

DAFTAR PUSTAKA

- Amirtha, R., Sivakumar, V. J., & Hwang, Y. (2021). Influence of perceived risk dimensions on e-shopping behavioural intention among women—a family life cycle stage perspective. *Journal of Theoretical and Applied Electronic Commerce Research*, 16(3), 320–355. <https://doi.org/10.3390/jtaer16030022>
- Azifah, N., & Dewi, C. K. (2016). Pengaruh Shopping Orientation, Online Trust Dan Prior Online Purchase Experience Terhadap Online Purchase Intention (Studi Pada Online Shop Hijabi House). *Pengaruh Shopping Orientation, Online Trust Dan Prior Online Purchase Experience Terhadap Online Purchase Intention (Studi Pada Online Shop Hijabi House)*, 20(2), 115–126. <https://doi.org/10.26593/be.v20i2.2305.115-126>
- Bisnis.com. (2020, November 27). Hati-Hati, Genshin Impact Diduga Bocorkan Data Pribadi Pemain. Retrieved from <https://teknologi.bisnis.com/read/20201127/564/1322799/hati-hati-genshin-impact-diduga-bocorkan-data-pribadi-pemain>.
- Choon Ling, K., Bin Daud, D., Hoi Piew, T., Keoy, K. H., & Hassan, P. (2011). Perceived Risk, Perceived Technology, Online Trust for the Online Purchase Intention in Malaysia. *International Journal of Business and Management*, 6(6). <https://doi.org/10.5539/ijbm.v6n6p167>
- Detik.com. (2021, Desember 10). Genshin Impact Raih Gelar Best Mobile Game di The Game Awards 2021. <https://inet.detik.com/games-news/d-5848754/genshin-impact-raih-gelar-best-mobile-game-di-the-game-awards-2021>
- Dimas, Aldrianto (2021) *Pengaruh Harga, Kualitas Produk Dan Kualitas Pelayanan Terhadap Repurchase Intention (Studi Kasus Distro Aye Denim Kelapa Gading)*. Skripsi thesis, Sekolah Tinggi Ilmu Ekonomi Indonesia Jakarta.
- Esportsgen.com. (2021, September 10). Genshin Impact 2.1 Version Generates a total revenue of \$150 Million in one week. Retrieved from <https://esportsgen.com/genshin-impact-2-1-version-generates-a-total-revenue-of-150-million-in-one-week/>.
- Fishbein, M., & Ajzen, I. (1977). Belief, attitude, intention, and behavior: An introduction to theory and research. *Philosophy and Rhetoric*, 10(2).
- Gamerwk. (2021, September 27). Jumlah Pemain Genshin Impact Diklaim Terus Meningkat Pesat Selama 1 Tahun Terakhir. Retrieved from <https://gamerwk.com/jumlah-pemain-genshin-impact-diklaim-terus-meningkat-pesat-selama-1-tahun-terakhir/>
- Gefen, D., Karahanna, E., & Straub, D. W. (2003). Trust and TAM in online shopping: An integrated model. *MIS quarterly*, 51-90.

- Hawkins, D. I., & Mothersbaugh, D. L. (2010). Consumer Behaviour: Building Marketing Strategies. In *McGraw-Hill*. www.mhhe.com
- Hidayat, A., Wijaya, T., Ishak, A., & Endi Catyanadika, P. (2021). Consumer trust as the antecedent of online consumer purchase decision. *Information (Switzerland)*, 12(4), 1–10. <https://doi.org/10.3390/info12040145>
- Hitekno.com. (2021, Januari 31). Jangan Sembarang Top Up Genshin Impact, Primogems Youtuber Ini Sampai Minus. Retrieved from <https://www.hitekno.com/games/2021/01/31/170000/jangan-sembarang-top-up-genshin-impact-primogems-youtuber-ini-sampai-minus>.
- Ho, C., & Wu, T. (2012). Factors Affecting Intent To Purchase Virtual Goods in Online Games. *International Journal of Electronic Business*, 10(3), 204–212.
- Inews.id. (2020, Desember 23). Jumlah Gamers Online Indonesia Terbanyak di Asia Tenggara. Retrieved from. <https://www.inews.id/techno/internet/survei-165-persen-masyarakat-habiskan-waktu-main-game-online-selama-pandemi-covid-19/2>.
- Jap, T. (2017). The Technology Acceptance Model of Online Game in Indonesian Adolescents. *Makara Human Behavior Studies in Asia*, 21(1), 24. <https://doi.org/10.7454/mssh.v21i1.3497>
- Kompas.com. (2021, Maret 26). Genshin Impact Jadi Game Mobile Tercepat Meraih Pendapatan Rp 14 Triliun. Retrieved from <https://tekno.kompas.com/read/2021/03/26/15310097/genshin-impact-jadi-game-mobile-tercepat-meraih-pendapatan-rp-14-triliun?page=all>.
- Kontan.co.id. (2021, Februari 02). Beberapa masalah umum Genshin Impact PC dan cara mengatasinya. Retrieved from <https://lifestyle.kontan.co.id/news/beberapa-masalah-umum-genshin-impact-pc-dan-cara-mengatasinya>
- Lesmana, A. (2019). Pengaruh Trust , Perceived Reputation Dan Keamanan Terhadap Minat Beli Online. *Jurnal Ekonomak*, V(1), 90–101.
- Lin, C., & Lekhawipat, W. (2014). Factors affecting online repurchase intention. *Industrial Management and Data Systems*, 114(4), 597–611. <https://doi.org/10.1108/IMDS-10-2013-0432>
- Nancy, S. (2009) Game Based Instruction in a College Classroom. *Handbook of Research on Effective Electronic Gaming in Education*.
- Peburiyanti, D. (2020). Pengaruh Promosi Penjualan, Variasi Produk Dan Kualitas Pelayanan Terhadap Minat Beli Ulang Pada Butik Kanabini Di Tenggarong. *JEMI*, Vol. 20.
- Pee, L. G., Jiang, J., & Klein, G. (2018). Signaling effect of website usability on repurchase intention. *International Journal of Information Management*, 39, 228–241. <https://doi.org/10.1016/j.ijinfomgt.2017.12.010>

