

DAFTAR PUSTAKA

- Adi, A. O. K., Gusti, F. P., & Wijaya, F. (2023). Analisis Sentimen Ulasan Pengguna Aplikasi Mobile Legends pada Google Playstore menggunakan Naive Bayes. *SEMINAR NASIONAL TEKNOLOGI DAN SAINS (STAINS)*, 4(1), 213–227. <https://doi.org/10.29407/avw8b190>
- Aralikatte, R., Sridhara, G., Gantayat, N., & Mani, S. (2018). Fault in your stars: An analysis of android app reviews. *ACM International Conference Proceeding Series*, 57–66. <https://doi.org/10.48550/arXiv.1708.04968>
- Ariany, F., Prastowo, A. T., Ahmad, I., & Adrian, Q. J. (2024). Algoritma Naïve Bayes dalam Analisis Komperatif Sentimen Dompot Digital. *JURNAL TEKNOKOMPAK*, 20(1), 364–370. <https://doi.org/10.33365/jtk.v20i1.1454>
- Bird, S., & Loper, E. (1981). NLTK: The Natural Language Toolkit Steven. *Bioelectrochemistry and Bioenergetics*, 8(2), 201–212. <https://doi.org/10.3115/1225403.1225421>
- Fayyad, U., & Uthurusamy, R. (1996). Data Mining and Knowledge Discovery in Databases. *Communications of the ACM*, 39(11), 24–26. <https://doi.org/10.1609/aimag.v17i3.1230>
- Forlizzi, J., & Battarbee, K. (2008). Understanding Experience in Interactive Systems. *Proceedings of the Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques, DIS*, 261–268. <https://doi.org/10.1145/1013115.1013152>
- Fritadila Shafira, & Adam Huda Nugraha. (2025). Sentiment Analysis of Netflix App Reviews on Google Play Store using the Naive Bayes. *JITAR : Journal of Information Technology and Applications Research*, 1(2), 01–17. <https://doi.org/10.63956/jitar.v1i2.31>
- Hasibuan, E., & Heriyanto, E. A. (2022). Analisis Sentimen Pada Ulasan Aplikasi Amazon Shopping Di Google Play Store Menggunakan Naive Bayes Classifier. *Jurnal Teknik Dan Science*, 1(3), 13–24. <https://doi.org/10.56127/jts.v1i3.434>
- Hermawan, T. R. P., & Dzikrillah, A. R. (2024). Penerapan Metode Naïve Bayes untuk Analisis Sentimen pada Ulasan Pengguna Aplikasi ChatGPT di Google Play Store. *Building of Informatics, Technology and Science (BITS)*, 6(1), 430–439. <https://doi.org/10.47065/bits.v6i1.5400>
- Iskoko, A., Tahyudin, I., & Purwadi, P. (2025). Analisis Sentimen Ulasan Pengguna Aplikasi Sinaga Mobile pada Google Play Store Menggunakan Algoritma Naive Bayes. *Jurnal Pendidikan Dan Teknologi Indonesia*, 5(6), 1635–1645. <https://doi.org/10.52436/1.jpti.843>
- Khorasani, M., Abdou, M., & Hernández Fernández, J. (2025). *Streamlit for Web*

- Development: Build and Scale Secure Python-Powered Apps with Streamlit* (2nd ed.). Apress. <https://doi.org/10.1007/979-8-8688-1826-4>
- Laugwitz, B., Held, T., & Schrepp, M. (2008). Construction and evaluation of a *User Experience Questionnaire*. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 5298 LNCS, 63–76. https://doi.org/10.1007/978-3-540-89350-9_6
- Law, E. L.-C., Roto, V., Hassenzahl, M., Vermeeren, A. P. O. S., & Kort, J. (2009). Understanding, Scoping and Defining User eXperience: A Survey Approach. *Biochemical Pharmacology*, 24(22), 2117–2120. [https://doi.org/10.1016/0006-2952\(75\)90115-X](https://doi.org/10.1016/0006-2952(75)90115-X)
- McIlroy, S., Shang, W., Ali, N., & Hassan, A. E. (2017). User reviews of top mobile apps in Apple and Google App Stores. *Communications of the ACM*, 60(11), 62–67. <https://doi.org/10.1145/3141771>
- Nurdy, A. H., Rahim, A., & Arbansyah. (2024). Analisis Sentimen Ulasan Game Stumble Guys Pada Playstore Menggunakan Algoritma Naïve Bayes Sentiment Analysis of Stumble Guys Game Reviews on Playstore Using the Naïve Bayes Algorithm. *Journal of Information and Communication Technology (TEKNIKA)*, 13(November), 388–395. <https://doi.org/10.34148/teknika.v13i3.993>
- Nurian, A., & Sari, B. N. (2023). ANALISIS SENTIMEN ULASAN PENGGUNA APLIKASI GOOGLE PLAY MENGGUNAKAN NAÏVE BAYES. *JITET (Jurnal Informatika Dan Teknik Elektro Terapan)*, 11, 829–835. <https://doi.org/10.23960/jitet.v11i3s1.3348>
- Nuryawan, F. N., & Handoyo, D. P. (2024). *Rasionalitas Mahasiswa Tingkat Akhir Bermain Game Online*. 13(02), 151–160. <https://ejournal.unesa.ac.id/index.php/paradigma/article/view/64698>
- Pardede, J., & Darmawan, D. (2025). Perbandingan Algoritma Stemming Porter , Sastrawi , Idris , Comparison of Stemming Algorithms Porter , Sastrawi , Idris , and Arifin Setiono on Indonesian Text Documents. *Jurnal Teknologi Informasi Dan Ilmu Komputer (JTIK)*, 12(1). <https://doi.org/10.25126/jtik.2025128860>
- Pedregosa, F., Varoquaux, G., Gramfort, A., Michel, V., & Thirion, B. (2020). Scikit-Learn Classifier Tuning from Complex Training Sets. *Hands-on Scikit-Learn for Machine Learning Applications*, 12, 165–188. https://doi.org/10.1007/978-1-4842-5373-1_6
- Putra, F. W., Setiawan, A. B., & Widodo, D. W. (2024). Perbandingan Algoritma Naive Bayes dan Logistic Regression untuk Analisis Sentimen Pilgub Jatim 2024. *Prosiding SEMNAS INOTEK (Seminar Nasional Inovasi Teknologi)*, 9(2), 658–664. <https://doi.org/10.29407/5pr0py87>

