

DAFTAR PUSTAKA

- Akinbobola, O., I., Adeleke, A., A. (2013). *The Influence of User Efficacy and Expectation on Actual System Use*. Interdisciplinary Journal of Information, Knowledge, and Management, 8, 43-57.
- APJII. (2014). *Profil Pengguna Internet Indonesia 2014*. <http://www.slideshare.net/internetsehat/profil-pengguna-internet-indonesia-2014-riset-oleh-apjii-dan-puskakom-ui>. [3 Agustus 2015]
- AppAnnie. (2015). *Google Top App Charts*. <https://www.appannie.com/apps/google-play/top/indonesia/game/>. [27 Oktober 2015]
- Ardyan, Mohamad. (2013). *Di 5 Media Sosial ini, Orang Indonesia Pengguna Terbesar Sedunia*. <http://www.merdeka.com/uang/di-5-media-sosial-ini-orang-indonesia-pengguna-terbesar-dunia.html>. [27 Oktober 2015]
- Baskoro, R. (2015). *Game Online Indonesia Tahun 2014 : Ikhtisar dan Infografis*. <http://www.duniaku.net/2015/02/20/game-online-indonesia-tahun-2014-ikhtisar-dan-infografis/>. [3 Agustus 2015]
- Bhaskoro, A. T. (2014). *NXTCON 2014 : Industri Game Indonesia Harus dapat Beradaptasi dengan Cepat*. <http://dailysocial.net/post/nxtcon-2014-industri-game-indonesia-harus-dapat-beradaptasi-dengan-cepat/>. [8 Januari 2015]
- Brathwaite, B., Schreiber I. (2009). *Challenges for Game Designers*. Charles River Media.
- Choe, P., Schumacher, D. (2015). *Influence of Different Types of Vibration on Technical Acceptance of a Mobile Game Aiming for Hedonic Satisfaction*. Intl. Journal of Human-Computer Interaction, 31, 33-43.
- Doll, W., J., Torkzadeh, G. (1988). *The Measurement of End-User Computing Satisfaction*. MIS Quarterly, Vol. 12, 2, 259-274.
- Driver, P. (2013). *Best Practices for Maximizing Revenue in Free to Play Games*. <http://gamesmarketer.com/2013/03/14/4-great-slideshares-on-f2p-mobile-and-social-game-marketing-and-monetization/>. [27 November 2015]

- Galih, B., Ngazis, A. N. (2012). *Penetrasi Internet Mobile RI dalam Angka*. <http://news.viva.co.id/news/read/298569-penetrasi-internet-mobile-ri-dalam-angka>. [7 Januari 2015]
- Galih, B., Ngazis, A. N. (2012). *Tren Berubah, Ini Tantangan Industri Game di Indonesia*. <http://teknologi.news.viva.co.id/news/read/358003-tren-berubah-ini-tantangan-industri-game-di-indonesia>. [8 Januari 2015]
- Gallion, J. Andrew. (2000). *A Comprehensive Model of The Factors Affecting User Acceptance of Information Technology in a Data Production Environment*. Dissertation from School of Engineering and Applied Science of the George Washington University.
- Ha, I., Yoon, Y., Choi, M. (2007). *Determinants of Adoption of Mobile Games Under Mobile Broadband Wireless Access Environment*. *Information & Management*, 44, 276-286.
- Hooper, D., Coughlan, J., Mullen. (2008). *Structural Equation Modelling : Guidelines for Determining Model Fit*. *The Electronic Journal of Business Research Methods* Vol. 6, 1, 53-60.
- Hsu, C., L., Lu, H., P. (2004). *Why Do People Play On-line Games? An Extended TAM with Social Influences and Flow Experience*. *Information & Management*, 41, 853-868.
- Hsu, C., L., Lu, H., P. (2007). *Consumer Behavior in Online Game Communities : A Motivational Factor Perspective*. *Computers in Human Behavior*, 23, 1642-1659.
- Indrawati. (2015). *Metode Penelitian Manajemen dan Bisnis*. Bandung : Refika Aditama.
- Jung, Y., Mira, B., P., Patton, S., W. (2009). *Consumer Adoption of Mobile TV : Examining Psychological Flow and Media Content*. *Computers in Human Behavior*, 25, 123-129.

