

## DAFTAR PUSTAKA

- Arimin, F. (2022). Pengaruh Bermain Game Online Terhadap Prestasi Belajar Peserta Didik Kelas VIII Mata Pelajaran.
- A'rof, A. M. (2023). Perilaku Konsumtif Remaja (Studi Kasus Game Online di Desa Sekaran Lamongan).
- Basrun Ummanailo, M. C. (2018). Konsumerisme.
- Culp, j., Bell, R., & Cassady, D. (2010). Characteristics Of Food Industry Web Sites And "Advergaming" Targeting Children. In *Journal Of Nutrition Education And Behavior* (pp. 197-201). doi:10.1016/j.neb.2009.07.008
- Danielle Theben, A. (2021). Playing With Food: The Impact of Marketing Via Online Games On Children's Behaviour. *Universitat Oberta de Catalunya* .
- Engel, J. F., Blackwell, R. D., & Miniard, P. W. (2020). *Perilaku Konsumen Jilid 1*. (Budiyanto, Trans.) Jakarta: Binarupa Aksara.
- Engle, J. F., Blackwell, R. D., & Miniard, P. W. (1994). Consumer Behavior. In *Consumer Behavior*. Chicago: The Dryden Press.
- Fatmawatie, N. (2022). *E COMMERCE DAN PERILAKU KONSUMTIF*. Kediri: IAIN Kediri Press. From <https://repository.iainkediri.ac.id/858/2/e%20commerce.pdf>
- Fatmawatie, N. (2022). *E COMMERCE DAN PERILAKU KONSUMTIF*. Kediri: IAIN Kediri Press. From <https://repository.iainkediri.ac.id/858/2/e%20commerce.pdf>
- Ghosh, I. (2014). VALS Psychographic : A New Way of Marketing Segmentation in India. *The International Journal Of Business & Management*.
- Harris, J., Brownell, K., & Bargh, J. (2009). ). The Food Marketing Defense Model: Integrating Psychological Research to Protect Youth and Inform Public Policy. *Social Issues and Policy review*, 3(1), 211-271.
- Ibda, F. (2015). Perkembangan Kognitif : Teori Jean Piaget. 3.

- Indra Setia, B., Nirzalin, & Alwi. (2019, Desember). Konsumerisme Dalam Perspektif Jean Baudrillard. *Jurnal Sosiologi USK*, 13.
- Indrawati, Murali, R., Maya, a., & Daduk, M. (2017). Perilaku Konsumen Individu Dalam Mengadopsi Layanan Berbasis Teknologi Informasi & Komunikasi. In N. F. Atif (Ed.). Bandung, Jawa Barat: PT Refika Aditama.
- Janttaka, N., & Juniarta, W. (2020). Analisis Dampak Game Online Mobile Legend Pada Anak Usia Sekolah Dasar di Desa Junjung Kecamatan Sumbergempol Kabupaten Tulungagung. *Jurnal Pendidikan Guru Sekolah Dasar*.
- Kriyantono, R. (2006). *Teknik Praktis Riset Komunikasi Kuantitatif dan Kualitatif*. Jakarta: Prenadamedia Group.
- Kriyantono, R. (2006). *Teknik Praktis Riset Komunikasi Kuantitatif dan Kualitatif* (2nd ed.). Jakarta: PRENADAMEDIA GROUP.
- Lapierre, M., Fleming-Milici, F., Rozendaal, E., McAlister, A., & Castonguay, J. (2017). The Effect Of Advertising On Children And Adolescents. *Pediatrics*. doi:10.1542/peds
- Lestarina, E., Karimah, H., Febrianti, N., Ranny, & Harlina, D. (2017). Perilaku Konsumtif Dikalangan Remaja. *Indonesian Institute For Counseling, Education And Therapy*.
- Luttrell, R. (2019). *Social Media : How to Engage, Share, and Connect*. London.
- M. Chairul, B. (2018). Konsumerisme. *ResearchGate*. doi:10.13140/RG.2.2.31101.26084
- Maharani, A. S., Firmansyah, W., & Daud. (2022). Pengaruh Game Online Terhadap Perilaku Konsumtif Remaja di Desa Tebel Kabupaten Sidoarjo. *jurnal pendidikan antropologi*.
- McQuail, D. (1983). *McQuail's Mass Communication Theory*. London: SAGE. From <https://nibmehub.com/opac-service/pdf/read/McQuail's%20Mass%20communication%20theory.pdf>
- McQuail, D. (2010). *McQuail's Mass Communication*. London: British Library Cataloguing in Publication Data.
- McQuail, D. (2010). *McQuail's Mass Communication Theory*. SAGE publication.

