

## DAFTAR PUSTAKA

- [1] R. Schmidt, K. Emmerich, and B. Schmidt, "Entertainment Computing - ICEC 2015," vol. 9353, no. November, pp. 100–111, 2015, doi: 10.1007/978-3-319-24589-8.
- [2] F. Zhipeng and H. Gani, "Interpretable Models for the Potentially Harmful Content in Video Games Based on Game Rating Predictions," *Appl. Artif. Intell.*, vol. 36, no. 1, 2022, doi: 10.1080/08839514.2021.2008148.
- [3] K. M. Alomari, et. al. "Prediction of the digital game rating systems based on the ESRB," *Opcion*, vol. 35, no. Special Issue 19, pp. 1368–1393, 2019, [Online]. Available: <https://dialnet.unirioja.es/descarga/articulo/8363853.pdf>
- [4] A. Setiawan and A. Dinardinata, "Hubungan Antara Durasi Bermain Violent Video Game Dengan Agresivitas Pada Siswa Smk Teuku Umar Semarang," *J. EMPATI*, vol. 8, no. 4, pp. 672–677, 2020, doi: 10.14710/empati.2019.26535.
- [5] M. A. Rohman and D. Kasoni, "Prototype Game Pencegahan Demam Berdarah Dengue Menggunakan Unity 2D," *J. Tknik Inform.*, vol. 6, no. 2, pp. 58–62, 2020, doi: 10.51998/jti.v6i2.333.
- [6] E. Priyantoro, "Persepsi Dasar terhadap Video Game sebagai Aplikasi Pragmatis dan Media Reflektif," *J. Itenas Rekarupa*, vol. IV, no. 1, pp. 47–57, 2016, [Online]. Available: <https://ejurnal.itenas.ac.id/index.php/rekarupa/article/view/1414>
- [7] D. T. A. Paramitha, I. Cholissodin, and C. Dewi, "Prediksi Rating Otomatis Berdasarkan Review Restoran pada Aplikasi Zomato dengan menggunakan Extreme Learning Machine (ELM)," *J. PTIIK*, vol. 3, no. 5, pp. 4687–4693, 2019, [Online]. Available: <http://j-ptiik.ub.ac.id>
- [8] G. A. Sandag, "Prediksi Rating Aplikasi App Store Menggunakan Algoritma Random Forest," *CogITO Smart J.*, vol. 6, no. 2, p. 167, 2020, doi: 10.31154/cogito.v6i2.270.167-178.
- [9] T. Wahyudi, "Pengaruh Online Customer Review Dan Online Customer Rating Terhadap Kepercayaan Konsumen Remaja Kota Mataram Pada Pembelian Produk Fashion Shopee Online Shop," *J. Ris. Manaj.*, vol. 19, no. 1, p. 1, 2019, doi: 10.29303/jrm.v19i1.33.

- [10] L. Suriani, "Pengelompokan Data Kriminal Pada Poldasu Menentukan Pola Daerah Rawan Tindak Kriminal Menggunakan Data Mining Algoritma K-Means Clustering," *J. Sist. Komput. dan Inform.*, vol. 1, pp. 151–157, 2020, doi: 10.30865/json.v1i2.1955.
- [11] Y. Mardi, "Data Mining : Klasifikasi Menggunakan Algoritma C4.5," *Edik Inform.*, vol. 2, no. 2, pp. 213–219, 2017, doi: 10.22202/ei.2016.v2i2.1465.
- [12] Y. Asriningtias and R. Mardhiyah, "Aplikasi Data Mining Untuk Menampilkan Informasi," *Informatika*, vol. 8, no. 1, pp. 837–848, 2014, [Online]. Available: <https://core.ac.uk/download/pdf/295346525.pdf>
- [13] G. F. Mandias, et. al. "Analisa Pola Peminjaman Buku di Perpustakaan Universitas Klabat Menggunakan Algoritma Apriori," *Konf. Nas. Sist. Inf.*, pp. 8–9, 2018.
- [14] Buulolo Efori, *Data Mining Untuk Perguruan Tinggi*. Deepublish, 2020. [Online]. Available: [https://books.google.co.id/books?id=-K\\_SDwAAQB AJ&hl=id](https://books.google.co.id/books?id=-K_SDwAAQB AJ&hl=id) [October 27, 2022]
- [15] F. Y. Osisanwo, et. al. "Supervised Machine Learning Algorithms: Classification and Comparison," *Int. J. Comput. Trends Technol.*, vol. 48, no. 3, pp. 128–138, 2017, doi: 10.14445/22312803/ijctt-v48p126.
- [16] D. Ayon, "Machine Learning Algorithms : A Review," *Int. J. Comput. Sci. Inf. Technol.*, vol. 7, no. 3, pp. 1174–1179, 2016, doi: 10.21275 /ART20203995.
- [17] H. Abijono, P. Santoso, and N. L. Anggreini, "Algoritma Supervised Learning Dan Unsupervised Learning Dalam Pengolahan Data," *J. Teknol. Terap. G-Tech*, vol. 4, no. 2, pp. 315–318, 2021, doi: 10.33379/gtech.v4i2.635.
- [18] D. P. Utomo and M. Mesran, "Analisis Komparasi Metode Klasifikasi Data Mining dan Reduksi Atribut Pada Data Set Penyakit Jantung," *J. Media Inform. Budidarma*, vol. 4, no. 2, p. 437, 2020, doi: 10.30865/mib.v4i2.2080.
- [19] Ardiyansyah, P. A. Rahayuningsih, and R. Maulana, "Analisis Perbandingan Algoritma Klasifikasi Data Mining Untuk Dataset Blogger Dengan Rapid Miner," *J. Khatulistiwa Inform.*, vol. VI, no. 1, pp. 20–28, 2018, doi: 10.31294/jki.v6i1.3799.
- [20] B. D. Laraswati, "Mengenal Kelemahan dan Kelebihan Naive Bayes," *Algoritma Data Science Academy*, 2022. <https://blog.algoritma/kelebihan-naive-bayes/> (accessed Nov. 09, 2022).

