DAFTAR PUSTAKA

Axel Jantsch, & Martin Lechner. (2021). *Blackthorn: Latency Estimation Framework for CNNs on Embedded Nvidia Platforms*. Retrieved from https://www.researchgate.net/figure/Overview-of-the-system-architecture-The-profiling-tool-1-builds-estimation-models_fig1_353836956

Basque-Rice, I. (2023). *Cheaters Could Prosper: An Analysis of the Security of Video Game Anti-Cheat*.

Collins, S., Poulopoulos, A., Muench, M., & Chothia, T. (2024). Anti-Cheat: Attacks and the Effectiveness of Client-Side Defences. *CheckMATE 2024 - Proceedings of the 2024 Workshop on Research on Offensive and Defensive Techniques in the Context of Man At The End (MATE) Attacks, Co-Located with: CCS 2024*, 30–43. doi: 10.1145/3689934.3690816

Dorner, C., & Klausner, L. D. (2024, July 30). If It Looks Like a Rootkit and Deceives Like a Rootkit: A Critical Examination of Kernel-Level Anti-Cheat Systems. *ACM International Conference Proceeding Series*. doi: 10.1145/3664476.3670433

Intel®. (n.d.). *What Is a GPU? Graphics Processing Units Defined*. Retrieved from https://www.intel.com/content/www/us/en/products/docs/processors/what-is-a-gpu.html

Lehtonen, S. (2020). *Comparative Study of Anti-cheat Methods in Video Games*.

Maario, A., Shukla, V. K., Ambikapathy, A., & Sharma, P. (2021). Redefining the Risks of Kernel-Level Anti-Cheat in Online Gaming. *2021 8th International Conference on Signal Processing and Integrated Networks (SPIN)*, 676–680. doi: 10.1109/SPIN52536.2021.9566108

Patel Deven. (2024, October 14). *The Masterpiece of Elden Ring: A Journey Through The Lands Between - UA Twitch*. Retrieved from https://uatwitch.com/elden-ring-lands/

psutil documentation — psutil 7.0.1 documentation. (n.d.). Retrieved from https://psutil.readthedocs.io/en/latest/#

University of Birmingham. (n.d.). *Windows kernel defenses aren't enough to stop a lucrative game cheating market*. Retrieved from

https://www.birmingham.ac.uk/news/2024/windows-kernel-defenses-arent-enough-to-stop-a-lucrative-game-cheating-market-new-study

Woo, J., Kang, S. W., Kim, H. K., & Park, J. (2018). Contagion of Cheating Behaviors in Online Social Networks. *IEEE Access*, *6*, 29098–29108. doi: 10.1109/ACCESS.2018.2834220

Zhou, A. (2023). A never ending warfare: Fighting cheaters in online video game. *Applied and Computational Engineering*, *5*(1), 34–39. doi: 10.54254/2755-2721/5/20230525