- McQuail, D. (2011). *Mass Communication Theory*. Salemba Humanika.
- Michael, H. (2017, Agustus Rabu). *Kompas.com*. From regional.kompas.com: <https://regional.kompas.com/read/2017/08/09/18405361/jokowi--perilaku-konsumtif-orang-beralih-ke-online->
- Naim, A., & Hang, H. (2012, December). Advergemes: “It’s not an advert – it says play!” A Review of Research. *Family and Parenting Institute*.
- Nazir, M., & Sirkumbang, R. (2009). *Metode Penelitian*. Ghalia Indonesia.
- Ni Putu, W., Made Kembar, S., I Komang, G., I Ketut, S., I Gusti Bagus, I., Sudarsana, A., . . . I Gusti Wayan, M. (2022, Desember). Pencegahan Konsumerisme Sejak Dini Melalui Pendidikan Ekonomi Dasar. *Jurnal Abdi Insani*, 9. From <http://abdiinsani.unram.ac.id>.
- Nugraha, J. P., Alfiah, D., Sinulingga, G., Rojiati, U., Saloom, G., Rosmawati, & Fathihani. (2021). Teori Perilaku Konsumen. Pekalongan, Jawa Tengah: Nasya Expanding Management.
- Nugroho, J. (2019). *Perilaku Konsumen : Perspektif Kontemporer Pada Motif, Tujuan, dan Keinginan Konsumen* (3rd ed.). Bandung: Prenadamedia Group.
- Paek, H., Quilliam, E., Kim, S., Weatherspoon, L., Rifon, N., & Lee, M. (2013). In *Characteristics Of Food Advergemes That Reach Children And The Nutrient Quality Of The Foods They Advertise* (pp. 63-81). Internet Research. doi:10.1108/IntR
- Perkasa, G. (2020, Desember 21). *Lifestyle: KOMPAS.com*. From KOMPAS.com: <https://lifestyle.kompas.com/read/2020/12/21/103011120/tidak-diawasi-anak-6-tahun-habiskan-ratusan-juta-rupiah-untuk-main-game?page=all>
- Powell, L., Harris, J., & Fox, T. (2013). Food Marketing Expenditures Aimed At Youth: Putting Numbers In Context. *Am J Prev Med*. doi:10.1016/j.amepre
- Rachman, M., & Ghazali, M. (2023). Studi Fenomenologi : Perilaku Konsumtif Game Online Pada Remaja di Kelurahan Siwalankerto Kota Surabaya Perspektif Muslahah. *Jurnal Ilmiah Ekonomi Islam*.
- Razak, M. (2016). Perilaku Konsumen. Makasar: Alauddin University Press.

- Rideout, V., Foehr, U., & Roberts, D. (2010). *Generation M2. Media In The Lives Of 8-18 Year Old*. Menlo Park, CA: Kaiser Family Foundation.
- Rifon, N., Quilliam, E., Paek, H., Weatherspoon, L., Kim, S., & Smeker, K. (2014). In *Age-dependent Effect Of Food Advergemes Brand Intergation And Interractivity*. doi:10.2501/IJA33-3-475-508
- Setiaji, B. (1995). *Konsumerisme*. Surakarta: Muhammadiyah University Press.
- Shimp, T. A., & Andrews, C. (2013). *Advertising, Promotion, and Other Aspects of Integrated Marketing Communication*. South western.
- Shimp, T. A., & Andrews, J. C. (2013). *Advertising, Promotion, and other aspects of Integrated Marketing Communications*. Mason: Cengage Learning.
- Shimp, T., & Andrews, J. (2013). *Advertising, Promotion, and other aspects of Integrated Marketing Communications*. Amerika Serikat.
- Sit, M. (2015). *Psikologi Perkembangan Anak Usia Dini*. Medan: Perdana Mulya Sarana.
- Sombart, W. (1922). *Der Mordene Kapitalismus*. Dunker and Humblot 1922.
- Sri, Y. (2006, September). Metodologi. *Jurnal Keperawatan Indonesia*, 10.
- Sugiyono. (2010). *Metode Penelitian Kualitatif, Kuantitatif, dan R&D*. Bandung, Jawa Barat: Alfabeta .
- Sugiyono, M. (2015). *Metodologi Kualitatif*. (C. Anwar, Ed.) Zifatama Publisher.
- Sulistyo, J., Evanytha, & Vinaya. (2015). Hubungan Problematic Online Game Use Dengan Pola Asuh Pada Remaja.
- Sunyoto, D. (2014). *Praktik Riset Perilaku Konsumen (Teori, Alat dan Analisa Data)*. CAPS (Center of Academic Publishing Service).
- Sunyoto, D. (2014). *Praktik Riset Perilaku Konsumen (Teori, Kusioner, Alat, dan Analisa Data)*. Jakarta: CAPS (Center of Academic Publishing Service).
- Sunyoto, D. (2014). *Praktik Riset Perilaku Konsumen (Teori, Kusioner, Alat, dan Analisa Data)*. Jakarta: CAPS (Center of Academic Publishing Service).

- Sunyoto, D. (n.d.). *Praktik Riset Perilaku Konsumen (Teori, Kusioner, Alat, dan Analisa Data)*. Jakarta: CAPS (Center of Academic Publishing Service).
- Vyncke, P. (2002). Lifestyle Segmentation From Attitudes, Interest and Opinions, To Values, Aesthetic Style, Life Visions, and Media Preferences. *European Journal of Communication*. doi:10.1177/02673231020170040301
- Waiguny, M., Terlutter, R., & Zaglia, M. (2011). The Influence Of Advergemes On Onsumers' Attitudes And Behavior. In *International Journal Of Entrepreneurial Venturing* (pp. 231-247). doi:<https://doi.org/10.1504/IJEV.2011.041273>
- Wan, C.-S., & Chiou, W.-B. (2006). Why Are Adolescents Addicted to Online Game ? An Interview Study in Taiwan. *General Education Center*, 9.
- Yusrinawati, R. (2023). Analisis Perilaku Konsumsif Pemain Game Mobile Legends Bang Bang di Esports Indonesia Jember .
- Zahrah, A. (2022). Upaya Orang Tua Dalam Mencegah Perilaku Konsumtif.
- Zusrony, E. (2021). *Perilaku Konsumen di Era Modern*. Semarang: Yayasan Prima Agus Teknik.