- [21] Ultri Desi Arni, "Kelebihan dan Kekurangan Decision Tree," *Garuda Cyber Indonesia*, 2021. <https://garudacyber.co.id/artikel/2155-kelebihan-dan-kekurangan-decision-tree> (accessed Nov. 09, 2022).
- [22] Trivusi, "Penjelasan Lengkap Algoritma Support Vector Machine (SVM)," *Trivusi*, 2022. <https://www.trivusi.web.id/2022/04/algoritma-svm.html> (accessed Nov. 09, 2022).
- [23] Trivusi, "Algoritma Random Forest: Pengertian dan Kegunaannya," *Trivusi*, 2022. <https://www.trivusi.web.id/2022/08/algoritma-random-forest.html> (accessed Nov. 09, 2022).
- [24] J. Eska, "Penerapan Data Mining Untuk Prekdiksi Penjualan Wallpaper Menggunakan Algoritma C4.5 STMIK Royal Ksieran," *JURTEKSI (Jurnal Teknol. dan Sist. Informasi)*, vol. 2, pp. 9–13, 2016, doi: 10.31227/osf.io/x6svc.
- [25] W. Julianto, R. Yunitarini, and M. K. Sophan, "Algoritma C4.5 Untuk Penilaian Kinerja Karyawan," *Scan*, vol. IX, no. 2, pp. 33–39, 2014, [Online]. Available: [http://eprints.upnjatim.ac.id/6418/1/Vol9No2Juni2014\\_-\\_Paper\\_5\\_Windy\\_dkk.pdf](http://eprints.upnjatim.ac.id/6418/1/Vol9No2Juni2014_-_Paper_5_Windy_dkk.pdf)
- [26] W. D. Septiani, "Komparasi Metode Klasifikasi Data Mining Algoritma C4.5 Dan Naive Bayes Untuk Prediksi Penyakit Hepatitis," *J. Pilar Nusa Mandiri*, vol. 13, no. 1, pp. 76–84, 2017, doi: 10.33480/pilar.v13i1.149.
- [27] W. Yulita, et. al. "Analisis Sentimen Terhadap Opini Masyarakat Tentang Vaksin Covid-19 Menggunakan Algoritma Naïve Bayes Classifier," *Jdmsi*, vol. 2, no. 2, pp. 1–9, 2021, doi: 10.33365/jdmsi.v2i2.1344.
- [28] A. Damuri, et. al. "Implementasi Data Mining dengan Algoritma Naïve Bayes Untuk Klasifikasi Kelayakan Penerima Bantuan Sembako," *JURIKOM (Jurnal Ris. Komputer)*, vol. 8, no. 6, p. 219, 2021, doi: 10.30865/jurikom.v8i6.3655.
- [29] Y. Yuliana, P. Paradise, and K. Kusriani, "Sistem Pakar Diagnosa Penyakit Ispa Menggunakan Metode Naive Bayes Classifier Berbasis Web," *CSRID (Computer Sci. Res. Its Dev. Journal)*, vol. 10, no. 3, p. 127, 2021, doi: 10.22303/csrid.10.3.2018.127-138.
- [30] T. Febrianti, et. al. "Penyelesaian Aturan Cosinus Menggunakan Aplikasi Berbasis Microsoft Excel Solving the Cosine Rule Using Application Based on Microsoft Excel," *J. Mat.*, vol. 19, no. 2, pp. 13–18, 2020, [Online]. Available: <https://journals.unisba.ac.id/index.php/matematika/article/view/1521>

