati, S., Ayuningtyas, G., Erviana, F., Histry Kapahang, O., & Handoko, W. (2024). Analisis Parenting Style Orang Tua Dengan Perilaku Asertif Pada Remaja Di Desa Cimanggung Bojonggede Bogor. *Prosiding SEMLITMAS: Diseminasi Penelitian Pengabdian Masyarakat*, 1(15), 469–476.
- Rahman, I. A., Ariani, D., Ulfah, N., & Ners, P. (2022). *Tingkat kecanduan game online pada remaja*. 5(2), 85–90.
- Rani Handayani. (2021). Karakteristik Pola-pola Pengasuhan Anak Usia Dini dalam Keluarga. *Kidido: Jurnal Pendidikan Islam Anak Usia Dini*, 2(2), 159–168. <https://doi.org/10.19105/kidido.v2i2.4797>
- Ronga, K., Indriasari Widianingtyas, S., & Wanda Sinawang, G. (2025). Hubungan Pola Asuh Orang Tua Dengan Konsep Diri Remaja (Penelitian di SMP Katolik Stella Maris Surabaya) (The relationship between parenting style and self-concept in adolescent). *Jurnal Ners LENTERA*, 13(1), 27–41.
- Sari, R. dan. (2023). Pola asuh keluarga dan risiko kecanduan gaming pada remaja. *Jurnal Keluarga Dan Konseling*, 8(1)(2015), 45–62.
- Satapathy, P., Khatib, M. N., Balaraman, A. K., R. R., Kaur, M., Srivastava, M., Barwal, A., Prasad, G. V. S., Rajput, P., Syed, R., Sharma, G., Kumar, S.,

- Singh, M. P., Bushi, G., Chilakam, N., Pandey, S., Brar, M., Mehta, R., Sah, S., ... Samal, S. K. (2025). Burden of gaming disorder among adolescents: A systemic review and meta-analysis. *Public Health in Practice*, 9(October 2024), 100565. <https://doi.org/10.1016/j.puhip.2024.100565>
- Silvania, D., Syaimi, K. U., Asyah, N., & Saragih, N. A. (2025). *Relationship Between Democratic Parenting Styles Of Parents And The Self-Regulated Learning Of Students At SMA Swasta PAB 5 Klumpang For The Academic Year 2024/2025 Hubungan Pola Asuh Demokratis Orang Tua Dengan Self-Regulated Learning Siswa SMA Swasta PA*. 6(3), 762–773. <http://journal.almatani.com/index.php/jkip/index>
- Simbolon, M., Pertiwi, Y. W., & Febrieta, D. (2023). Pengasuhan Sebagai Prediktor Perilaku Menyimpang Pada Remaja. *Khidmat Sosial: Journal of Social Work and Social Services*, 4(2), 104–110.
- Sugiyono. (2021). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta
- Tobing, M. S., & Nurjannah. (2024). Pola Asuh Anak Menurut Baumrind dengan Pola Asuh Perspektif Islam. *Jurnal Bimbingan Konseling Islam*, 6, 1–20.
- Tosanaji, A., Prasasti, A., & Muhlisin, A. (2024). *Hubungan pola asuh orang tua dengan perilaku kenakalan remaja di smp negeri x surakarta*. 8(April), 40–46.
- Tyas, N., & Mochamad, N. (2025). Efektivitas Teknik Self-Management terhadap Adiksi Game Online Siswa Kelas VIII SMPN 30 Surabaya a Efektivitas Teknik Self-Management terhadap Adiksi Game Online Siswa Kelas VIII SMPN 30 Surabaya Tyas Nurrahma Mochamad Nursalim Efektivitas Teknik Self-Mana. *Jurnal BK UNESA*, 15(3).
- Vahia, V. N. (2021). Diagnostic and statistical manual of mental disorders 5: A quick glance. *Indian Journal of Psychiatry*, 55(3), 220–223. <https://doi.org/10.4103/0019-5545.117131>
- Wa Halmiati, Abdul Halim Momo, & Samiruddin. (2025). Pola Asuh Orang Tua dalam Menerapkan Disiplin Pada Anak Di Desa Pola Kabupaten Muna. *Mores: Jurnal Pendidikan, Moral Dan Kewarganegaraan*, 3(1), 16–21. <https://doi.org/10.36709/mores.v3i1.33>
- Wijono, H. A. (2021). Konsep Pola Asuh Orang Tua Persepektif Islam. *Jurnal Studi Kemahasiswaan*, 1(2), 155–174. <https://jurnal.stituwjombang.ac.id/index.php/irsyaduna>
- World Health Organization. (2019). *International Classification of Diseases (ICD-11)*. Geneva. <https://www.who.int/standards/classifications/classification-of-diseases>

Yoraeni, A. (2019). Modul Metode Penelitian. *Metode Penelitian*, 5(July), 58.

Zhao. (2022). Smartphone addiction is more harmful to adolescents than Internet gaming disorder: Divergence in the impact of parenting styles. *Frontiers in Psychology*, 13(December), 1–14.  
<https://doi.org/10.3389/fpsyg.2022.1044190>

