## **BIBLIOGRAPHY**

- Boyan, A., Grizzard, M., & Bowman, N. D. (2015). A Massively Moral Game?

  Mass effect as A Case Study to Understand The Influence of Players' Moral

  Intuitions on Adherence to Hero or Antihero Play Styles. *Journal of Gaming*and Virtual Worlds, 7(1), 41–57.
- Braun, B., Stopfer, J. M., Müller, K. W., Beutel, M. E., & Egloff, B. (2016).

  Personality and Video Gaming: Comparing Regular Gamers, Non-Gamers, and Gaming Addicts and Differentiating Between Game Genres. *Computers in Human Behavior*, 55(2), 406–412.
- Buchori, A., & Setyawati, R. D. (2015). Development Model of Character Education Through e-Comic in Elementary School. *International Journal of Education and Research*, *3*(9), 369–386.
- Chung, P. (2016). Revisiting Creative Industry Models for Game Industry

  Development in Southeast Asia. *Global Game Industries and Cultural Policy*,

  28(5), 125–151.
- Clarke, R. I., Lee, J. H., & Clark, N. (2015). Why Video Game Genres Fail: A Classificatory Analysis. *Games and Culture*, 12(5), 445–465.
- Consalvo, M., Busch, T., & Jong, C. (2016). Playing a Better Me: How Players Rehearse Their Ethos via Moral Choices. *Games and Culture*, *14*(3), 216–235.
- Conway, P., Weiss, A., Burgmer, P., & Mussweiler, T. (2018). Distrusting Your Moral Compass: The Impact of Distrust Mindsets on Moral Dilemma Processing and Judgments. *Social Cognition*, *36*(3), 345–380.

طنب طنب طنب طنب طنب طنب

- Dechering, A., & Bakkes, S. (2018). Moral engagement in Interactive Narrative Games. FDG '18 Proceedings of the 13th International Conference on the Foundations of Digital Games, 1–10.
- Dobrowolski, P., Hanusz, K., Sobczyk, B., Skorko, M., & Wiatrow, A. (2015).

  Cognitive Enhancement in Video Game Players: The Role of Video Game

  Genre. *Computers in Human Behavior*, 44(1), 59–63.
- Drouin, R. (2019). Games of Archiving Queerly: Artefact Collection and Defining

  Queer Romance in Gone Home and Life is Strange. *Alphaville: Journal of*Film and Screen Media, 48(2), 24–37.
- Ellithorpe, M. E., Cruz, C., Velez, J. A., Ewoldsen, D. R., & Bogert, A. K. (2015).

  Moral License in Video Games: When Being Right Can Mean Doing Wrong.

  Cyberpsychology, Behavior, and Social Networking, 18(4), 203–207.
- Fourie, C. (2015). Moral Distress and Moral Conflict in Clinical Ethics. *Bioethics*, 29(2), 91–97.
- Friesdorf, R., Conway, P., & Gawronski, B. (2015). Gender Differences in Responses to Moral Dilemmas: A Process Dissociation Analysis. *Personality and Social Psychology Bulletin*, 41(5), 696–713.
- Furnham, A., & Crump, J. (2015). The Myers-Briggs Type Indicator (MBTI) and Promotion at Work. *Psychology*, 6(12), 1510–1515.
- Jafrani, S., Zehra, N., Zehra, M., Muhmmad, S., Ali, A., Abdullah, S., & Mohsin,
   A. (2017). Assessment of personality type and medical specialty choice among
   medical students from Karachi; using Myers-Briggs Type Indicator (MBTI)
   tool. Journal of Pakistan Medical Association, 40(3), 520–526.

- Kowert, R., & Quandt, T. (2016). Social Outcomes: Online Game Play, Social Currency, and Social Ability (illustrate). Routledge, 2015.
- Markey, P. M., Markey, C. N., & French, J. E. (2015). Violent Video Games and Real-World Violence: Rhetoric versus Data. *Psychology of Popular Media Culture*, *4*(4), 277–295.
- Mattare, M. (2015). Revisiting Understanding Entrepreneurs Using the Myers-Briggs Type Indicator. *Journal of Marketing Development and Competitiveness*, 9(2), 114–119.
- Schrier, K. (2019). Designing Games for Moral Learning and Knowledge Building. *Games and Culture*, 14(4), 306–343.
- Stenros, J. (2016). The Game Definition Game: A Review. *Games and Culture*, 12(6), 499–520.
- Wesley, D., & Barczak, G. (2016). Innovation and Marketing in the Video Game Industry.
- Wibowo, T. (2019). Music Effect Studies in The Experience of Playing Video Games with Qualitative and Quantitative Approaches. *JITE* (*Journal of Informatics and Telecommuncation Engineering*), 2(2), 62–68.
- Yi, J. (2017). Video Games Around the World. *The Computer Games Journal*, 6(3), 205–208.

