

DAFTAR PUSTAKA

- Aktavera, B., & Oktafia Lingga Wijaya, H. (2024). *ANALISIS ASSOCIATION RULE MENGGUNAKAN ALGORITMA APRIORI DAN ALGORITMA FP GROWTH* (Vol. 16, Issue 1).
- Arwin Datumaya Wahyudi Sumari, Zidane, M. Z., & Triswidrananta, O. D. (2021). Penerapan Algoritma Apriori Untuk Mempercepat dan Mempermudah Akses Barang di Gudang Material. *Jurnal Informatika Polinema*, 7(2), 21–28. <https://doi.org/10.33795/jip.v7i2.491>
- Biday, S., Sanap, Y., Khadakban, Y., Alshi, A., & Patil, S. (2022). CLASSIC PACMAN GAME. *Www.Irjmets.Com @International Research Journal of Modernization in Engineering*. www.irjmets.com
- Bruder, J. (2021). Donkey Kong's Legacy. *TSANTSA – Journal of the Swiss Anthropological Association*, 26, 71–84. <https://doi.org/10.36950/tsantsa.2021.26.6972>
- Château de Prangins. (2021). *The history of videogames*. www.chateaudprangins.ch
- Cole, C., Parada, R. H., & Mackenzie, E. (2023). Why and How to Define Educational Video Games? *Games and Culture*. <https://doi.org/10.1177/15554120231183495>
- Diah Kuswanto, A., Rizqullah Blessar, A., Goni, A., Nibras Nayottama Sidiki, A., Rizki Abdullah Haryu, O., & Anhar Hamiki, H. (n.d.). *Penerapan Algoritma Apriori Dalam Analisis Keranjang Belanja Retail Di Wilayah Jawa Barat*. <https://doi.org/10.61132/saturnus.v2i3.208>
- Dr.Si. Dedi Darwis, M. K. (2023, November 21). *DATA WAREHOUSE VS DATA MINING : PENGERTIAN, KARAKTERISTIK, DAN PENGGUNAAN*. Faculty of Engineering and Computer Sciences. <https://ftik.teknokrat.ac.id/data-warehouse-vs-data-mining-pengertian-karakteristik-dan-penggunaan/#:~:text=Beberapa%20karakteristik%20Data%20Mining%20meliputi,membuat%20prediksi%20berdasarkan%20analisis%20data>.
- Gede, I., Sudipa, I., & Darmawiguna, M. (2024). *BUKU AJAR DATA MINING*. <https://www.researchgate.net/publication/377415198>
- Glaser, T. (2022). *Steam and the Platformization of Virtual Goods. An Analysis of the Weapon Skin Economy in Counter Strike: Global Offensive 2022*. <https://doi.org/10.25969/mediarep/19007>

- Gori, T., Sunyoto, A., & Al Fatta, H. (2024). Preprocessing Data dan Klasifikasi untuk Prediksi Kinerja Akademik Siswa. *Jurnal Teknologi Informasi Dan Ilmu Komputer*, 11(1), 215–224. <https://doi.org/10.25126/jtiik.20241118074>
- Hikmawati, E., Maulidevi, N. U., & Surendro, K. (2021). Minimum threshold determination method based on dataset characteristics in association rule mining. *Journal of Big Data*, 8(1). <https://doi.org/10.1186/s40537-021-00538-3>
- Islam, J. S., Humaniora, D., Apriana, D., & Yuliansyah, C. (2024). *AL MIKRAJ Optimalisasi Penjualan Online Melalui Teknik Data Mining (Studi Kasus E-Commerce)*. 4. <https://doi.org/10.37680/almikraj.v4i02.4774>
- Jahja, H., & Isnaini, M. (2022). *Toksitas PC Gamers Terhadap Release Eksklusivitas Epic Games Store di Steam Discussion*. <https://journal.univpancasila.ac.id/index.php/coverage/article/download/3774/1977>
- Khoiruzzidan, I., & Iswari, L. (2024). Student Grade Association Analysis with Apriori Algorithm. *Jurnal Sains, Nalar, Dan Aplikasi Teknologi Informasi*, 3(2), 50–57. <https://doi.org/10.20885/snati.v3.i2.31>
- Mikhael, A., & Butar, B. (2022). *PENERAPAN ALGORITMA APRIORI PADA PENGOLAHAN DATA MINING UNTUK MENGETAHUI POLA PEMBELIAN KONSUMEN PD. LUCKY METAL PART SKRIPSI* Disusun oleh.
- Mudumba, B., & Kabir, M. F. (2024). Mine-first association rule mining: An integration of independent frequent patterns in distributed environments. *Decision Analytics Journal*, 10. <https://doi.org/10.1016/j.dajour.2024.100434>
- Rawat, A., Panday, R., & Pandey, A. K. (2022). Pong Game Using AI. *International Journal of Scientific and Research Publications*, 12(9), 296–301. <https://doi.org/10.29322/ijsrp.12.09.2022.p12939>
- Sari, D. P., Rosadi, D., Effendie, A. R., & Danardono. (2021). Discretization methods for bayesian networks in the case of the earthquake. *Bulletin of Electrical Engineering and Informatics*, 10(1), 299–307. <https://doi.org/10.11591/eei.v10i1.2007>
- Sinaga, N. A., Setiawan, A., & Noertjahyana, A. (2022). *Sistem Deteksi Reputasi Akun Seller Pada Steam Community Menggunakan Metode Klasifikasi Support Vector Machine*. <https://publication.petra.ac.id/index.php/teknik-informatika/article/download/12820/11120>
- Singh, N. (2023). *Association Rule Mining*. <https://www.researchgate.net/publication/370497069>

- Sudharsan. (2022). Universal Real-Time Strategy Game in Unreal Engine. *International Journal for Research in Applied Science and Engineering Technology*, 10(3), 1061–1067. <https://doi.org/10.22214/ijraset.2022.40800>
- Sun, W. (2022). *Data Mining in the Big Data Era*.
- Takeda, L. (2020). *The History of Nintendo: the Company, Consoles And Games*. <https://scholarworks.sjsu.edu/art108>
- Verma, A., & Kumar, R. (2022). Association Rule Generation using Pattern Mining Apriori Technique. *JOURNAL OF ALGEBRAIC STATISTICS*, 13(2), 550–556. <https://publishoa.com>
- Wu, Q., & Carette, J. (2020). *Video Games Classification with Game Experience and Hierarchy of Needs A report presented for the degree of Master of Engineering*.

