REFERENCES

Adolof, K. K. (2014). *Slang Dalam Lagu Black Eyed Peas.* Universitas Sam Ratulangi: Manado

Anderson and Trudgill (1990). *An Introduction to Sociolinguistics Blackwell Textbooks in Linguistics.*Blackwell Publishing: 2006

Celano, L. (2014). 6 Methods of data collection and analysis. *Monitoring, Evaluation, Accountability and Learning (MEAL).* Open University: 1–30.

Creswell, J. W. (2007). Qualitative Inquiry and Research Design: Choosing Among Five Approaches. In *Book.* https://doi.org/10.1016/j.aenj.2008.02.005

DEVIYANTI, W. (2017). No Title. *JURNAL SKRIPSI SLANG DALAM LIRIK-LIRIK LAGU CHRIS BROWN.* Universitas Sam Ratulangi: Manado

Haurie, A., & Tolwinski, B. (1985). (1985). Definition and properties of cooperative equilibria in a two-player game of infinite duration. *Journal of Optimization Theory and Applications.* https://doi.org/10.1007/BF00939157

Haviland, F. (2016). *The American Dialect Society What Is Slang ?: A Survey of Opinion Author (s): Haviland Ferguson Reves Published by : Duke University Press Stable URL : http://www.jstor.org/stable/452521 Accessed : 25-06-2016 21 : 24 UTC. 1*(4), 216–220.

Kaputama. (2013). *Perancangan Game Become a King Berbasis Artificial Intelligence. 7*(1). STMIK: Binjai

Kurniawan, D. E. (2017). Pengaruh Intensitas Bermain Game Online Terhadap Perilaku Prokrastinasi Akademik Pada Mahasiswa Bimbingan dan Konseling Universitas PGRI Yogyakarta. *Jurnal Konseling GUSJIGANG, 3*(1), 98. Retrieved from http://jurnal.umk.ac.id/index.php/gusjigang/article/download/1120/1071

Partridge. (1970). *The Routledge Dictionary of Modern American Slang and Unconventional English.* Routlage: UK

Putriana, E. (2017). Penggunaan bahasa gaul dalam meningkatkan keakraban pada pergaulan di kalangan Maha- siswa Sosiologi angkatan 2013 FISIP. Universitas Tadulako: Sulawesi Tengah

Rahmat, S. P. (2009). Penelitian Kualitatif. *Penelitian Kualitatif,* pp. 1–8. Retrieved from yusuf.staff.ub.ac.id/files/2012/11/Jurnal-Penelitian-Kualitatif.pdf

Suryanto, G. Y., & Setiawan, S. (2016). The Use of Slang Words by Gamers in the Game Online. *Jurnal Mahasiswa Teknologi,* 1–8. Retrieved from http://ejournal.unesa.ac.id/article/17674/22/article.pdf