

DAFTAR PUSTAKA

- Abdul, M. (2021). *Metodologi Penelitian Pendekatan Kuantitatif* (S. Rizqi Wahyuningrum (ed.); 1st ed.). CV Jakad Media Publishing.
[http://repository.iainmadura.ac.id/354/1/Metodologi Penelitian Pendekatan Kuantitatif %28Abd Mukhid%29.pdf](http://repository.iainmadura.ac.id/354/1/Metodologi_Penelitian_Pendekatan_Kuantitatif_%28Abd_Mukhid%29.pdf)
- Akhmad Syafroni Affandi, I. W., & Fathirul, A. N. (2021). Pengembangan Media Game Edukasi “Animal and Plant” Untuk Pembelajaran Nama Hewan dan Tumbuhan. *Jurnal Sarjana Ilmu Pendidikan*, 1(2), 127–151.
- Alamsyah, A., & Girawan, N. D. (2023). Improving Clothing Product Quality and Reducing Waste Based on Consumer Review Using RoBERTa and BERTopic Language Model. *Big Data and Cognitive Computing Article*.
<https://dbe.telkomuniversity.ac.id/wp-content/uploads/2024/03/Improving-Clothing-Product-Quality-and-Reducing-Waste-Based-on-Consumer-Review-Using-RoBERTa-and-BERTopic-Language-Model.pdf>
- Alamsyah, A., & Sagama, Y. (2024). Multi-Label Classification of Indonesian Online Toxicity using BERT and RoBERTa. *2023 IEEE International Conference on Industry 4.0, Artificial Intelligence, and Communications Technology (IAICT), July 2023*. <https://doi.org/10.1109/IAICT59002.2023.10205892>
- ALQARYOUTI, O. H. A. (2017). Dissertation: Sentiment analysis. *Dissertations (IT & Engineering)*, July. <http://bspace.buid.ac.ae/handle/1234/1056>
- Anantarupa Studios. (2020). *Lokapala Info Sheet*.
- Asri, Y., Kuswardani, D., & Ramadhana, S. A. (2025). *Optimalisasi Analisis Sentimen dengan Spelling Connector*. Uwais Inspirasi Indonesia.
- Chyntia, R. A. W., & Arif, M. W. (2025). *PEMROSESAN BAHASA ALAMI Konsep, Algoritma & Implementasi* (1st ed.). CV. ZT CORPORA.
https://www.google.co.id/books/edition/PEMROSESAN_BAHASA_ALAMI_K

onsep_Algoritma/bKlOEQAAQBAJ?hl=id&gbpv=1

Dianwari, R. C. (2024, April 5). Mengenal Lokapala: Game MOBA pada Ksatriya Mahardikha 2024. *Rri.Co.Id*. <https://www.rri.co.id/hobi/652359/mengenal-lokapala-game-moba-pada-ksatriya-mahardikha-2024>

Dini, I., Natsir, N. F., & Erni, H. (2021). Positivisme, Pospositivisme, Teori Kritis, dan Konstruktivisme dalam Perspektif “Epistemologi Islam.” *Jurnal Ilmiah Ilmu Pendidikan*. file:///C:/Users/ENVY/Downloads/358-Article Text-1448-1-10-20211208.pdf

Djaali. (2020). *Metodologi Penelitian Kuantitatif* (1st ed.). Sinar Grafika Offset. https://www.google.co.id/books/edition/Metodologi_Penelitian_Kuantitatif/wY8fEAAAQBAJ?hl=id&gbpv=1&dq=metodologi+penelitian&printsec=frontcover

Erwin, Silvia, V. M., Michael, A. N., & Yosita, D. S. (2025). *Social Media Marketing Analytics* (Efitra (ed.); 1st ed.). PT. Sonpedia Publishing Indonesia. https://www.google.co.id/books/edition/Buku_Ajar_Social_Media_Marketing_Analyti/3whSEQAAQBAJ?hl=id&gbpv=1&dq=Buku+Ajar+Social+Media+Marketing+Analytics&pg=PP2&printsec=frontcover

Fajri, I. (2024). *Data Mining* (1st ed.). Serasi Media Teknologi. https://www.google.co.id/books/edition/Data_Mining/YykdEQAAQBAJ?hl=id&gbpv=1

Fujitsu. (2017). Big Data The definitive guide to the revolution in business analytics. In *Бюллетень Результатов Научных Исследований* (Issue 4). Fujitsu.

Geni, L., Yulianti, E., & Sensuse, D. I. (2024). *Sentiment analysis of Tweets Before the 2024 Elections in Indonesia Using IndoBERT Language Models*. 9(3), 746–757. <https://doi.org/10.26555/jiteki.v9i3.26490>

Griffin. (2023). Game Development. *Debugging Game History*, 195–202.

