

DAFTAR PUSTAKA

- Basari, A. S. H., Hussin, B., Ananta, I. G. P., dan Zeniarja, J., 2008, Opinion Mining of Movie Resensi using Hybrid Method of Support Vector Machine and Particle Swarm Optimization. *Procedia Engineering*, 453–462.
- Chang, C. dan Lin, C., 2011, LIBSVM : A Library for Support Vector Machines, *ACM Transactions on Intelligent Systems and Technology (TIST)*, 2, 1–39.
- Dwi, N. P., dan Winarko, E., 2014, Analisis Sentimen Twitter untuk Teks Berbahasa Indonesia dengan Maximum Entropy dan Support Vector Machine, *Ijccs*, 8, 91–100.
- Egenfeldt-Nielsen, S., Smith, J. H. & Tosca, S. P., 2008, *Understanding Video Games: The Essential Introduction*, Routledge, New York.
- Entertainment Software Association, 2013, Game Player Data: ESA, <http://www.theesa.com/facts/gameplayer.asp>, diakses tanggal 27 Maret 2014.
- Fawcett, T., 2006, An introduction to ROC analysis, *Pattern Recognition Letters*, 27, 861–874.
- Ferilli, S., Esposito, F., dan Grieco, D., 2014, Automatic Learning of Linguistic Resources for Stopword Removal and Stemming from Text, *Procedia Computer Science*, 38, 116–123.
- IGN, 2008, Origins: The History of IGN, <http://www.ign.com/articles/2008/01/11/origins-the-history-of-ign>, diakses tanggal 27 Maret 2014.
- Liu, B., 2007, *Web Data Mining: Exploring Hyperlinks, Contents, and Usage Data*, Edisi 1, Springer.
- Liu, B., 2010, Sentiment Analysis and Subjectivity, *Handbook of Natural Language Processing*, 1–38.
- Martín-Valdivia, M. T., Díaz-Galiano, M. C., Montejo-Raez, a., dan Ureña-López, L. a., 2008, Using information gain to improve multi-modal information retrieval systems, *Information Processing and Management*, 44, 1146–1158.
- O’Keefe, T., dan Koprinska, I., 2009, Feature selection and weighting methods in sentiment analysis, *Australasian Document Computing Symposium*, 67.



- Pang, B., dan Lee, L., 2006, Opinion Mining and Sentiment Analysis, *Foundations and Trends® in Information Retrieval*, 2(1-2), 1–135.
- Pang, B., Lee, L., dan Vaithyanathan, S., 2002, Thumbs up? Sentiment Classification using Machine Learning Techniques, *Conference on Empirical Methods in Natural Language Processing (EMNLP 2002)*, 79–86.
- Rajaraman, A., Leskovec, J., dan Ullman, J. D., 2013, *Mining of Massive Datasets*, Edisi 1.3, Cambridge University Press, Cambridge.
- Saleh, R. M., Martín-Valdivia, M. T., Montejo-Ráez, a., dan Ureña-López, L. a., 2011, Experiments with SVM to classify opinions in different domains. *Expert Systems with Applications*, 38(12), 14799–14804.
- Tik, L. H., 2010, Aspect-oriented Sentiment Analysis on Video Game Resensi in Chinese, *Skripsi*, Department of Chinese, Translation and Linguistics City University of Hong Kong, Kowloon Tong.
- Toutanova, K., Klein, D., dan Manning, C.D., 2003, Feature-rich part-of-speech tagging with a cyclic dependency network. *Proceedings of the 2003 Conference of the North American Chapter of the Association for Computational Linguistics on Human Language Technology - Volume 1 (NAACL '03)*, 252–259.
- Witten, I. H., Frank, E., Holmes, G., dan Hall, M. A., 2011, *Data Mining: Practical Machine Learning Tools and Techniques*, Edisi 3, Morgan Kaufmann, Burlington.
- Yusuf, M., & Santika, D. D., 2011, Analisis Sentimen Pada Dokumen Berbahasa Indonesia Dengan Pendekatan Support Vector Machine, *Konferensi Nasional Sistem Dan Informatika*, 9-14.