

DAFTAR PUSTAKA

- ATMAJA, Eduardus Hardika Sandy. Prediksi Kemenangan eSport DOTA 2 Berdasarkan Data Pertandingan. *AVITEC*, 2020, 2.1: 31-38.
- DHARMAWAN, Alexander. OPTIMALISASI SUSUNAN PEMAIN DAN PREDIKSI KEMENANGAN GAME MENGGUNAKAN ALGORITMA NAIVE BAYES. *Electro Luceat*, 2022, 8.1: 36-47.
- Khadijah, Khadijah, Nur Sabilly, and Fajar Agung Nugroho. "SENTIMENT ANALYSIS OF LEAGUE OF LEGENDS: WILD RIFT REVIEWS ON GOOGLE PLAY USING NAIVE BAYES CLASSIFIER." *Jurnal Ilmiah Kursor* 12.1 (2023): 23-30.
- Listijo, Sri Murjani, Tri Purwani, and Sinta Tridian Galih. "PREDIKSI KEMENANGAN DAN SUSUNAN TIM PADA GAME MOBILE LEGENDS BANG BANG MENGGUNAKAN ALGORITMA NAIVE BAYES." *KOMPUTAKI* 6.1 (2020).
- MUSTHOFA, Agung; ROSYAD, Udung Noor. Efektivitas Event Premium Starlight Member Game Mobile Legend untuk Menarik Minat Beli Voucher Game. *Prosiding Manajemen Komunikasi*, 2019, 857-862.
- NIAR, Yuniar, et al. Implementasi Algoritma Naive Bayes Untuk Prediksi Persediaan Barang Rotan. *KOPERTIP: Scientific Journal of Informatics Management and Computer*, 2020, 4.1: 28-34.
- Pressman, R.S. 2005. *Software engineering*. Penerbit McGrawHill, New York.
- PUTRO, Hakam Febtadianrano; VULANDARI, Retno Tri; SAPTOMO, Wawan Laksito Yuly. Penerapan Metode Naive Bayes Untuk Klasifikasi Pelanggan. *Jurnal Teknologi Informasi dan Komunikasi (TIKOMSiN)*, 2020, 8.2.
- PRASETYA, M. Octa; EPENDI, Usman. Sentimen Analisis Hero Mobile Legends Dengan Algoritma Naive Bayes. *Jurnal Mantik*, 2022, 6.3: 3226-3234.
- HIDAYAT, Vicci Rachmat Alfin. Sistem Prediksi Kemenangan Hero Mobile Legends Menggunakan Metode Naive Bayes. *JIKO (Jurnal Informatika dan Komputer)*, 2024, 8.1: 100-116.
- FAHLEVI, Muhammad Ryan. *PREDIKSI KEMENANGAN GAME MOBILE LEGENDS BERDASARKAN DRAFT PICK DENGAN MENGGUNAKAN METODE ALGORITMA NAIVE BAYES*. 2024. PhD Thesis. Universitas Pembangunan Nasional Veteran Jakarta.
- FAZRIAN, Vivi; SUPRAPTI, Tati; NARASATI, Riri. PENERAPAN ALGORITMA NAIVE BAYES TERHADAP ANALISIS SENTIMEN APLIKASI GAME MULTIPLAYER ONLINE BATTLE ARENA. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 2024, 8.1: 1005-1012.

- HASUGIAN, Abdul Halim, et al. DECISION SUPPORT SYSTEM TO DETERMINE THE LEVEL OF ADDICTION TO MOBILE LEGENDS ONLINE GAMES USING THE NAÏVE BAYES METHODE. *ZERO: Jurnal Sains, Matematika dan Terapan*, 2023, 7.2: 135-140.
- ALFUDOLA, Mahfudz; SUARNA, Nana; ALI, Irfan. KLASIFIKASI PEMILIHAN TIPE HERO MOBILE LEGENDS TERHADAP MINAT PEMAIN MENGGUNAKAN ALGORITMA NAIVE BAYES STUDI KASUS: KOMUNITAS GAME MOBILE LEGENDS KOTA CIREBON. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 2023, 7.2: 1269-1273.
- BAYULIANTO, Samuel; PURNAMASARI, Intan; JAJULI, Mohamad. Prediksi Tingkat Kemenangan Mobile Legends Profesional League Indonesia Season 9 Dengan Menggunakan Algoritma Naïve Bayes. *JIPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, 2023, 8.2: 538-550.
- CHAN, A. S.; FACHRIZAL, F.; LUBIS, A. R. Outcome prediction using Naïve Bayes algorithm in the selection of role hero mobile legend. In: *Journal of Physics: Conference Series*. IOP Publishing, 2020. p. 012041.
- HASUGIAN, Abdul Halim, et al. DECISION SUPPORT SYSTEM TO DETERMINE THE LEVEL OF ADDICTION TO MOBILE LEGENDS ONLINE GAMES USING THE NAÏVE BAYES METHODE. *ZERO: Jurnal Sains, Matematika dan Terapan*, 2023, 7.2: 135-140.
- ELSEREA, Marina; SULESMANA, Andhika; NURJAMIYAH, N. Decision Supporting System In Selection of Online Games Players From One Team To One Esports Medan using Naïve Bayes (Case PT. Satu E-Sport). *IJISTECH (International Journal of Information System and Technology)*, 2022, 6.4: 485-494.
- SENA, I. Gede Warta; EMANUEL, Andi WR. Mobile Legend Game Prediction Using Machine Learning Regression Method. *JURTEKSI (Jurnal Teknologi dan Sistem Informasi)*, 2023, 9.2: 221-230.
- NARWAL, Ramesh; AGGARWAL, Himanshu. Predicting online game-addicted behaviour with sentiment analysis using twitter data. In: *Machine Learning, Advances in Computing, Renewable Energy and Communication: Proceedings of MARC 2020*. Springer Singapore, 2022. p. 505-517.
- KUSNANDA, Deden; PERMANA, Angga. Implementation of Naive Bayes Classifier (NBC) for Sentiment Analysis on Twitter in Mobile Legends. *International Journal of Science, Technology & Management*, 2023, 4.5: 1132-1138.
- SIMORANGKIR, Herodion; LHAKSMANA, Kemas Muslim. Analisis Sentimen pada Twitter untuk Games Online Mobile Legends dan Arena of Valor dengan Metode Naïve Bayes Classifier. *eProceedings of Engineering*, 2018, 5.3.