<https://doi.org/10.7551/mitpress/10087.003.0026>

Hermawan, I. (2019). *Metodologi Penelitian Pendidikan: Kuantitatif, Kualitatif dan Mixed Method*. Hidayatul Quran Kuningam.
[https://www.google.co.id/books/edition/Metodologi_Penelitian_Pendidikan_Kualita/Vja4DwAAQBAJ?hl=id&gbpv=1&dq=Metodologi+Penelitian+Pendidikan+\(Kualitatif,+Kuantitatif,+dan+Mixed+Method\)&pg=PA28&printsec=frontcover](https://www.google.co.id/books/edition/Metodologi_Penelitian_Pendidikan_Kualita/Vja4DwAAQBAJ?hl=id&gbpv=1&dq=Metodologi+Penelitian+Pendidikan+(Kualitatif,+Kuantitatif,+dan+Mixed+Method)&pg=PA28&printsec=frontcover)

HuggingFace. (2025). *BERT Base Model*. HuggingFace.
<https://huggingface.co/google-bert/bert-base-cased>

Indarti, N., & Hardo, F. G. G. M. (2024). *Penelitian dan Publikasi Dalam Manajemen: Strategi dan Taktik*. CV ANDI OFFSET.
https://www.google.co.id/books/edition/PENELITIAN_DAN_PUBLIKASI_DALAM_MANAJEMEN/Q_8XEQAQBAJ?hl=id&gbpv=1&dq=unit+analisis+penelitian&pg=PA15&printsec=frontcover

Iswendia, B. A. (2024). Smartphone Tetap Jadi Gadget Andalan Para Gamers. *Goodstats.Id*. https://goodstats.id/article/smartphone-tetap-menjadi-gadget-andalan-para-gamers-FrTn8?utm_source=chatgpt.com

Jamalullail, D. (2023). Kemajuan Industri Game di Indonesia. *Kumparan.Com*.
<https://kumparan.com/dziqry-j/kemajuan-industri-game-di-indonesia-20jrZml5WCa>

Karimuddin, A., Misbahul, J., Ummul, A., Suryadin, H., Zahara, F., Taqwin, Masita, Ketut, N. A., & Meilida, E. S. (2021). *METODOLOGI PENELITIAN KUANTITATIF* (S. Nanda (ed.); 1st ed.). Yayasan Penerbit Muhammad Zaini.

Kausar, I. (2024, September 20). Hasil akhir esport PON XXI: Jakarta juara umum. *Antara News*. <https://www.antaranews.com/berita/4346887/hasil-akhir-esport-pon-xxi-jakarta-juara-umum#:~:text=Tim esport Jakarta meraih>

emas,19%2F9%2F2024).

Kementrian Informasi dan Komunikasi, Asosiasi Game Indonesia, & NIKO Partners. (2021). *Laporan Industri Game 2021.pdf*. Asosiasi Game Indonesia.
https://drive.google.com/file/d/1p2wFZIQAfz6qyv13TBRmLCA_v8mazvge/view

Kementrian Pariwisata dan Ekonomi kreatif. (2021). Lokapala, Game MOBA Lokal Bernuansa Sejarah di PON Papua. *Kemenparekraf*.
<https://www.kemenparekraf.go.id/hasil-pencarian/lokapala-game-moba-lokal-bernuansa-sejarah-di-pon-papua>

Kementrian Pariwisata dan Ekonomi kreatif. (2023). Perkembangan Industri Gim di Indonesia, Raih Penghargaan Internasional. *Kemenparekraf*.
<https://www.kemenparekraf.go.id/hasil-pencarian/perkembangan-industri-gim-di-indonesia-raih-penghargaan-internasional>

Lestari, N. P. (2016). Uji Recall and Precision Sistem Temu Kembali. *Universitas Airlangga*, 5(3), 45–46.

Lina. (2024). *Teknologi Kecerdasan Buatan untuk Pendeteksian Sel Darah*. DEEPUBLISH Digital.

