

DAFTAR PUSTAKA

- Adachi, P. J. C. dan Willoughby T. (2012). *More than Just Fun and Games: The Longitudinal Relationship between Strategic Video Games, Self-Reported Problem Solving Skills, and Academic Grades*. *Journal of Youth and Adolescence*, Vol. 42, Issue: 4, 1041-1052.
- Ahmad, N., Ul-Saufie, A. Z., Mohamed, S. A., Ahmat, H., dan Zahari, M. F. (2018). *The Impact of Class Absenteeism on Student's Academic Performance Using Regression Models*. *AIP Conference Proceedings*, 1-5.
- Ahmadi, A. H. dan Supriyono, Widodo. (2008). *Psikologi Belajar*. Jakarta: Rineka Cipta.
- American Psychiatric Association. (2013). *Diagnostic and Statistical Manual of Mental Disorders* (5th ed.). Arlington: APA.
- Anand, Vivek. (2007). *A Study of Time Management: The Correlation Between Video Game Usage and Academic Performance Makers*. *CyberPsychology and Behaviour*, Vol. 10, 552-559.
- Arockiyasamy, G., Surendheran, K., dan Bullard, S. K. (2016). *The Influence of Playing Video Games on Academic Performance among Graduates of Karunya University*. *Journal of Advances in Humanities and Social Sciences*, Vol. 2, No. 3, 119-132.
- Bacon, D. R. dan Bean, B. (2006). *GPA in Research Studies: An Invaluable but Neglected Opportunity*. *Journal of Marketing Education*, Vol. 28, No. 1, 35-42.
- Barseli, M., Ahmad, R., dan Ifdil, I. (2018). *Hubungan Stres Akademik Siswa dengan Hasil Belajar*. *Jurnal EDUCATIO*, Vol. 4 No. 1, 40-47.

- Brunborg, G. S., Mentzoni, R. A., Melkevik. O. (2013). *Gaming Addiction, Gaming Engagement, and Psychological Health Complaints Among Norwegian Adolscents*. *Media Psychology*, Vol. 16, 115-128.
- Caesar, R. (2015). *Kajian Pustaka Perkembangan Genre Games dari Masa ke Masa*. *Journal of Animation and Game Studies*, Vol. 1 No. 2. 113-134.
- Cohen, S., Kamark, T., dan Mermelstein, R. (1983). *A Global Measure of Perceived Stress*. *Journal of Health and Social Behavior*, Vol. 24, 385-396.
- Colwell, John. (2007). *Needs Met through Computer Game Play Among Adolescents*. *Personality and Individual Differences*, Vol. 43, 2072-2082.
- Datta, A., Nag, K., Karmakar, N., Chakraborty, T., Tripura, K., Bhattacharjee, P. (2019). *Sleep Disturbance and Its Effect on Academic Performance Among Students of A Medical College of Tripura*, Vol. 6, No. 1, 293-298.
- Deyganto, K. O. (2019). *Internal Audit Quality and Its Impact on Public Sector Organizational Performance: Evidence from Sector Bureaus of Southern Ethiopia*. *International Journal of Economy, Energy, and Environment*, Vol. 4, No. 6, 118-131.
- Dwipurwani, O., Maiyanti, S. I., Destianti, A., dan Suryati, S. (2012). *Faktor-Faktor yang Mempengaruhi Prestasi Mahasiswa Ditinjau dari Karakteristik Lingkungan Kampus (Studi Kasus di Jurusan Matematika FMIPA Unsri)*. *Jurnal Penelitian Sains*, Vol. 15, No. 1(A), 1-5.
- Elias, H., Ping, W. S., dan Abdullah, M. C. (2011). *Stress and Academic Achievements among Undergraduate Students ini Universiti Putra Malaysia*. *Procedia – Social and Behavioral Sciences*, Vol. 29, 646-655.
- Esposito, N. (2005). *A Short and Simple Definition of What a Videogame Is*. *Proceedings of DiGRA 2005 Conference; Changing Views – Worlds in Play*.

