

BAB VI

DAFTAR PUSTAKA

- [1] Anthony M. Colwell, Frank G. Galvin, “*Colwell’s Castle Defense: A Custom Game Using Dynamic Difficulty Adjustment to Increase Player Enjoyment*,” College of Engineering and Informatics, national University of Ireland, 2017.
- [2] Caetano Vieira Neto Segundo, Kennet Emerson Avelino Calixto, Rene Pereira de Gusmao “*Dynamic Difficulty Adjustment through parameter manipulation for Space Shooter Game*,” SBC – Proceedings of SBGames, 2016.
- [3] Chang, H. S., Fu, M. C., Hu, J., & Marcus, S. I. (2007). “*a Survey of Some Simulation-Based Algorithms for Markov Decision Processes*.” International Press, 7(1), 59–92. <https://doi.org/10.4310/CIS.2007.v7.n1.a4>
- [4] Firas Safadi, Raphael Fonteneau, Damien Ernst, “*Artificial Intelligence in Video Games: Towards a Unified Framework*,” Hindawi Publishing Corporation, International Journal of Computer Games Technology, 2015.
- [5] Fearnley, J. (2010). “Strategy iteration algorithms for games and Markov decision processes,” (August). Retrieved from <http://webcat.warwick.ac.uk/record=b2482615~S15>
- [6] Kleber de O. Andrade, Guilherme Fernandes, Glauro A. P. Caurin, Adriano A. G. Siqueira, Roseli A. F. Romero, Rogerio de L. Pereira, “*Dynamic Player Modelling in Serious Games applied to Rehabilitation Robotics*,” Joint Conference on Robotics: SBR-LARS Robotics Symposium and Robocontrol, 2014.
- [7] Kurniawan Sutanto, Suharjito “*Dynamic Difficulty Adjustment in Game Based on Type of Player with Anfis Method*,” Journal of Theoretical and Applied Information Technology, 10th July 2014.
- [8] Mirna Paula Silva, Victor do Nascimento Silva, Luiz Chaimowics, “*Dynamic Difficulty Adjustment through an Adaptive AI*,” SBC – Proceedings of SBGames, 2015.
- [9] Paper, C. (2015). “SURVEY : HEURISTIC SEARCH FOR SHORTEST,” (June 2016).

- [10] Pratik P. Patil, Ronald Alvares, “Cross-Platform Application Development using Unity Game Engine,” *International Journal of Advance Research in Computer Science and Management Studies*, Volume 3, Issue 4, April 2015.
- [11] Rajat Gupta, Rohan Nawani, Vishal P. Talreja, “Virtual Reality Content Creation using Unity 3D and Blender,” *International Journal of Computer Applications*, Volume 156 – No. 3, December 2016.
- [12] Şahin, M., & Erol, R. (2017). “A Comparative Study of Neural Networks and ANFIS for Forecasting Attendance Rate of Soccer Games. Mathematical and Computational Applications,” 22(4), 43.
<https://doi.org/10.3390/mca22040043>
- [13] Simon Demediuk, Marco Tamassia, William L. Raffe, Fabio Zambetta, Xiaodong Li, “Monte Carlo Tree Search Based Algorithms for Dynamic Difficulty Adjustment,” University of Technology UTS, Sydney, Australia, 2017.
- [14] Sutanto, K. (2014). “DYNAMIC DIFFICULTY ADJUSTMENT IN GAME BASED”, 65(1), 254–260.
- [15] Su Xue, Meng Wu, John Kolen, Navid Aghdaie, Kazi A. Zaman, “Dynamic Difficulty Adjustment for Maximized Engagement in Digital Games,” International World Wide Web Conference Committee (IW3C2), 2017.
- [16] Walia, N., Singh, H., & Sharma, A. (2015). “ANFIS: Adaptive Neuro-Fuzzy Inference System- A Survey.” *International Journal of Computer Applications*, 123(13), 32–38. <https://doi.org/10.5120/ijca201590563>
- [17] Jang, J. S. R. (1993). ANFIS: Adaptive-Network-Based Fuzzy Inference System. *IEEE Transactions on Systems, Man and Cybernetics*, 23(3), 665–685. <https://doi.org/10.1109/21.256541>