

## DAFTAR PUSTAKA

- Aji, I. 2014. Pengaruh Bermain Video Game Tipe First Person Shooter Terhadap Waktu Reaksi Yang Diukur Dengan Ruler Drop Test. *Jurnal Media Medika Muda Universitas Diponegoro Semarang*. Retrieved from <http://eprints.undip.ac.id/44789/>.
- Amsyah. Z. 2001. Manajemen Sistem Informasi. Jakarta: PT Pustaka Utama
- Anang, P. 2006. Perbandingan tingkat kewaspadaan serta faktor yang mempengaruhi pada sopir truk hauling shift siang dan malam kontraktor tambang batubara. Retrieved from <http://eprints.ui.ac.id/48243/1/98533-T%2017699Perbandingan%20tingkat.pdf>.
- Aston-Jones, G., Chen, S., Zhu, Y. and Oshinsky, M.L., 2001. A neural circuit for circadian regulation of arousal. *Nature neuroscience*, 4(7), pp.732-738.
- Bartle, R. and Bateman, C. 2009. *Beyond game design: nine steps toward creating better videogames*. 1st ed. Boston, MA: Course Terchnology/Cengage Learning.
- Bertran, I. 2015. *Slow Games*., <http://ishback.com/slowgames/index.html>., November 7th, 2016.
- Boston, G. 2008. Healing with Guitar Hero. *Washington Post*. Retrieved from <http://www.washingtontimes.com/news/2008/sep/24/you-dont-have-to-be-a-quick-fingered-15-year-old-t/>
- Brasington, R. 1990. Nintenditis. *New England Journal of Medicine*, 322, p. 1473-1474.
- Cannon, W. 1929. *Bodily changes in pain, hunger, fear and rage*. 1st ed. New York: D. Appleton and Co..
- Cordes, C. and Miller, E., 2002. Fool's Gold. *A critical look at computers in childhood*. College Park, Maryland: Alliance for childhood.
- Deemowiki. 2016. *Deemo.wikia.com*. Retrieved 11 October 2016, from [http://deemo.wikia.com/wiki/Deemo\\_Wiki](http://deemo.wikia.com/wiki/Deemo_Wiki)
- Dennison, P. 2006. *Brain Gym and me*. 1st ed. Ventura, CA: Edu-Kinesthetics Inc.

- Douglas, Jeanne-Vida. 2011. Computer Games Keep Elderly on Their Toes. Retrieved 9 September 2016 from [http://www.brw.com.au/p/sections/health/computer\\_games\\_keep\\_elderly\\_on\\_their\\_68lVidRD8BNWwZtOzxzhzM](http://www.brw.com.au/p/sections/health/computer_games_keep_elderly_on_their_68lVidRD8BNWwZtOzxzhzM).
- Dzaldov, B. S., Urback, C. and Starrett, D. 2004. *The video game*. 1st ed. Toronto: Thomson Nelson.
- East Tennessee State University. 2002. *A Lecture, Higher Brain Function: Activation of the Brain and Levels of Consciousness.*, <http://faculty.etsu.edu/currie/ras.htm>., October 12th, 2016.
- Eslake, S. 2006. The Importance Of Accurate , Reliable and Timely Data. *Discussion Paper prepared for a Group of Eminent Australians*, 3(2), p.1.
- Everly, G. and Lating, J. 2013. *A clinical guide to the treatment of the human stres response*. 3rd ed. New York: Kluwer Academic/Plenum.
- Fuller, P., Sherman, D., Pedersen, N., Saper, C. and Lu, J. 2011. Reassessment of the structural basis of the ascending arousal system. *The Journal of Comparative Neurology*, 519(5), pp.933-956.
- Ganong, W. F. 2012. *Buku Ajar Fisiologi Kedokteran*. Edisi 22. Jakarta: EGC.
- Garcia-Rill, E. 2015. *Waking and the reticular activating system in health and disease*. 1st ed. Elsevier. p. 7.
- Green, C. and Bavelier, D. 2003. Action video game modifies visual selective attention. *Nature*, 423(6939), pp.534-537.
- Guyton, A. C., & Hall, J. E. 2008. *Buku Ajar Fisiologi Kedokteran*. Ed. 11. Elsevier. p. 723, 758.
- Harvard Health Publication. 2016. *Understanding the stres response - Harvard Health*. Harvard Health., <http://www.health.harvard.edu/staying-healthy/understanding-the-stres-response>., October 10th, 2016.
- Halim, H. 2006. Pemberian Alkohol Peroral Secara Kronis Menurunkan Kepadatan Sel Granula Cerebellum Pada Tikus Putih (*Rattus norvegicus*) Jantan Dewasa. *Jurnal Anatomi Indonesia*, 1, pp.19-24.
- Hanafiah, K. A. 2006. *Dasar-dasar Statistika*. Jakarta: Raja Grafindo Persada.