- Kaab. (2014). *Mengembangkan Industri Game Indonesia Bersama GDG 2014*.
<http://vgi.co.id/site/pages/read/05/2015/mengembangkan-industri-game-indonesia-bersama-gdg-2014-1313>. [31 Juli 2015]
- Kim, H., W., Chan, H., C., Gupta, S. (2007). *Value-Based Adoption of Mobile Internet : An Empirical Investigation*. *Decision Support Systems*, 43, 111-126.
- Latan, H. (2012). *Structural Equation Modeling Konsep dan Aplikasi Menggunakan Program LISREL 8.80*. Bandung : Alfabeta.
- Liang, T. P., Yeh, Y.H. (2011). *Effect of Use Contexts on the Continuous Use of Mobile Services : The Case of Mobile Games*. *Pers Ubiquit Comput*, 15, 187 – 196.
- Liu, Y., Li, H. (2011). *Exploring the Impact of Use Context on Mobile Hedonic Services Adoption : An Empirical Study on Mobile Gaming in China*. *Computers in Human Behavior*, 27, 809-898.
- Marhaeni, G., A., M., M. (2014). *Analisis Perilaku Penggunaan Aplikasi Pesan Instant dengan Model Unified Theory of Acceptance and Use of Technology 2 di Kota Bandung*. Thesis from Telkom University.
- Monica, G. (2015). *A Five-Minute Guide to Indonesia's Mobile Game Market*.
<http://www.oneskyapp.com/blog/indonesia-mobile-gaming/>. [4 Agustus 2015]
- Noor, Juliansyah. (2011). *Metodelogi penelitian* , Jakarta : Kencana.
- Nor, Khalil Md, Shanab, Emad A. Abu, & Pearson, J. Michael. (2008). *Internet Banking Acceptance in Malaysia Based On The Theory of Reasoned Action*. *Journal of Information Systems and Technology Management*, Vol. 5, No. 1, 03-14.
- Okazaki, S., Skapa, R., Grande, I. (2008). *Capturing Global Youth : Mobile Gaming in The U.S., Spain, and the Czech Republic*. *Journal of Computer-Mediated Communication*, 13, 827-855.

- Pan, C., C., Sivo, S., Gunter, G., Cornell, R. (2005). *Student's Perceived Ease of Use of An eLearning Management System : An Exogenous or Endogenous Variable?* J. Educational Computing Research, 33, 285-307.
- Pan, Tianyi. (2011). *Factors Affecting Mobile Gaming Adoption – A Study of Chinese Users and Contexts*. Master Thesis from Aalto University School of Economics.
- Park, H., J, Kim, S., H. (2013). *A Bayesian Network Approach to Examining Key Success Factors of Mobile Games*. Journal of Business Research, 66, 1353-1359.
- Punnoose, A., C. (2012). *Determinants of Intention to Use eLearning Based on The Technology Acceptance Model*. Journal of Information Technology Education : Research Volume 11.
- Putra, G. (2013). *Pengaruh Faktor-Faktor dalam Modified Unified Theory of Acceptance and Use of Technology 2 (UTAUT2) terhadap Niat Prospective Users untuk Mengadopsi Home Digital Services PT. Telkom di Surabaya*. Tesis Magister Manajemen Universitas Telkom.
- Putri, E. (2015). *Rahasia di Balik Kesuksesan Developer Aplikasi dan Game Edukasi anak Educa Studio*. <https://id.techinasia.com/educa-studio-developer-aplikasi-edukasi-anak-asal-salatiga/>. [5 Desember 2015]
- Riduwan. (2010). *Metode & Teknik Menyusun Proposal Penelitian*. Bandung : Alfabeta.
- Riduwan. (2013). *Dasar-Dasar Statistika*. Bandung : Alfabeta.
- Rogers, E., M. (1982). *Diffusion of Inovations Third Edition*. Macmillan Publishing Co., Inc.
- Ruslim, L., Misael, Tjokrorahardjo, H. (2009). *Analisis dan Perancangan Music Game pada Perangkat Telepon Seluler*. Binus Unversity.

