

## DAFTAR PUSTAKA

- Abanazir, C. 2019 “*Institutionalisation in E-Sports,*” *Sport, Ethics and Philosophy*, 13(2), hal. 117–131. doi: 10.1080/17511321.2018.1453538.
- Amjad, F. *et al.* 2020 “Frequency of wrist pain and its associated risk factors in students using mobile phones,” *Pakistan Journal of Medical Sciences*, 36(4), hal. 746–749. doi: 10.12669/pjms.36.4.1797.
- Baabdullah, A. *et al.* 2020 “The association between smartphone addiction and thumb/wrist pain: A cross-sectional study,” *Medicine*, 99(10), hal. e19124. doi: 10.1097/MD.00000000000019124.
- Brilio 2018 “esport antara candu dan prestasi.” Tersedia pada: <https://m.brilio.net/stories/esport/>.
- Christiany dan Juditha 2011 “Hubungan Penggunaan Situs Jejaring Sosial Facebook Terhadap Perilaku Remajadi Kota Makassar,” 13, hal. 21.
- Dampati, P. S., Veronica, E. dan Dwi Chrismayanti, N. K. S. 2020 “Potensi Peningkatan Keluhan Muskuloskeletal Penduduk Indonesia Pada Pandemi Covid-19,” *Gema Kesehatan*, 12(2), hal. 57–67. doi: 10.47539/gk.v12i2.135.
- Demirci, K., Akgönül, M. dan Akpınar, A. 2015 “Relationship of smartphone use severity with sleep quality, depression, and anxiety in university students,” *Journal of Behavioral Addictions*, 4(2), hal. 85–92. doi: 10.1556/2006.4.2015.010.
- Dengah, H. M. 2020 “Intensitas Penggunaan Internet Dengan Gejala Sindrom Terowongan Karpal,” *Nutrix Journal*, 4(2), hal. 8. doi: 10.37771/nj.vol4.iss2.432.
- Eugenia Hoi Chi Woo, Peter White, C. W. K. L. 2017 “Effects of electronic device overuse by university students in relation to clinical status and anatomical variations of the median nerve and transverse carpal ligament.” doi: <https://doi.org/10.1002/mus.25697>.
- Fauzan, D. *et al.* 2019 “Pengaruh Penggunaan Iring Smartphone Holder,” 8(4), hal. 1124–1134.
- Happonen, A. dan Minashkina, D. (2019) *Professionalism in Esport: Benefits in Skills and Health & possible Downsides*, *Lappeenranta*. doi: 10.13140/RG.2.2.28958.59208/1.
- Hawker, G. A. 2011 “Measures of adult pain: Visual Analog Scale for Pain (VAS

- Pain), Numeric Rating Scale for Pain (NRS Pain), McGill Pain Questionnaire (MPQ), Short-Form McGill Pain Questionnaire,” 63.
- Muliani 2007 “Repetitive Strain Injury (Rsi) Akibat Penggunaan Short Message System Berlebihan (Sms) Pada Mahasiswa Kedokteran Repetitive Strain Injury Due To Overuse of Short Message System in Medical Student,” hal. 1–17.
- Mustafaoglu, R. *et al.* 2021 “The relationship between smartphone addiction and musculoskeletal pain prevalence among young population: A cross-sectional study,” *Korean Journal of Pain*, 34(1), hal. 72–81. doi: 10.3344/KJP.2021.34.1.72.
- Nasari, D. *et al.* 2021 “Hubungan Intensitas Penggunaan Smartphone Dengan Risiko Terjadinya De Quervain Syndrome : Literatur Review.”
- Newzoo 2018 *Mobile Revenues Account for More Than 50% of the Global Games Market as It Reaches \$137.9 Billion in 2018*. Tersedia pada: <https://newzoo.com/insights/articles/global-games-market-reaches-137-9-billion-in-2018-mobile-games-take-half/>.
- Putra, H. dan Ratnawati, D. 2020 “Hubungan Perilaku Bermain Game Online dengan Carpal Tunnel Syndrome Pada Remaja,” *Fakultas Ilmu Kesehatan, Universitas Pembangunan Nasional Veteran Jakarta*, 2(1), hal. 1–12. Tersedia pada: <https://ijhd.upnvj.ac.id/index.php/ijhd/article/view/34>.
- Rifky, B. 2017 “Esport gender.” Tersedia pada: <https://esports.id/dota-2/news/2017/10/182be0c5cdcd5072bb1864cdee4d3d6e/sisi-lain-dunia-esports-bukan-tempat-untuk-wanita>.
- Sanjaya, F. F. 2016 “Hubungan Durasi Bermain Gitar Terhadap Risiko Carpal Tunnel Syndrome.”
- Sekarsari, D., pratiwi, A. dan Farzan, A. 2017 “Hubungan Lama Kerja, Gerakan Repetitif Dan Postur Janggal Pada Tangan Dengan Keluhan Carpal Tunnel Syndrome (Cts) Pada Pekerja Pemecah Batu Di Kecamatan Moramo Utara Kabupaten Konawe Selatan Tahun 2016,” *Jurnal Ilmiah Mahasiswa Kesehatan Masyarakat Unsyiah*, 2(6), hal. 184961. doi: 10.37887/jimkesmas.
- Suryani, A. 2018 “Sindrom De Quervain : Diagnosis dan Tatalaksana,” *Idi - Continuing Medical Education*, 45(8), hal. 592–595.
- Ulfa (2017) “Pengaruh Kecanduan Game Online Terhadap Perilaku Remaja Di Mabas Game Center Jalan Hr.Subrantas Kecamatan Tampan Pekanbaru,” 4.

- Urbaniak, K., Watróbski, J. dan Salabun, W. 2020 “Identification of players ranking in e-sport,” *Applied Sciences (Switzerland)*, 10(19), hal. 1–35. doi: 10.3390/app10196768.
- Veronica, E., Primayanti, I. D. A. I. D. dan Adiatmika, I. P. G. 2021 “Hubungan Antara Intensitas Penggunaan Smartphone Dengan Risiko Kemunculan Sindrom De Quervain Pada Mahasiswi Program Studi Sarjana Kedokteran Dan Profesi Dokter Fakul .....,” *Jurnal Medika Udayana*, 10(April), hal. 50–55.
- Wilantika 2017 “Pengaruh Penggunaan Smartphone Terhadap Kesehatan Dan Perilaku Remaja,” *NITRO Journal*, hal. 17.
- Yin, K. *et al.* 2020 “Linking Esports to health risks and benefits: Current knowledge and future research needs,” *Journal of Sport and Health Science*, 9(6), hal. 485–488. doi: 10.1016/j.jshs.2020.04.006.
- Yogatama, I. K. S., Kharisma, A. P. dan Fanani, L. 2019 “Analisis Faktor-Faktor Yang Memengaruhi Minat Pemain Dalam Permainan MOBA (Studi Kasus : Mobile Legends : Bang-Bang !),” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 3(3), hal. 2558–2566. Tersedia pada: <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/4742>.
- Young, L. (2009) “The road to professionalism,” *IEEE Spectrum*, 10(1), hal. 71–78. doi: 10.1109/mspec.1973.5219568.