- Eskasasnanda, I. D. P. (2017). *Causes and Effects of Online Video Game Playing among Junior-Senior High School Students in Malang East Java*. International Journal of Indonesia Society and Culture, Vol. 9, No. 2, 191-202.
- Ewoldsen, D. R., Eno, C. A., Okdie, B. M., Velez, J. A., Guadagno, R. E., dan DeCoster, J. (2012). *Effects of Playing Violent Video Games Cooperatively or Competitively on Subsequent Cooperative Behavior*. Cyberpsychology, Behavior, and Social Networking, Vol. 15, No. 5, 277-280.
- Farhana, Khansa. (2019). *Hubungan Antara Stres Akademik dengan Motivasi Belajar*. Skripsi Sarjana pada Universitas Telkom.
- Frazier, P., Gabriel, A., Merians, A., Lust, K. (2018). *Understanding Stress as An Impediment To Academic Performance*. Journal of American College Health. 1-9.
- Galvin, K. M., Braithwaite, D. O., Bylund, C. L. (2016). *Family Communication: Cohesion and Change (9th ed.)*. New York: Routledge.
- Goodman, Aviel. (1990). *Addiction: Definition and Implications*. British Journal of Addiction, Vol. 85, 1403-1408.
- Granic, I., Lobel, A., dan Engels, R.C.M.E. (2014). *The Benefits of Playing Video Games*. American Pyscologist Association, Vol. 69, No. 1, 66-78.
- Green, C. S. dan Bavelier, D. (2012). *Learning, Attentional Control, and Action Video Games*. Current Biology, Vol. 22, No. 6, 197-206.
- Green, S. B. (1991). *How Many Subjects Does It Take To Do A Regression Analysis?.* Multivariate Behavioral Research, Vol. 25, No. 3, 499-510.
- Gough, C. (2019). *Number of Video Gamers Worldwide 2014-2021*. [Online]. <https://www.statista.com/statistics/748044/number-video-gamers-world/> [19 Oktober 2019]

- Ghozali, Imam. (2018). *Aplikasi Analisis Multivariate dengan Program IBM SPSS 25 (Edisi 9)*. Badan Penerbit Universitas Diponegoro: Semarang.
- Haghbin, M, Shaterian, F., Hosseinzadeh, D., dan Griffith, M. D. (2013). *A Brief Report on the relationship between self-control, video game addiction and academic achievement in normal and ADHD student*. *Journal of Behavioral Addictions*, Vol. 2, No. 4, 239-243.
- Hanafy, Muhammad S. (2014). *Konsep Belajar dan Pembelajaran*. *Lentera Pendidikan*, Vol. 17, No. 1, 66-79.
- Heryanto, Imam dan Triwibowo, Totok. (2018). *Path Analysis Menggunakan SPSS dan Excel*. Bandung: Informatika Bandung.
- Hidayati, Eni dan Nurwanah, Nunik. (2019). *Tingkat Kecemasan Terhadap Prestasi Akademik Pengurus Ikatan Mahasiswa Muhammadiyah*. *Indonesian Journal for Health Sciences*, Vol. 3, No. 1, 13-19.
- Indahtiningrum, Fitriana. (2013). *Hubungan Antara Kecanduan Video Game dengan Stres pada Mahasiswa Universitas Surabaya*. *Jurnal Ilmiah Mahasiswa Universitas Surabaya*. Vol. 2, No. 1, 1-17.
- Indrawan, Rully dan Yaniawati, Poppy. (2014). *Metode Penelitian: Kuantitatif, Kualitatif, Campuran untuk Manajemen, Pembangunan, dan Pendidikan*. Bandung: Refika Aditama.
- Isnayanti, Desi dan Harahap, Nursahara. (2018). *Stress Level and Stressors of First Year Students in Faculty of Medicine, University of Muhammadiyah Sumatra Utara*. *Proceedings of International Conference*, Paper No. B-14, 194-198.
- Jackson, L. A., Witt, E. A., Games, A. I., Fitzgerald, H. E., von Eye, A., dan Zhao, Y. (2012). *Information Technology Use and Creativity: Findings from the*

Children and Technology Project. Computer in Human Behavior, Vol. 28, 307-376.

Jia, Y. F. dan Loo, Y. T. (2018). *Prevalence and Determinants of Perceived Stress among Undergraduate Students in a Malaysian University*. The Journal of Health and Translational Medicine (JUMMEC), Vol. 21, No. 1, 1-5.

Kelly, M. D. dan Koonce, G., L. (2012). *The Relationship Between Student Grade Point Average, Principal Internship Mentor's Assessment Scores and School Leaders Licensure Assessment Score*. The Journal of Human Resource and Adult Learning, Vol. 8, No. 2, 1-9.

