

Referensi

- [1] G. Panagiotopoulos, G. Giannakopoulos, and A. Liapis, "A study on video game review summarization," *SUMMARIZATION ACROSS LANGUAGES, GENRES AND SOURCES*, p. 35, 2019.
- [2] I. Busurkina, V. Karpenko, E. Tulubenskaya, and D. Bulygin, "Game experience evaluation. a study of game reviews on the steam platform," in *International conference on digital transformation and global society*. Springer, 2020, pp. 117–127.
- [3] T. Guzsvinecz and J. Szucs, "Length and sentiment analysis of reviews about top-level video game genres on the steam platform," *Computers in Human Behavior*, vol. 149, p. 107955, 2023.
- [4] G. A. B. Suryanegara, M. D. Purbolaksono et al., "Peningkatan hasil klasifikasi pada algoritma random forest untuk deteksi pasien penderita diabetes menggunakan metode normalisasi," *Jurnal RESTI (Rekayasa Sistem Dan Teknologi Informasi)*, vol. 5, no. 1, pp. 114–122, 2021.
- [5] J.-P. Cheng and S.-C. Haw, "Mental health problems prediction using machine learning techniques," *International Journal on Robotics, Automation and Sciences*, vol. 5, no. 2, pp. 59–72, 2023.
- [6] D. Shanthi and N. Chethan, "Genetic algorithm based hyper-parameter tuning to improve the performance of machine learning models," *SN Computer Science*, vol. 4, no. 2, p. 119, 2022.
- [7] A. Falasari and M. A. Muslim, "Optimize naive bayes classifier using chi square and term frequency inverse document frequency for amazon review sentiment analysis," *Journal of Soft Computing Exploration*, vol. 3, no. 1, pp. 31–36, 2022.
- [8] D. Alita and A. R. Isnain, "Pendeteksian sarkasme pada proses analisis sentimen menggunakan random forest classifier," *Jurnal Komputasi*, vol. 8, no. 2, pp. 50–58, 2020.
- [9] B. B. Baskoro, I. Susanto, and S. Khomsah, "Analisis sentimen pelanggan hotel di purwokerto menggunakan metode random forest dan tf-idf (studi kasus: Ulasan pelanggan pada situs tripadvisor)," *Journal of Informatics Information System Software Engineering and Applications (INISTA)*, vol. 3, no. 2, pp. 21–29, 2021.
- [10] E. Fitri, "Analisis sentimen terhadap aplikasi ruangguru menggunakan algoritma naive bayes, random forest dan support vector machine," *Jurnal Transformatika*, vol. 18, no. 1, pp. 71–80, 2020.
- [11] T. B. Rohman, D. D. Purwanto, and J. Santoso, "Sentiment analysis terhadap review rumah makan di surabaya memanfaatkan algoritma random forest," in *Prosiding Seminar Nasional Teknologi Informasi & Aplikasinya*, 2018, pp. 7–11.
- [12] A. P. P. Wardani, A. Adiwijaya, and M. D. Purbolaksono, "Sentiment analysis on beauty product review using modified balanced random forest method and chi-square," *Journal of Information System Research (JOSH)*, vol. 4, no. 1, pp. 1–7, 2022.
- [13] S. Symeonidis, D. Effrosynidis, and A. Arampatzis, "A comparative evaluation of pre-processing techniques and their interactions for twitter sentiment analysis," *Expert Systems with Applications*, vol. 110, pp. 298–310, 2018.
- [14] J. Kaur and P. K. Buttar, "A systematic review on stopword removal algorithms," *International Journal on Future Revolution in Computer Science & Communication Engineering*, vol. 4, no. 4, pp. 207–210, 2018.
- [15] S. Arshad, S. M. J. Zaidi, M. Ali, M. Hashmi, A. Manan, and A. Ahmad, "A comparative study of machine learning models for heart disease prediction using grid search and random search for hyperparameter tuning," *Journal of Computing & Biomedical Informatics*, 2024.
- [16] M. Avinash, M. Nithya, and S. Aravind, "Automated machine learning- algorithm selection with fine-tuned parameters," in *2022 6th International Conference on Intelligent Computing and Control Systems (ICICCS)*. IEEE, 2022, pp. 1175–1180.
- [17] Z. Liu, "Yelp review rating prediction: Machine learning and deep learning models," *arXiv preprint arXiv:2012.06690*, 2020.
- [18] J. Chen, S. Guo, X. Ma, H. Li, J. Guo, M. Chen, and Z. Pan, "Slam: A malware detection method based on sliding local attention mechanism," *Security and communication networks*, vol. 2020, no. 1, p. 6724513, 2020.
- [19] Isnain, A. R., Sihabuddin, A., & Suyanto, Y. (2020). Bidirectional long short term memory method and Word2vec extraction approach for hate speech detection. *IJCCS (Indonesian Journal of Computing and Cybernetics Systems)*, 14(2), 169-178.
- [20] Kaur, H., & Mangat, V. (2017, February). A survey of sentiment analysis techniques. In *2017 International conference on I-SMAC (IoT in social, mobile, analytics and cloud)(I-SMAC)* (pp. 921-925). IEEE.
- [21] Ratnawati, L., & Sulistyaningrum, D. R. (2020). Penerapan random forest untuk mengukur tingkat keparahan penyakit pada daun apel. *Jurnal Sains dan Seni ITS*, 8(2), A71-A77.
- [22] Purbolaksono, M. D., Pratama, D. T. B., & Hamzah, F. Perbandingan Gini Index dan Chi Square pada Sentimen Analisis Ulasan Film menggunakan Support Vector Machine Classifier. *JEPIN (Jurnal Edukasi dan Penelitian Informatika)*, 9(3), 528-534.

- [23] Matz, K. G. (2024). From Tabletop to Desktop: Emulating the narrative freedom of TTRPGs in CRPGs (Doctoral dissertation, Hochschule für Angewandte Wissenschaften Hamburg).
- [24] Steam. 2024. Disco Elysium – The Final Cut. [Online] Available at: https://store.steampowered.com/app/632470/Disco_Elysium_The_Final_Cut [Accessed 7 October 2024].
- [25] Sumathi, B. (2020). Grid search tuning of hyperparameters in random forest classifier for customer feedback sentiment prediction. International Journal of Advanced Computer Science and Applications, 11(9).
- [26] Ageng, R., Faisal, R., & Ihsan, S. (2024). Random Forest Machine Learning for Spam Email Classification. Journal of Dinda: Data Science, Information Technology, and Data Analytics, 4(1), 8-13.