- Haruyama, S. 2011. *The Miracle of Endorphin*. Bandung: Qanita. h 80,81
- Herawati, R. S. 2002. *Buku Ajar Ilmu Penyakit Telinga Hidung Tenggorok*. Surabaya: Unair.
- Irfan. 2010. *Physionote*. <http://www.wordpress.com>., 9 Oktober 2016
- Jellinger, K. 2009. Functional Pathophysiology of Consciousness. *Neuropsychiatry*, 23(2), pp.115-133
- Johnson-Kozlow, M. 2002. Coffee Consumption and Cognitive Function among Older Adults. *American Journal of Epidemiology*, 156(9), pp.842-850.
- Kaplan, H.I., Sadock, B.J., Grebb, J.A. 2010. *Sinopsis Psikiatri*. Edisi 7 Jilid I. Jakarta : Binarupa Aksara. p. 590 – 592.
- Kirriemuir, J. 2004. Video Gaming, Education and Digital Learning Technologies. *D-Lib Magazine*, 8(2).
- Kuwoyo, K. 2014. Perbandingan Efek Kopi Robusta ( *Coffea Canephora* ) Dan Coklat Hitam ( *Theobroma Cacao* ) Terhadap Kewaspadaan Dan Ketelitian Laki-laki Dewasa. Retrieved 6 October 2016 from [http://repository.maranatha.edu/8830/4/1010099\\_Chapter2.pdf](http://repository.maranatha.edu/8830/4/1010099_Chapter2.pdf).
- Kushartanti, W. 2003. Optimalisasi Otak dalam Sistem Pendidikan Berperadaban. *Naskah Pidato Dies Natalis ke-40 UNY*. pp.1–23
- Kushida, C. 2005. *Sleep deprivation*. 1st ed. New York: Marcel Dekker.
- Limanjaya, S.A., 2009. Pengaruh Musik Klasik , Musik Rock dan Musik New Age Terhadap Efisiensi Kerja. Retrieved 6 October 2016 from [http://repository.maranatha.edu/1908/3/0510067\\_Chapter1.pdf](http://repository.maranatha.edu/1908/3/0510067_Chapter1.pdf)
- Lin, S. and Abel, L. 2011. Ocular motor fatigue induced by prolonged visual display terminal (VDT) tasks. *Journal of Vision*, 11(11), pp.515-515.
- Ludovico, L. A., Malcangi, M. and Mangione, G. 2014. Enhancing Performance Music Games in Education through the IEEE 1599 Standard. *American Journal of Educational Research*, 2(7), pp.486-492.
- Martini F.H. 2004. *Fundamentals of Anatomy and Physiology 6th ed*. New York: Pearson Education. p 554 – 556.