Mahfudiyah, N., & Alamsyah, A. (2024). Understanding User Perception of Ride-Hailing Services Sentiment analysis and Topic Modelling using IndoBERT and BERTopic. *2023 International Conference on Digital Business and Technology Management (ICONDBTM)*, July, 1–6.
<https://doi.org/10.1109/ICONDBTM59210.2023.10327320>

Megaxus. (2024). Mengenal Game Developer Indonesia Beserta Perkembangannya. *Corporate.Megaxus.Com*. <https://corporate.megaxus.com/id/game-developer-indonesia>

- Mulachela, A., Rizki, K., & Wahyudin, Y. A. (2020). Analisis Perkembangan Industri Game di Indonesia Melalui Pendekatan Rantai Nilai Global (Global Value Chain). *IJGD: Indonesian Journal of Global Discourse*, 2(December), 32–51.
- Munawar, Z., Agus, M., & Remuz, M. K. (2023). *Big Data Analytics: Konsep, Implementasi dan Aplikasi Terkini* (I. P. Novianti (ed.); 1st ed.). Kaizen Media Publishing.
<https://books.google.co.id/books?id=fWmxEAAQBAJ&printsec=frontcover&hl=id#v=onepage&q&f=false>
- Nuri, C. (2024). *Fundamental Topic Modelling: Memahami Tren dan Topik dalam Text Mining* (Nurhaeni (ed.); 1st ed.). CV. Mega Press Nusantara.
https://www.google.co.id/books/edition/Fundamental_Topic_Modelling_Memahami_Tre/3Q5PEQAAQBAJ?hl=id&gbpv=1&dq=Fundamental+Topic+Modelling:+Memahami+Pola+dan+Topik+dalam+Penambangan+Teks&pg=PA63&printsec=frontcover
- Prastyadi, W. R., I Gede, I. S., & Suryani. (2024). *Data Mining* (Efitra (ed.); 1st ed.). PT. Sonpedia Publishing Indonesia.
https://www.google.co.id/books/edition/Buku_Ajar_Data_Mining/vCruEAAQBAJ?hl=id&gbpv=1&dq=Buku+Ajar+Data+Mining&pg=PA90&printsec=frontcover
- Rafif, M. (2024). Lokapala — The First Esports MOBA Game in Southeast Asia. *Medium*. https://medium.com/%40mocha_rf/lokapala-the-first-esports-moba-game-in-southeast-asia-de4a5ba22447
- Ratnawati, E., & Sunarko. (2008). Evaluasi Kinerja Fasilitas Iradiasi Sistem Rabbit Menggunakan Bahan Acuan Standard Dengan Metode AAN. *Buletin Pengelolaan Reaktor Nuklir*, 5(2), 49–55.

- Richardson Ingrid, Hjorth Larissa, H. D. (2021). *Understanding Games and Game Cultures* (1st ed.). SAGE.
https://www.google.co.id/books/edition/Understanding_Games_and_Game_Cultures/ewMAEAAAQBAJ?hl=id&gbpv=1
- Rifa'i, K. (2023). *Kepuasan konsumen* (pertama). UIN KHAS Press.
- Safar, D. K., Rosalina, Y. W., Diwahana, M. C. H., & Iqbal, R. M. (2024). *BIG DATA (Mengenal Big Data & Implementasinya di Berbagai Bidang)* (Sepriano (ed.); 1st ed., Issue February). PT. Sonpedia Publishing Indonesia.
- Sandy Teguh Arie, W. N. H. (2019). *Game Mobile Learning*. Ahlimedia Book.
- Satria, F., Zamhariri, Z., & Syaripudin, M. A. (2020). Prediksi Ketepatan Waktu Lulus Mahasiswa Menggunakan Algoritma C4.5 Pada Fakultas Dakwah Dan Ilmu Komunikasi UIN Raden Intan Lampung. *Jurnal Ilmiah Matrik*, 22(1), 28–35. <https://doi.org/10.33557/jurnalmatrik.v22i1.836>
- Sigit, H., & Amirullah. (2016). *Metodologi Penelitian Bisnis: Pendekatan Kualitatif dan Kuantitatif* (1st ed.). MNC Publishing.
https://www.google.co.id/books/edition/METODE_PENELITIAN_BISNIS/tHNMEEAAAQBAJ?hl=id&gbpv=1&dq=Metode+Penelitian+Bisnis:+Pendekatan+Kuantitatif+%26+Kualitatif+amirullah&pg=PR1&printsec=frontcover
- Solimun, Adji, A. R. F., & Nurjanah. (2023). *Metodologi Penelitian: Variabel Mining Berbasis Big Data dalam Pemodelan Sistem untuk Mengungkap Research Novelty* (1st ed.). UB Press.
- Wardhana, A. (2024). *Kepuasan pelanggan* (pertama, Issue August). CV. Eureka Media Aksara.
- Widiawati, C. R. A., & Wahid, A. M. (2025). *PEMROSESAN BAHASA ALAMI Konsep, Algoritma & Implementasi* (1st ed.). Zahira Media Publisher.