Kementerian Budaya dan Pendidikan. (2016). *KBBI Daring*. [Online]. <https://kbbi.kemdikbud.go.id/entri/mahasiswa> [23 Oktober].

Kementerian Budaya dan Pendidikan. (2016). *KBBI Daring*. [Online]. <https://kbbi.kemdikbud.go.id/entri/prestasi> [29 Oktober].

Khalid, Naila dan Mehmood, Khalid. (2017). *Effects of Absenteeism on Student Performance*. International Journal of Scientific and Research Publication, Vol. 7, Issue: 9, 151-168.

Kim, N. R., Hwan, S. S. H., Choi, J. S., Kim, D. J., Demetrovics, Z., Kiraly, O., Nagygyorgy, K., Griffiths, M. D., Hyun, S. Y., Youn, H. C., dan Choi, S. W. (2015). *Characteristics and Psychiatric Symptom of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria*. Psychiatry Investig, Vol. 13, No. 1, 58-66.

Kupriyanov, Roman dan Zhdanov, Remad. (2014). *The Eustress Concept: Problems and Outlooks*. World Journal of Medical Sciences, Vol. 11, No. 2, 179-185.

Kurniawan, D. E. (2017). *Pengaruh Intensitas Bermain Game Online Terhadap Perilaku Prokastinasi Akademik pada Mahasiswa Bimbingan dan Konseling*

- Universitas PGRI Yogyakarta. Jurnal Konseling GUSJIGANG, Vol. 3, No. 1, 97-103.*
- Kurniawan, Albert. (2014). *Metode Riset untuk Ekonomi dan Bisnis – Teori, Konsep, dan Praktik Penelitian Bisnis (Dilengkapi Perhitungan Pengolahan Data dengan IBM SPSS 22.0)*. Alfabeta: Bandung.
- Lawson, H. J., Wellens-Mensah, J. T., dan Nantogma, S. A. (2019). *Evaluation of Sleep Patterns and Self-Reported Academic Performance among Medical Students at the University of Ghana School of Medicine and Dentistry*. *Sleep Disorders*, Vol. 2019, 1-8.
- Lemmens, J. S., Valkenburg, P. M., dan Peter, J. (2009). *Development and Validation of a Game Addiction Scale for Adolescents*. *Media Psychology*, Vol. 12, No. 1, 77-95.
- Loubir, D. B., Serhier, Z., Diouny, S., Battas, O., Agoub, M., dan Othmani, M. B. (2014). *Prevalence of Stress in Casablanca Medical Students: A Cross-Sectional Study*. *Pan Africa Medical Journal*, Vol. 19, No. 149.
- Lunney, Margaret. (2006). *Stress Overload: a New Diagnosis*. *International Journal of Nursing Terminologies and Classifications*, Vol. 17, No. 4, 165-175.
- Manurung, T. M. S. (2017). *Pengaruh Motivasi dan Perilaku Belajar Terhadap Prestasi Akademik Mahasiswa*. *Jurnal Analisis Sistem Pendidikan Tinggi*, Vol. 1, No. 1, 17-26.
- Maryam, Siti. (2017). *Strategi Coping: Teori dan Sumber dayanya*. *Jurnal Konseling Andi Matappa*, Vol. 1, No. 2, 101-107.
- Melaku, L., Mossie A., dan Negash A. (2015). *Stress among Medical Students and Its Association with Substance Use and Academic Performance*. *Journal of Biomedical Education*, 1-9.