- Purbohastuti, A. wahyuni, & Hidayah, A. A. (2020). Meningkatkan Minat Beli Produk Shopee Melalui Celebrity Endorser. *Jurnal Bisnis Terapan*, 4(1), 37–46. <https://doi.org/10.24123/jbt.v4i1.2480>
- Putri, G. purnama, Welsa, H., & Diansepti, B. (2021). Pengaruh Keamanan Dan Kemudahan Terhadap Keputusan Pembelian Dengan Minat Beli Sebagai Variabel Intervening Pada Pembelian Di Shopee. *Manajemen, Ekonomi, Keuangan Dan Akutansi (MEKA)*, 2(1), 28–32. <http://ejurnal.poltekkutaraja.ac.id/index.php/meka>
- Rahiem, V. A., & Fitrananda, C. A. (2021). Persepsi Gamers tentang Aktivitas Microtransactions di Virtual Goods Marketplace Itemku.com. *CoverAge: Journal of Strategic Communication*, 11(2), 103–112. <https://doi.org/10.35814/coverage.v11i2.2018>
- Rahmad, S. H., Suhardi, M. A. (2019). STRUCTURAL EQUATION MODELING (SEM) BERBASIS VARIAN: Konsep Dasar dan Aplikasi dengan Program SmartPLS 3.2.8 dalam Riset Bisnis (Vol. 1). Institut Penulis Indonesia.
- Republika.co.id. (2020, November 7). Jumlah Gamers Online Indonesia Terbanyak di Asia Tenggara. Retrieved from <https://www.republika.co.id/berita/qkg7el463/jumlah-emgamers-onlineem-indonesia-terbanyak-di-asia-tenggara>
- Rofiq, A. (2007). Pengaruh dimensi kepercayaan (trust) terhadap partisipasi pelanggan E-commerce. Universitas Brawijaya Malang.
- Saputro, P. E., Anandha, N. A., & Rizqi, R. M. (2019). Perilaku Konsumen Dalam Keputusan Pembelian ITEM PADA GAME ONLINE PUBG MOBILE. *JURNAL EKONOMI DAN BISNIS*, 2(2).
- Suara.com (2020, Desember 2). Genshin Impact Jadi Game Terbaik 2020. Retrieved from <https://www.suara.com/tekno/2020/12/02/161500/google-play-store-indonesia-genshin-impact-jadi-game-terbaik-2020?page=all>.
- Suyono, A. G., & Sri Sukmawati, P. (2012). Pertimbangan Dalam Membeli Produk Barang Maupun Jasa. Intidayu Pres. Jakarta.
- Veybitha, Y., Alfansi, L., Salim, M., & Darta, E. (2021). Critical Review: Factors Affecting Online Purchase Intention Generation Z. *Journal of International Conference Proceedings*, 4(1), 354–363. <https://doi.org/10.32535/jicp.v4i1.1162>
- Wigati, S. (2011). PERILAKU KONSUMEN DALAM PERSPEKTIF EKONOMI ISLAM Oleh: Sri Wigati (Dosen Fakultas Syariah IAIN Sunan Ampel Surabaya). *PrilakuKonsumen*, 01(01), 22–39.
- Wu, J., & Liu, D. (2007). the Effects of Trust and Enjoyment on Intention To. *Journal of Electronic Commerce Research*, 8(2), 128–140.
- Zhao, C. (2018). Cyber security issues in online games. *AIP Conference Proceedings*, 1955(April). <https://doi.org/10.1063/1.5033679>