- [31] M. Miftakhur Rokhman, et. al. "PELATIHAN PEMANFAATAN MICROSOFT OFFICE PADA STAF PENGAJAR DI SMPLBN (Sekolah Menengah Pertama Luar Biasa Negeri) KOTA MALANG," *J. Mnemon.*, vol. 1, no. 1, pp. 4–9, 2018, doi: 10.36040/mnemonic.v1i1.12.
- [32] H. J. Pratama, et. al. "Aplikasi penjumlahan dan perkalian matriks pada microsoft excel," *J. Mat.*, vol. 20, no. 1, pp. 17–22, 2021, [Online]. Available: <https://journals.unisba.ac.id/index.php/matematika/article/view/1373>
- [33] M. Faid, M. Jasri, and T. Rahmawati, "Perbandingan Kinerja Tool Data Mining Weka dan Rapidminer Dalam Algoritma Klasifikasi," *Teknika*, vol. 8, no. 1, pp. 11–16, 2019, doi: 10.34148/teknika.v8i1.95.
- [34] B. Rahmat, et. al. "Implementasi k-means clustering pada rapidminer untuk analisis daerah rawan kecelakaan," *Semin. Nas. Ris. Kuantitatif Terap. 2017*, no. April, pp. 58–60, 2017, [Online]. Available: <https://ojs.innov-center.org/index.php/snrkt2017/article/download/10/9>
- [35] L. Elvitaria, "Memprediksi Tingkat Peminat Ekstrakurikuler Pada Siswa Smk Analisis Kesehatan Abdurrab Menggunakan Algoritma C4.5 (Studi Kasus: Smk Analisis Kesehatan Abdurrab)," *Rabit J. Teknol. dan Sist. Inf. Univrab*, vol. 2, no. 2, pp. 220–233, 2017, doi: 10.36341/rabit.v2i2.212.
- [36] E. P. Cynthia and E. Ismanto, "Metode Decision Tree Algoritma C.45 Dalam Mengklasifikasi Data Penjualan Bisnis Gerai Makanan Cepat Saji," *Jurasik (Jurnal Ris. Sist. Inf. dan Tek. Inform.)*, vol. 3, no. 3, p. 1, 2018, doi: 10.30645/jurasik.v3i0.60.
- [37] Parul Sinha and Poonam Sinha, "Comparative Study of Chronic Kidney Disease Prediction using KNN and SVM," *Int. J. Eng. Res.*, vol. V4, no. 12, 2015, doi: 10.17577/ijertv4is120622.
- [38] N. Asmiati and Fatmawati, "Penerapan Algoritma Naive Bayes Untuk Mengklasifikasi Pengaruh Negatif Game Online Bagi Remaja Milenial," *JTIM J. Teknol. Inf. dan Multimed.*, vol. 2, no. 3, pp. 141–149, 2020, doi: 10.35746/jtim.v2i3.102.
- [39] D. Sinaga and C. Jatmoko, "Analisis Sentimen Untuk Mengetahui Kesan Player Game Mobile Legends Menggunakan Naive Bayes Classifier," *Semnas LPPM UMP*, vol. V, pp. 540–547, 2020.
- [40] M. R. Hisham, et. al. "Analisa Klasifikasi Genre Game PC Terpopuler," *J. Inf. Syst. Hosp. Technol.*, vol. 4, no. 01, pp. 27–31, 2022, doi: 10.37823/insight.v4i01.145.

- [41] M. Maulidah, et. al. “Algoritma Klasifikasi Decision Tree Untuk Rekomendasi Buku Berdasarkan Kategori Buku,” *E-Bisnis J. Ilm. Ekon. dan Bisnis*, vol. 13, no. 2, pp. 89–96, 2020, doi: 10.51903/e-bisnis.v13i2.251.
- [42] A. R. Dikananda, et. al. “Genre e-sport gaming tournament classification using machine learning technique based on decision tree, Naïve Bayes, and random forest algorithm,” *IOP Conf. Ser. Mater. Sci. Eng.*, vol. 1088, no. 1, p. 012037, 2021, doi: 10.1088/1757-899x/1088/1/012037.
- [43] R. Adyatma Subagja, Y. Widiastiwi, and N. Chamidah, “Klasifikasi Ulasan Aplikasi Jenius pada Google Play Store Menggunakan Algoritma Naive Bayes,” *Inform. J. Ilmu Komput.*, vol. 17, no. 3, p. 197, 2021, doi: 10.52958/iftk.v17i3.3652.
- [44] R. A. Tyas, et. al. “Implementasi Algoritma Naïve Bayes Dalam Penentuan Rating Buku,” *Sistemasi*, vol. 9, no. 3, p. 557, 2020, doi: 10.32520/stmsi.v9i3.915.
- [45] S. Raschka, “Model evaluation, model selection, and algorithm selection in machine learning,” *arXiv Prepr. arXiv1811.12808*, vol. 3, p. 8, 2018, doi: 10.48550/arXiv.1811.12808.