- Moore, Colleen dan Shulock, Nancy. (2009). *Student Progress toward Degree Completion: Lesson from The Research Literature*. Sacramento: Institute for Higher Education Leadership & Policy.
- Mulinda, Sri dan Megawati. (2018). *Pengaruh Harga Diri dan Stres Terhadap Prestasi Akademik Di kalangan Mahasiswa di Fakultas Ekonomi dan Bisnis Universitas Syah Kuala*. *Jurnal Ilmiah Mahasiswa Ekonomi Manajemen*, Vol. 3, No. 3, 49-58.
- Mulyani, R. D. (2018). *Hubungan Antara Depresi dan Kecanduan Online Game Pada Mahasiswa di Yogyakarta*. Skripsi Sarjana pada FPSB UII Yogyakarta.
- Naing, N. N. (2003). *Determination of Sample Size*. *Malaysian Journal of Medical Sciences*, Vol. 10, No. 2, 84-86.
- Newzoo. (2017). *The Indonesia Gamers / 2017*. [Online]. <https://newzoo.com/insights/infographics/the-indonesian-gamer-2017/> [19 Oktober 2019].
- Oketch-Oboto, J. W. B. dan Okunya, L. O. (2018). *The Relationship between Levels of Stress and Academic Performance among University of Nairobi Students*. *International Journal of Learning and Development*, Vol. 8, No. 4, 1-28.
- Okezone. (2019). *Jumlah Pecandu Game Online di Indonesia Diduga Tertinggi di Asia*. [Online]. <https://news.okezone.com/read/2019/06/14/65/2066456/jumlah-pecandu-game-online-di-indonesia-diduga-tertinggi-di-asia> [23 Oktober 2019].
- Onyemaka, S. B., Igbokwe, D. O., Adekeye, O. A., dan Jane-Frances, A. (2017). *“I Failed Because I was Playing Videogames”: An Examination of Undergraduate Males Videogame Addiction and Academic Performance*. *Covenant International Journal of Psychology (CIJP)*, Vol. 2, No. 1, 35-45.

- Ossai, E. N., Alo, A. T., Onwe, B. C., Okoro, D. O., Ezeagu, N. E., dan Ogbonnaya, L. U. (2019). *Prevalence and Predictors of Perceived Stress: A Study among Medical Students of Ebonyi State University Abakaliki, Nigeria*. Asian Journal of Advanced Research and Reports, Vol. 3, No. 1, 1-9.
- Pasaribu, Boi S. (2018). *Hubungan Tingkat Stres dengan Motivasi Mahasiswa Mengerjakan Skripsi di Fakultas Kesehatan Masyarakat USU*. Skripsi Sarjana pada Fakultas Keperawatan Universitas Sumatera Utara.
- Paramita, G. V. (2010). *Studi Kasus Perbedaan Karakteristik Mahasiswa di Universitas 'X'-Indonesia dengan Universitas 'Y'-Australia*. Humaniora, Vol. 1, No. 2, 629-635.
- Patton, M. Q. (2001). *Qualitative Research and Evaluation Models (3rd ed.)*. California: Sage Publication.
- Piyeke, J. P., Bidjuni, H., dan Wowiling, F. (2014). *Hubungan Tingkat Stres dengan Durasi Waktu Bermain Video Game Online pada Remaja di Manado*. Jurnal Keperawatan, Vol. 2, No. 2, 1-7.
- Pranitika, M., Hendriyani, R., dan Mabruri, M. I. (2014). *Hubungan Emotion Focused Coping dengan Game Online Addiction pada Remaja di Game Centre Bagian Semarang Barat dan Selatan*. Intuisi Jurnal Ilmiah Psikologi, Vol. 6, No. 1, 24-27.
- Rahmayani, R. D., Liza R. G., Syah, N. A., (2018). *Gambaran Tingkat Stres Berdasarkan Stressor pada Mahasiswa Kedokteran Tahun Pertama Program Studi Profesi Dokter Fakultas Kedokteran Universitas Andalas Angkatan 2017*. Jurnal Kesehatan Andalas, Vol. 8, No.1, 103-111.
- Ramadhani, Jenab dan Hudaya, Adeng. (2015). *Pengaruh Adiktif Game Online Terhadap Prestasi Belajar Siswa Kelas X SMAN 1 Cileungsi*. Research and Development Journal of Education, Vol. 2, No. 1, 41-52.

