

DAFTAR PUSTAKA

- Adhitya, R. R., Wina Witanti, & Rezki Yuniarti. (2023). PERBANDINGAN METODE CART DAN NAÏVE BAYES UNTUK KLASIFIKASI CUSTOMER CHURN. *INFOTECH Journal*, 9(2), 307–318. <https://doi.org/10.31949/infotech.v9i2.5641>
- Agus Setiawan, H., & Yuliansyah, H. (2024). *Aspect-Based Sentiment Analysis of User Reviews on the Game Honkai: Star Rail Using Naïve Bayes Classifier* (Vol. 13, Number 5). <https://doi.org/https://doi.org/10.32520/stmsi.v13i5.4343>
- Aizawa, A. (2003). *An information-theoretic perspective of tf-idf measures* q. www.elsevier.com/locate/infoproman
- Aprilianti, H., Mustofa, H., Umam, K., & Handayani, M. R. (2025). Comparative Study of SVM, KNN, and Naïve Bayes for Sentiment Analysis of Religious Application Reviews. In *Journal of Applied Informatics and Computing (JAIC)* (Vol. 9, Number 3). <http://jurnal.polibatam.ac.id/index.php/JAIC>
- Bankhurst, A. (2023). *Sons of the Forest Sells 2 Million Copies in 24 Hours After Entering Early Access - IGN*. Retrieved January 16, 2026, from <https://www.ign.com/articles/sons-of-the-forest-sells-2-million-copies-in-24-hours-after-entering-early-access>
- Cortes, C., Vapnik, V., & Saitta, L. (1995). Support-Vector Networks Editor. In *Machine Learning* (Vol. 20). Kluwer Academic Publishers.
- Farhadpour, S., Warner, T. A., & Maxwell, A. E. (2024). Selecting and Interpreting Multiclass Loss and Accuracy Assessment Metrics for Classifications with Class Imbalance: Guidance and Best Practices. *Remote Sensing*, 16(3). <https://doi.org/10.3390/rs16030533>
- Feng, S. Y., Gangal, V., Wei, J., Chandar, S., Vosoughi, S., Mitamura, T., & Hovy, E. (2021). *A Survey of Data Augmentation Approaches for NLP*. <https://github.com/styfeng/DataAug4NLP>.
- Firdaus, A., & Firdaus, W. I. (2021). Text Mining Dan Pola Algoritma Dalam Penyelesaian Masalah Informasi : (Sebuah Ulasan). In *Jurnal JUPITER* (Vol. 13, Number 1).
- Han, J., Pei, J., & Tong, H. (2023). *Data Mining: Concepts and Techniques*. Morgan Kaufmann Publishers.
- Hutto, C. J., & Gilbert, E. (2014). *VADER: A Parsimonious Rule-based Model for Sentiment Analysis of Social Media Text*. <http://sentic.net/>

- Jurafsky, D., & Martin, J. H. (2024). *Speech and Language Processing An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition with Language Models*.
- Liu, B. (2012). *Sentiment Analysis and Opinion Mining*. Morgan & Claypool Publishers.
- Ma, E. (2019). *NLP Augmentation*. Retrieved March 12, 2026, from <https://github.com/makcedward/nlpaug>
- Obi, J. (2023). A comparative study of several classification metrics and their performances on data. *World Journal of Advanced Engineering Technology and Sciences*, 8(1), 308–314. <https://doi.org/10.30574/wjaets.2023.8.1.0054>
- Pang, B., & Lee, L. (2008). Opinion Mining and Sentiment Analysis. *Foundations and Trends in Information Retrieval*, 2, 1–135. <https://doi.org/10.1561/15000000001>
- Rahma, I. A., & Suadaa, L. H. (2023). Penerapan Text Augmentation untuk Mengatasi Data yang Tidak Seimbang pada Klasifikasi Teks Berbahasa Indonesia. *Jurnal Teknologi Informasi Dan Ilmu Komputer*, 10(6), 1329–1340. <https://doi.org/10.25126/jtiik.2023107325>
- Safitri, L. R., Chamidah, N., Saifudin, T., & Alpandi, G. T. (2023). *Comparison of Kernel Support Vector Machine In Stroke Risk Classification (Case Study: IFLS data)*. <https://www.rand.org/well-being/social-and-behavioral->
- Salton, G., & Buckley, C. (1988). TERM-WEIGHTING APPROACHES IN AUTOMATIC TEXT RETRIEVAL. In *Information Processing & Management* (Vol. 24, Number 5).
- Setiawan, R. P., Irawan, B., & Prihartono, W. P. (2025). ANALISIS SENTIMEN ULASAN GROWTOPIA DI GOOGLE PLAY STORE MENGGUNAKAN NAÏVE BAYES CLASSIFIER UNTUK IDENTIFIKASI KEBUTUHAN PENGGUNA. *Jurnal Informatika Dan Teknik Elektro Terapan*, 13(2). <https://doi.org/10.23960/jitet.v13i2.6415>
- Valve Corporation. (n.d.). *Sons Of The Forest on Steam*. Retrieved December 15, 2025, from https://store.steampowered.com/app/1326470/Sons_Of_The_Forest/
- Valve Corporation. (2018). *The Forest on Steam*. Retrieved February 27, 2026, from https://store.steampowered.com/app/242760/The_Forest/
- Valve Corporation. (2024). *Steamworks Development - Steam Annual Summary: 2023 - Steam News*. Retrieved February 18, 2026, from <https://store.steampowered.com/news/group/4145017/view/4031353003322171823>
- Wei, J., & Zou, K. (2019). *EDA: Easy Data Augmentation Techniques for Boosting Performance on Text Classification Tasks*. <http://arxiv.org/abs/1901.11196>

- Yu, Y., Dinh, D. T., Nguyen, B. H., Yu, F., & Huynh, V. N. (2023). Mining Insights From Esports Game Reviews With an Aspect-Based Sentiment Analysis Framework. *IEEE Access*, 11, 61161–61172. <https://doi.org/10.1109/ACCESS.2023.3285864>
- Zhang, W., Li, X., Deng, Y., Bing, L., & Lam, W. (2022). A Survey on Aspect-Based Sentiment Analysis: Tasks, Methods, and Challenges. *IEEE Transactions on Knowledge and Data Engineering*, 35, 11019–11038. <http://arxiv.org/abs/2203.01054>



Intelligentia - Dignitas