

## REFERENCE

- adl.org. (2021, September 13). *Hate is No Game: Harassment and Positive Social Experiences in Online Games 2021*. Adl.Org. <https://www.adl.org/resources/report/hate-no-game-harassment-and-positive-social-experiences-online-games-2021>
- Balci, K., & Salah, A. A. (2014). Automatic analysis and identification of verbal aggression and abusive behaviors for online social games. *Computers in Human Behavior*, *53*, 517–526. <https://doi.org/10.1016/j.chb.2014.10.025>
- Chu, J. (2022). *YOUTH EXPERIENCES OF BULLYING IN VIDEO GAMES I AN INVENTORY ON THE EXPERIENCES AND REACTIONS OF CHILD AND ADOLESCENT VIDEO GAMERS TO TOXIC COMMUNICATIONS AND BEHAVIORS IN TEAM-BASED COMPETITIVE ONLINE VIDEO GAMES A DISSERTATION SUBMITTED TO THE FACULTY OF THE ADLER UNIVERSITY*.
- Cooney, B. (2020). *Riot Games respond to Valorant harassment and bullying issues*. Dexerto.Com. <https://www.dexerto.com/valorant/riot-games-respond-to-valorant-harassment-and-bullying-issues-1362965/>
- Cowie, H. (2013). Cyberbullying and its impact on young people’s emotional health and well-being. *Psychiatrist*, *37*(5), 167–170. <https://doi.org/10.1192/pb.bp.112.040840>
- Dom Sacco. (2024, October 2). *Valorant player count: Riot announces it has 35m monthly players during October 2024’s Unreal Fest Seattle, will move Valorant to Unreal Engine 5 and hints at ‘new playable experiences.’*

Esports-News.Co.Uk. <https://esports-news.co.uk/2024/10/02/valorant-player-count-unreal-fest/>

Franzosi, R. (2008). *Descriptive quantitative: Objective, Systematic, and Quantitative Description of Content*.

Fryling, M., & Cotler, jami. (2015). Cyberbullying or Normal Game Play? Impact of age, gender, and experience on cyberbullying in multi-player online gaming environments: Perceptions from one gaming forum. *Journal of Information Systems Applied Research*, 8(1). <http://conisar.org>

Gualdo, A. M. G., Hunter, S. C., Durkin, K., Arnaiz, P., & Maquilón, J. J. (2015). The emotional impact of cyberbullying: Differences in perceptions and experiences as a function of role. *Computers and Education*, 82, 228–235. <https://doi.org/10.1016/j.compedu.2014.11.013>

Herring, S. C., Kutz, D. O., Paolillo, J. C., & Zelenkauskaite, A. (2009). Fast Talking, Fast Shooting: Text Chat in an Online First-Person Game. *Hawaii International Conference on System Sciences*.

Hinduja, S., & Patchin, J. W. (2008). Cyberbullying: An exploratory analysis of factors related to offending and victimization. *Deviant Behavior*, 29(2), 129–156. <https://doi.org/10.1080/01639620701457816>

Justin W. Patchin. (2018, September 20). *Are “Gamers” More Likely to be “Bullies”?* <https://cyberbullying.org/are-gamers-more-likely-to-be-bullies>

Kwak, H., Blackburn, J., & Han, S. (2015). Exploring Cyberbullying and Other Toxic Behavior in Team Competition Online Games. *Conference on Human Factors in Computing Systems - Proceedings, 2015-April*, 3739–3748. <https://doi.org/10.1145/2702123.2702529>

- Li, Q., & Pustaka, A. (2017). When cyberbullies meet gamers: what do young adults think? *Educational Research*, 59(4), 426–443. <https://doi.org/10.1080/00131881.2017.1369857>
- Marshall, C. (1989). *Goodness Criteria: Are They Objective Criteria or Judgement Calls?*
- Maxwell Nelson. (2023, October 14). *How influencers and Riot Games made Valorant a Gen Z sensation*. Readwrite.Com. <https://readwrite.com/how-influencers-and-riot-games-made-valorant-a-gen-z-sensation/>
- Murnion, S., Buchanan, W. J., Smales, A., & Russell, G. (2018). Machine Learning and Semantic Analysis of In-game Chat for Cyber Bullying. *Computers and Security*, 76, 197–213. <https://doi.org/10.1016/j.cose.2018.02.016>
- news.sky.com. (2017, May). *More than half of children bullied online*. News.Sky.Com. <https://news.sky.com/story/more-than-half-of-children-bullied-online-10899209>
- Notar, C. E., Padgett, S., & Roden, J. (2013). Cyberbullying: A Review of the Literature. *Universal Journal of Educational Research*, 1(1), 1–9. <https://doi.org/10.13189/ujer.2013.010101>
- Purdy, N., Scheithauer, H., Harris, J., Willems, R. A., Mameli, C., Guarini, A., Brighi, A., Menin, D., Culbert, C., Hamilton, J., Völlink, T., Ballentine, M., Fiedler, N., & Smith, P. K. (2024). The Development of a Multi-Dimensional Coding System to Categorise Negative Online Experiences Including Cyberbullying Behaviors Among Adolescents with Lower Socioeconomic

- Status. *International Journal of Developmental Sciences*, 17(4), 141–155.  
<https://doi.org/10.3233/DEV-240360>
- Riebel, J., & Jäger, R. S. (2009). Klassifikation von Cyberbullying: eine empirische Untersuchung zu einem Kategoriensystem für die Spielarten virtueller Gewalt. *Journal of Childhood and Adolescence Research*, 4(2), 233–240. <https://nbn-resolving.org/urn:nbn:de:0168-ssoar-334609>
- Sinclair, B. (2016, December 21). *2016 games industry brings in \$94 billion - Superdata*. Gamesindustry.Biz. <https://www.gamesindustry.biz/2016-games-industry-brings-in-usd94-billion-superdata>
- Sorrentino, A., Sulla, F., Santamato, M., Furia, M. di, Toto, G. A., & Monacis, L. (2023). Has the COVID-19 Pandemic Affected Cyberbullying and Cybervictimization Prevalence among Children and Adolescents? A Systematic Review. *International Journal of Environmental Research and Public Health*, 20(10). <https://doi.org/10.3390/ijerph20105825>
- Vuong, D., Tosaya, E., Heathcote, J., & Gracia, K. (2021, December). “*It’s just a game*”: *Toxic Triggers in the Competitive FPS Valorant*. <https://languagedlife.humspace.ucla.edu/sociolinguistics/its-just-a-game-toxic-triggers-in-the-competitive-fps-valorant/>
- Willard, N. E. (2007). *Cyberbullying and Cyberthreats*. Research Press. [www.researchpress.com](http://www.researchpress.com)
- Ziems, C., Vigfusson, Y., & Morstatter, F. (2020). *Aggressive, Repetitive, Intentional, Visible, and Imbalanced: Refining Representations for Cyberbullying Classification*. <http://arxiv.org/abs/2004.01820>