- Reisi, M., Jalilian, R., Azizi, G., Rashti, A., Faghihinia, J., Akbari, M., Babaei, N., Sayedi, S. J., Rezaei, N., dan Modarresi, M. R. (2017). *Academic Performance, Sleep Disorders, and Their Association in Middle School Students in Iran*. *International Journal of Pediatrics*, Vol. 5, No. 3, 4541-4549.
- Ridner, Sheila H. (2004). *Psychological Distress: Concept Analysis*. *Journal of Advanced Nursing*, Vol. 45, No. 5, 536-545.
- Robinson, L., Smith, M., dan Segal R. (2019). *Stress Management*. [Online]. <https://www.helpguide.org/articles/stress/stress-management.htm> [25 Februari 2020].
- Rozeske, R. R., Evans, A. K., Frank, M. G., Watkins, L. R., Lowry, C. A., dan Maier, S. F. (2011). *Uncontrollable, Not Controllable, Stress Desensitizes 5-HT1A Receptors In The Dorsal Raphe Nucleus*. *Journal of Neuroscience*, Vol. 31, No. 40, 14107-14115.
- Rujataronjai, Warin dan Varma, Parvathy. (2016). *The Impact of Video Game Addiction on Depression, Anxiety, and Stress Among Thai Adolescents, Mediated by Self-Regulation and Social Support*. *Scholar: Human Science*, Vol. 8, No. 2, 146-153.
- Russoniello, C. V., O'Brien, K., dan Parks, J. M. (2009). *The Effectiveness of Casual Video Games in Improving Mood and Decreasing Stress*. *Journal of CyberTherapy and Rehabilitation*, Vol. 2, Issue: 1, 53-66.
- Safitri, Neneng. (2014). *Pengaruh Rasa Syukur dan Dukungan Sosial Terhadap Stres pada Usia Lanjut*. Skripsi Sarjana pada Fakultas Psikologi Universitas Islam Negeri Sultan Syarif Kasim Riau, Pekanbaru.
- Sahin, M., Gumus, Y. Y., dan Dincel, S. (2014). *Game Addiction and Academic Achievement*. *Educational Psychology*, Vol. 36, No. 9, 1533-1543.

- Sarafino, Edward P. dan Smith, Timothy W. (2010). *Health Education: Biopsychosocial Interactions (7th ed.)*. United State of America: Wiley.
- Sarwono, Jonathan. (2012). *Path Analysis: Teori, Aplikasi, Prosedur Analisis untuk Riset Skripsi, Tesis dan Disertasi (Menggunakan SPSS)*. Jakarta: PT Elex Media Komputindo.
- Sani, M., Mahfouz, M. S., Banim I., Alsomily, A. H., Alagi, D., Alsomily, N. Y., Madkhalym F. M., Madkhali R., Hakami A. A. M., Hakami, A., Shaabi, S., Al Ebrahim, S., Mashiakhi, S. H., Ageel, B., dan Asiri, S. (2012). *Prevalence of Stress among Medical Students in Jizan University, Kingdom of Saudi Arabia*. Gulf Medical Journal, Vol. 1, No. 1, 19-25.
- Saqib, Muhammad dan Rehman, Kaleem U. (2018). *Impact of Stress on Students Academic Performance at Secondary School Level at District Vehari*. Internasional Journal of Learning and Development, Vol. 8, No. 1, 84-93.
- Saquib, N., Saquib, J., Wahid, A., Ahmed, A. A., Dhuhayr, H. E., Zaghloul, M. S., Ewid, M., dan Al-Mazrou, A. (2017). *Video Game Addiction and psychological distress among expatriate adolescents in Saudi Arabia*. Addictive Behavior Report, Vol. 6. 112-117.
- Schumaker, R. E., dan Lomax, R. G. (2016). *A Beginner's Guide to Structural Equation Modeling (4th Edition)*. New York: Routledge.
- Sekaran, Uma dan Bougie, Roger. (2016). *Research Methods for Business: A Skill-Building Approach (7th Edition)*. Chichester: Wiley.
- Shahsavarani, A. M., Abadi, E. A. M., dan Kalkhoran, M. H. (2015). *Stress: Facts and Theories through Literature Review*. International Journal of Medical Reviews, Vol. 2, Issue: 2, 230-241.