- Salim, H. (2013). *Game Smartphone di Jepang Sedang Mengalami Masa Keemasan*. <https://id.techinasia.com/game-smartphone-di-jepang-sedang-mengalami-masa-keemasan/>. [3 Agustus 2015]
- Saputra, D. (2014). *Industri Game Bisnis yang Kian Menggiurkan*. <http://www.marketing.co.id/industri-game-bisnis-yang-kian-menggiurkan/>. [7 Januari 2015]
- Schuurman, D., Courtois, C., Marez, L., D. (2011). *New Media Adoption and Usage Among Flemish Youngsters*. *Telematics and Informatics*, 28, 77-85.
- Siregar, Syofian (2014). *Metode Penelitian Kuantitatif*. Jakarta : Kencana.
- Skadberg, Y., X., Kimmel, J., R. (2004). *Visitor's Flow Experience While Browsing a Web Site : Its Measurement, Contributing Factors and Consequences*. *Computers in Human Behavior*, 20, 403-422.
- Sofia, H., (2014). *Industri Game Indonesia Hasilkan 190 Juta Dolar*. <http://www.antaraneews.com/berita/416564/industri-game-indonesia-hasilkan-190-juta-dolar>. [3 Agustus 2015]
- Supardi. (2013). *Aplikasi Statistika dalam Penelitian*. Jakarta : Change Publication
- Susanti, C., E. (2008). *Upaya Peningkatan Strategi Marketing Mix Pangan Berbasis Bahan Lokal Melalui Analisis Sikap Konsumen dengan Model Fishbein di Surabaya*. *Jurnal Manajemen Pemasaran* Vol. 3, 1, 1-7.
- Vallerand, R. J., Deshaies, P., Cuerrier, J. P., Pelletier, L. G., & Mongeau, C. (1992). *Ajzen and Fishbein's Theory of Reasoned Action as Applied to Moral Behavior : A Confirmatory Analysis*. *Journal of Personality and Social Psychology*, Vol. 62, No. 1, 98-109.
- Venkatesh, V., Thonh, J., Y., L., Xu, X. (2012). *Consumer Acceptance and Use of Information Technology : Extending the Unified Theory of Acceptance and Use of Technology*. *MIS Quarterly*, Vo. 36, 1, 157-178.

- Venkatesh, Viswanath, and Fred D. Davis. (2000). *A theoretical extension of the technology acceptance model: Four longitudinal field studies*. *Management Science* 46 (2): 186-204.
- Wijaya, Ketut Krisna. (2015). *Lima Alasan Mengapa Indonesia Menjadi Pasar yang Tepat untuk Mengembangkan game mobile*. <https://id.techinasia.com/indonesia-pasar-mobile-game-app-annie/>. [1 Mei 2015]
- Wu, J., H., Wang, S. C. (2005). *What Drives Mobile Commerce? An Empirical Evaluation of The Revised Technology Acceptance Model*. *Information & Management*, 42, 719-729.
- Wulf, K., D., Schillewaert, N., Muylle, S., Rangrajan, D. (2006). *The Role of Pleasure in Web Site Success*. *Information & Management*, 43, 434-446.
- Zhou, T. (2012). *Understanding the Effect of Flow on User Adoption of Mobile Games*. *Pers Ubiquit Comput*, 17, 741-748.