

## DAFTAR PUSTAKA

- Aggarwal, C.C., 2015, Data Mining : The Text Book. New York: Springer, diakses dari <https://doi.org/10.1007/978-3-319-14142-8>.
- Akkanapragada S., 2020, GameWiki: Aspect Extraction for Video Games, Stanford CS224N Custom Project.
- Asosiasi Game Indonesia., 2022, Indonesia Game Industry and Market Trend, [https://itsgame.kr/home/2021/itsgame2021/Files/itsgame2021\\_20211026\\_163049.pdf](https://itsgame.kr/home/2021/itsgame2021/Files/itsgame2021_20211026_163049.pdf), diakses 7 Oktober 2022.
- Bangsa, M. T. A., Priyanta, S., dan Suyanto, Y., 2020, Aspect-Based Sentiment Analysis of Online Marketplace Reviews Using Convolutional Neural Network. IJCCS (Indonesian Journal of Computing and CyberneticsSystems), 14(2), 123, diakses dari <https://doi.org/10.22146/ijccs.51646>.
- Francisco J. R. Ruiz, and Blei, D. M., dan Dieng, A. B. D., 2020, Topic Modeling in Embedding Spaces. Transactions of the Association for Computational Linguistics, 8:439–453.
- Buenaño-Fernandez, D., González, M., Gil, D., dan Luján-Mora, S., 2020, Text Mining of Open-Ended Questions in Self-Assessment of University Teachers: An LDA Topic Modeling Approach. doi: 10.1109/ACCESS.2020.2974983.
- Cordana, G.E.A., 2022, Pemodelan Topik Berita Hoax dan Berita Asli Mengenai Covid-19 Menggunakan LDA.
- Dang, S., 2014, Text Mining : Techniques and its Application. International Journal of Engineering & Technology Innovation, 1. 22-25.
- Jin, Y., 2017, Development of Word Cloud Generator Software Based on Python. Procedia Engineering. 174. 788-792. 10.1016/j.proeng.2017.01.223.
- Dinakaramani, A., Rashel, F., Luthfi, A., dan Manurung, R, 2014, Designing an Indonesian part of speech tagset and manually tagged Indonesian corpus. In M. Dong, Y. Lu, R. E. Banchs, & B. Ranaivo-Malancon (Eds.), Proceedings of the International Conference on Asian Language Processing 2014, IALP 2014 (pp. 66-69). [6973519] (Proceedings of the International Conference on Asian Language Processing 2014, IALP 2014). Institute of Electrical and Electronics Engineers Inc.. <https://doi.org/10.1109/IALP.2014.6973519>