- Shi, J., Renwick, R., Turner, N. E., dan Kirsh, B. (2019). *Understanding the Live of Problem Gamers: The Meaning, Purpose, and Influences of Video Gaming*. *Computer in Human Behavior*, Vol. 97, 291-303.
- Smith, Tracy. (2019). *Video Game Addiction Statistics*. [Online]. <https://www.therecoveryvillage.com/process-addiction/video-game-addiction/related/gaming-addiction-statistics/#gref> [23 Oktober 2019].
- Soderback, Inggrid. (2015). *International Handbook of Occupational Therapy Interventions (2nd ed.)*. Swedia: Springer.
- Sohail, Nudrat. (2013). *Stress and Academic Performance among Medical Students*. *Journal of the College of Physicians and Surgeons Pakistan*, Vol. 23, No. 1, 67-71.
- Stanhope, J. L., Owens, C., dan Elliot, L. J. (2016). *Stress Reduction: Casual Gaming versus Guided Relaxation*. *Human Factors and Applied Psychology Student Conference*, Paper: 9. 1-22.
- Steinmayr, R., Meissner, A., Weidinger, A. F., & Wirthwein, L. (2015). *Academic Achievement*. Oxford Bibliographies.
- Sugiyono. (2017). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Tavinor, G. (2008). *Definition of Videogames*. *Contemporary Aesthetics*, Vol. 6.
- Universitas Telkom. (2017). *Inilah Berbagai Varian Logo Telkom University*. [Online]. <https://studentstelkomuniversity.com/inilah-berbagai-varian-logo-telkom-university/2/> [23 Oktober 2019].
- Universitas Telkom. (2018). *Buku Saku Mahasiswa 2018*. [Online]. <https://telkomuniversity.ac.id/wp-content/uploads/2018/08/Buku-Saku-Mahasiswa-Baru-2018-untuk-web.pdf> [27 Oktober 2019].

- Yogendra, Nirogini dan Andrew, Anthony. (2017). *A Study On The Factors Influencing On Grade Point Average (GPA) with Special Reference to Third Year Commerce and Management Student of Eastern University, Sri Lanka*. Journal for Studies in Management and Planning, Vol. 03, Issue: 08, 409-425.
- Young, Kimberly S. (1996). *Internet Addiction: The Emergence of a New Clinical Disorder*. CyberPsychology and Behaviour, Vol. 1, No.3, 237-244.
- Wang, C. W., Chan, C. L. W., Mak, K. K., Ho, S. Y., Wong, P. W . C, dan Ho, R. T. H. (2014). *Prevalence and Correlates of Video and Internet Gaming Addiction among HongKong Adolescents: A Pilot Study*. The Scientific World Journal, 1-9.
- Wang, Q., Ren, H., Long, J., Liu, Y., dan Liu, T. (2019). *Research Progress and Debates on Gaming Disorder*. General Psychiatry, Vol. 32, 1-6.
- Weinstein, Aviv M. (2010). *Computer and Video Game Addiction – A Comparison between Game Users and Non-Game Users*. The American Journal of Drug and Alcohol Abuse, Vol. 36, 268-276.
- Wijaya, Tony. (2013). *Metodologi Penelitian Ekonomi dan Bisnis Teori dan Praktik (Cetakan Pertama)*. Graha Ilmu: Yogyakarta.
- Wittek, C. T., Fineras, T. R., Pallesen, S., Mentzoni, R. A., Hanss, D., Griffiths, M. D., dan Molde, H. (2016). *Prevalence and Predictors of Video Game Addiction: A Study Based on A National Representative Sample of Gamers*. International Journal of Mental, Health, and Addiction, Vol. 14, 672-686.
- World Health Organization. (2019). *International Classification of Diseases 11th Revision for Mortality and Morbidity Statistics*. [Online]. <https://icd.who.int/browse11/l-m/en#/http://id.who.int/icd/entity/1448597234?view=G0> [20 Oktober 2019].

- Yuwanto, Listyo. (2010). *Mobile Phone Addict*. [Online].
https://www.ubaya.ac.id/2018/content/articles_detail/10/Mobile-Phone-Addict.html [27 Oktober 2019].
- Zamani, E., Chashmi, M., dan Hedayati, N. (2009). *Effect of Addiction to Computer Games on Physical and Mental Health of Female and Male Student of Guidance School in City of Isfahan*. *Addiction and Health*, Vol. 1, No.2, 98-104.
- Zamroni. (2015). *Prevalensi Stres Akademik Mahasiswa*. *PSIKOISLAMIKA Jurnal Psikologi Islam*, Vol. 12, No. 2, 51-57.
- Zhu, Y., He, W., dan Wang, Y. (2017). *Challenge-Hindrance Stress and Academic Achievement: Proactive Personality as Moderator*. *Social, Behavior and Personality: An International Journal*, Vol. 45, No. 3, 441-452.
- Zillullah, T. D., dan Ayuningtias, H. G. (2019). *Pengaruh Student Engagement Terhadap Prestasi Akademik (Studi Kasus Pada Mahasiswa Program Studi Manajemen Bisnis Telekomunikasi dan Informatika (MBTI) Angkatan 2015 Universitas Telkom)*. *E-Proceeding of Management*, Vol. 6, No. 12, 2788-2793.