



### **Hak cipta dan penggunaan kembali:**

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

### **Copyright and reuse:**

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

## DAFTAR PUSTAKA

- Asher, E. (2018). Implementasi Dynamic Scripting Pada AI Dota 2.
- Bots - Dota 2 Gamepedia*. (2019). Retrieved from Dota 2 Gamepedia:  
<https://dota2.gamepedia.com/Bots>
- Copeland, B. (2018, 5 3). *artificial intelligence / Definition, Examples, and Application / Britannica.com*. Retrieved from britannica:  
<https://www.britannica.com/technology/artificial-intelligence>
- Drachen, A., Yancey, M., Maguire, J., Chu, D., & Wang, I. Y. (2014). Skill-Based Differences in Spatio-Temporal Team Behaviour in Defence of The Ancients 2 (DotA 2).
- Eggert, C., Herrlich, M., Smeddicnk, J., & Malaka, R. (2015). Classification of Player Roles in the Team-based Multi-player Game Dota 2. *14th International Conference on Entertainment Computing (ICEC)*.
- Entertainment Software Association. (2018). *Essential Facts About the Computer and Video Game Industry - The Entertainment Software Association*. Retrieved from Entertainment Software Association:  
<http://www.theesa.com/about-esa/essential-facts-computer-video-game-industry/>
- Ertel, W., & T. Black, N. (2017). *Introduction to Artificial Intelligence*. Springer.
- Game modes - Dota 2 Gamepedia*. (2019). Retrieved from Dota 2 Gamepedia:  
[https://dota2.gamepedia.com/Game\\_modes#1v1\\_Solo\\_Mid](https://dota2.gamepedia.com/Game_modes#1v1_Solo_Mid)
- Han, S., Pool, J., Tran, J., & J. Dally, W. (2015). Learning both Weights and Connections for Efficient Neural Networks.
- Juggernaut - DOTABUFF - Dota 2 Stats*. (2019). Retrieved from DOTABUFF:  
<https://www.dotabuff.com/heroes/juggernaut>
- Juggernaut - Dota 2 Gamepedia*. (2019). Retrieved from Dota 2 Gamepedia:  
<https://dota2.gamepedia.com/Juggernaut>
- King, D., & Bennett, C. (2016). An Investigation of Two Real Time Machine Learning Techniques that Could Enhance the Adaptability of Game AI.

- Mana - Dota 2 Gamepedia.* (2019). Retrieved from Dota 2 gamepedia:  
<https://dota2.gamepedia.com/Mana>
- Map - Dota 2 Gamepedia.* (2019). Retrieved from Gamepedia:  
<https://dota2.gamepedia.com/Map>
- Matchmaking Rating - Dota 2 Gamepedia.* (2019). Retrieved from Dota 2 Gamepedia: [https://dota2.gamepedia.com/Matchmaking\\_Rating](https://dota2.gamepedia.com/Matchmaking_Rating)
- OpenAI. (2018, June 18). *OpenAI Five*. Retrieved from OpenAI:  
<https://openai.com/blog/openai-five/>
- OpenAI. (2019). *About OpenAI*. Retrieved from OpenAI:  
<https://openai.com/about/>
- Runes - Dota 2 Gamepedia.* (2019). Retrieved from Dota 2 Gamepedia:  
<https://dota2.gamepedia.com/Runes>
- Russel, S., & Norvig, P. (2016). *Artificial Intelligence. A Modern Approach*.
- Spronck, P., Ponsen, M., Sprinkhuizen-Kuyper, I., & Postma, E. (2006). Adaptive game AI with dynamic scripting.
- Sven - Dota 2 Gamepedia.* (2019). Retrieved from Dota 2 Gamepedia:  
<https://dota2.gamepedia.com/Sven>
- Sven - DOTABUFF - Dota 2 Stats.* (2019). Retrieved from Dotabuff:  
<https://www.dotabuff.com/heroes/sven>
- Terrorblade - Dota 2 Gamepedia.* (2019). Retrieved from Dota 2 Gamepedia:  
<https://dota2.gamepedia.com/Terrorblade>
- Terrorblade - DOTABUFF - Dota 2 Stats.* (2019). Retrieved from Dotabuff:  
<https://www.dotabuff.com/heroes/terrorblade>
- The Chongqing Major: Statistics - Liquipedia Dota 2.* (2019). Retrieved from Liquipedia Dota 2:  
[https://liquipedia.net/dota2/Chongqing\\_Major/2019/Statistics](https://liquipedia.net/dota2/Chongqing_Major/2019/Statistics)
- Valve Corporation. (2019). *Heroes*. Retrieved from Dota 2:  
<http://www.dota2.com/heroes/>