- Mcgraw, T., Burdette, K., & Chadwick, K. 2005. The effects of a consumer-oriented multimedia game on the reading disorders of children with ADHD. *Authors & Digital Games Research Association*, 6, 1–14.
- McKinley, M. 2016. *Anatomy and Physiology: An Integrative Approach*. 1st ed. Content Technologies, Inc.
- MCSCV. 2012. Pengertian Tes Ketelitian dan Fungsi Maupun Tujuannya Dalam Berbagai Bidang., [http://mcscv.com/produk\\_detail.php?page-id=Arti-DefinisiTes-Psikotes-KecermatandanKetelitian&rdmt=88525&id=defadm](http://mcscv.com/produk_detail.php?page-id=Arti-DefinisiTes-Psikotes-KecermatandanKetelitian&rdmt=88525&id=defadm), October 8th, 2016.
- Milosevic, I. and McCabe, R. 2015. *Phobias: The Psychology of Irrational Fear*. 1st ed. Ontario: ABC-CLIO, LLC.
- Morgan, A. and Lilienfeld, S. 2000. A meta-analytic review of the relation between antisocial behavior and neuropsychological measures of executive function. *Clinical Psychology Review*, 20(1), pp.113-136.
- Moss, M., Hewitt, S., Moss, L. and Wesnes, K. 2008. Modulation Of Cognitive Performance And Mood By Aromas Of Peppermint And Ylang-Ylang. *International Journal of Neuroscience*, 118(1), pp.59-77.
- Parvizi, J. 2003. Neuroanatomical correlates of brainstem coma. *Brain*, 126(7), pp.1524-1536.
- Patestas, M. and Gartner, L. 2006. *A textbook of neuroanatomy*. 1st ed. Malden, MA: Blackwell Pub. p 242-245
- Porth, C. and Hannon, R. (2010). *Porth pathophysiology*. 1st ed. Philadelphia, PA: Wolters Kluwer Health/Lippincott Williams & Wilkins.
- Priguna, S. 2005. *Tata Pemeriksaan Klinis dalam Neurologi Ed. 2*. Jakarta: Dian Rakyat.
- Przybylski, A. 2014. Electronic Gaming and Psychosocial Adjustment. *PEDIATRICS*, 134(3), pp.e716-e722.
- Rego, C. 2014. *The Psychomotor Vigilance Test ASTA.*, <http://sleeptechnologists.org/article/view/593>., November 19th, 2016.

- Richardson, P. & Kim, Y. 2011. Beyond fun and games: A framework for quantifying music skill developments from video game play. *Journal of New Music Research*, Vol. 40, No. 4, p. 277–291.
- Rollings, A. and Adams, E. 2009. *Andrew Rollings and Ernest Adams on game design*. 1st ed. Indianapolis, Ind.: New Riders.
- Rufaida, S., Budiharti, R. and Fauzi, A. 2012. Profil kesalahan siswa sma dalam pengerjaan soal pada materi momentum dan impuls. *Pendidikan Fisika FKIP UNS*, 2(5), p.137.
- Simon, H. 2016. *Stres.*, <http://umm.edu/health/medical/reports/articles/stres.>, November 17th, 2016.
- Smith, M. S. 2009. Physiological demands of rock drumming. In: *Biorhythm Live (Rhythm)*, Science Gallery, Trinity College, Dublin, Ireland.
- Sutalaksana, I. and Mahacandra, M. 2013. Aktivitas Sekunder Audio untuk Menjaga Kewaspadaan Pengemudi Mobil Indonesia. *J@Ti Undip : Jurnal Teknik Industri*, 7(3).
- Takahashi, M. 1996. An advice of a short nap. *Digest of Science of Labor*, 51(12), 772–775
- The Henry J. Kaiser Family Foundation. 2004. *The role of media in childhood obesity.*, <http://www.kff.org.>, September 9<sup>th</sup>, 2016.
- The Toronto Brain Vascular Malformation Study Group. 2001. *Neurotransmitter System.*, [http://brainavm.uhnres.utoronto.ca/staff/Tymianski/NEUROTRANSMITTER\\_SYSTEMS.htm.](http://brainavm.uhnres.utoronto.ca/staff/Tymianski/NEUROTRANSMITTER_SYSTEMS.htm.), September 9th, 2016.
- Tucha, L. and Koerts, J. 2012. Gum Chewing and Cognition: An Overview. *NM*, 03(03), pp.243-250.
- Wibawa, P. 2012. Pengaruh Kapsul Ekstrak Gingko Biloba L. Terhadap Ketelitian, Kewaspadaan, Dan Fungsi Kognitif Laki - Laki Dewasa. Retrieved 6 October 2016 from [http://repository.maranatha.edu/16900/4/9910128\\_Chapter2.pdf](http://repository.maranatha.edu/16900/4/9910128_Chapter2.pdf).
- Wibowo, D. S. 2008. *Neuroanatomi untuk Mahasiswa Kedokteran*. Ed. 1. Malang: Bayumedia. p. 74-75, 147-152.

Wilson, S. 2016. *Meditation Music, Alpha, Beta, Delta, Theta, Gamma Waves.*

<http://2learnmeditation.com/meditation-music.>, December 11th, 2016.