- Febrianta, M., Widiyanesti, S., dan Ramadhan, S., 2021, Analisis Ulasan Indie Video Game Lokal pada Steam Menggunakan Analisis Sentimen dan Pemodelan Topik Berbasis Latent Dirichlet Allocation. *Journal of Animation and Games Studies*, 7(2), 117-144. doi:<https://doi.org/10.24821/jags.v7i2.5162>.
- Ilmawan, L., & Mude, M., 2020, Perbandingan Metode Klasifikasi Support Vector Machine dan Naive Bayes untuk Analisis Sentimen pada Ulasan Tekstual di Google Play Store. *ILKOM Jurnal Ilmiah*, 12(2), 154-161. doi:<https://doi.org/10.33096/ilkom.v12i2.597.154-161>.
- Kementerian Pariwisata dan Ekonomi Kreatif., 2020, *Statistik Ekonomi Kreatif 2020*, (ISBN: 978-623-97156-1-8).
- Laricchia, F., 2022, Mobile operating systems' market share worldwide from January 2012 to August 2022. <https://www.statista.com/statistics/272698/global-market-share-held-by-mobile-operating-systems-since-2009/>, diakses 7 Oktober 2022.
- Lin D., Bezemer C., dan Zou Y., 2019, An empirical study of game reviews on the Steam platform.
- Manning, C.D., Raghavan, P., dan Schuetze, H., 2009, *An Introduction to Information Retrieval*. Cambridge: Cambridge University Press.
- Mohammed, R., Rawashdeh, J., dan Abdullah, M., 2020, Machine Learning with Oversampling and Undersampling Techniques: Overview Study and Experimental Results. 243-248. 10.1109/ICICS49469.2020.239556.
- Mustakim, H., dan Priyanta, S., 2022, Aspect-Based Sentiment Analysis of KAI Access Reviews Using NBC and SVM, *IJCCS (Indonesian Journal of Computing and Cybernetics Systems)*, 16(2), 113-124. doi:<https://doi.org/10.22146/ijccs.68903>.
- Naeem, M., dan Okafor, S., 2019, User-Generated Content and Consumer Brand Engagement, 10.4018/978-1-5225-7344-9.ch009.
- Nugroho, S., Bachtiar, F., dan Wihandika, R., 2021, Aspect Extraction In E-commerce Using Latet Dirichlet Allocation (LDA) With Term Frequency-Inverse Document Frequency (TF-IDF), *Jurnal Ilmiah Cursor*, 11(2), 53. doi:10.21107/kursor.v11i2.247.
- Park, H. dan Kim, Y., 2021, Determinants of Consumer Purchasing Factors through LDA Modeling Using YouTube Data, *IEEE 45th Annual Computers, Software, and Applications Conference (COMPSAC)*.
- Rehurek, R., 2022, GENSIM: Topic Modelling for Humans, <https://radimrehurek.com/gensim/index.html>, diakses 12 November 2022.

- Roy, S., Sharma, P., Nath, K., Bhattacharyya, D.K., dan Kalita, J., 2018, Pre-Processing: A Data Preparation Step, 10.1016/B978-0-12-809633-8.20457-3
- Schell, J., 2019, The Art of Game Design: A Book of Lenses, Third Edition (3rd ed.), A K Peters/CRC Press. <https://doi.org/10.1201/b22101>
- Sensor Tower, 2022, The State of Mobile Gaming 2022: An Analysis of Mobile Gaming Market Trends and Top Tiltles in the U.S., Europe, and Asia. <https://go.sen-sortower.com/rs/351-RWH-315/images/state-of-mobile-gaming-2022.pdf>. Diakses tanggal 7 Oktober 2022.
- Sembiring, K., , 2007, Tutorial SVM Bahasa Indonesia. Bandung : ITB. Diaksesdari <http://digilib.uinsgd.ac.id/22791/1/SVM%20MODULE.pdf>
- Setiyawan, A., Wijayanto, A. W., dan Youshi., 2021, Extracting Consumer Opinion bleion Indonesian E-Commerce: A Rating Evaluation and Lexicon-Based Sentiment Analysis.
- Sujana, M. A., 2021, Tinjauan Desain Karakter Pada Game Code Atma :Indonesian Horror Idle RPG. <http://repository.unika.ac.id/id/eprint/26877>
- Wahid, D. H., & Azhari, S. N., 2016, Peringkasan Sentimen Esktraktif di Twitter Menggunakan Hybrid TF-IDF dan Cosine Similarity. IJCCS (Indonesian Journal of Computing and Cybernetics Systems), 10(2), 207-218.
- Wijman, T., 2021, The Games Market and Beyond in 2021: The Year in Numbers, <https://newzoo.com/insights/articles/the-games-market-in-2021-the-year-in-numbers-esports-cloud-gaming>, diakses 7 Oktober 2022.
- Waller, T., Hockin, R., and Smith, G., 2017, Marketing Strategies of Mobile Game Application Entrepreneurs. International Journal of Applied Management and Technology, 16. 10.5590/IJAMT.2017.16.1.01.
- Zaidah A. N., 2021, Analisis sentiment berbasis aspek pada aplikasi pedulilindungi menggunakan latent dirichlet allocation dan support vector machine. Undergraduate thesis, UIN Sunan Ampel Surabaya.
- Zhao, B., 2017, Web Scraping, 10.1007/978-3-319-32001-4\_483-1.