- Python Software Foundation. (2026). *The Python Tutorial*. Python Documentation. <https://docs.python.org/3/tutorial/index.html>
- Rahman, R. N., Rahim, A., & Pranoto, W. J. (2025). ANALISIS SENTIMEN ULASAN GAME EFOOTBALL 2024 PADA PLAYSTORE MENGGUNAKAN ALGORITMA NAÏVE BAYES. *JURNAL ILMIAH INFORMATIKA(JIF)*, 13, 38–44. <https://doi.org/10.33884/jif.v13i01.9913>
- Rennie, J. D. M., Shih, L., Teevan, J., & Karger, D. (2003). Tackling the Poor Assumptions of Naive Bayes Text Classifiers. *Proceedings, Twentieth International Conference on Machine Learning*, 2(1973), 616–623. <https://doi.org/10.5555/3041838.3041916>
- Rifaldi, D., Abdul Fadlil, & Herman. (2023). Teknik Preprocessing Pada Text Mining. *Jurnal Pendidikan Teknologi Informasi*, 3(2), 161–171. <https://doi.org/10.51454/decode.v3i2.131>
- Scheifer, G. R., & Samuel, R. (2025). Massively multiplayer online games and social capital: A systematic literature review. *Social Sciences and Humanities Open*, 12(July), 101833. <https://doi.org/10.1016/j.ssaho.2025.101833>
- Schrepp, M., Hinderks, A., & Thomaschewski, J. (2017). Construction of a Benchmark for the *User Experience Questionnaire* (UEQ). *International Journal of Interactive Multimedia and Artificial Intelligence*, 4(4), 40. <https://doi.org/10.9781/ijimai.2017.445>
- Surya Sayogo, D., Irawan, B., & Bahtiar, A. (2024). Analisis Sentimen Ulasan Instagram Di Google Play Store Menggunakan Algoritma Naïve Bayes. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 7(6), 3314–3319. <https://doi.org/10.36040/jati.v7i6.8178>
- Suryanti, R., & Prasetyaningrum, P. (2025). Perbandingan Metode TF-IDF dan Bag of Words dalam Analisis Sentimen Diet KopiAmericano di Media Sosial Twitter Menggunakan Naïve Bayes. *Building of Informatics, Technology and Science (BITS)*, 7(1), 104–115. <https://doi.org/10.47065/bits.v7i1.7244>
- Wijayanti, Y., Suyoto, S., & Hidayat, A. T. (2023). Evaluasi Pengalaman Pengguna Pada Aplikasi Seluler Visiting Jogja Menggunakan Metode *User Experience Questionnaire* (UEQ). *Jurnal Janitra Informatika Dan Sistem Informasi*, 3(1), 10–17. <https://doi.org/10.25008/janitra.v3i1.169>
- Windy Mardiyah, N., Rahaningsih, N., & Ali, I. (2024). Penerapan Data Mining Menggunakan Algoritma K-Nearest Neighbor Pada Prediksi Pemberian Kredit Di Sektor Finansial. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 8(2), 1491–1499. <https://doi.org/10.36040/jati.v8i2.9010>
- Yudianto, J. D. F., & Darmawanti, I. (2025). *Virtual Social Interactions in Massively Multiplayer Online Role-playing Games (MMORPGs) in Teenagers* (Issue Icei 2024). Atlantis Press SARL. https://doi.org/10.2991/978-2-38476-360-3_82