

## DAFTAR PUSTAKA

- [1] R. Ramadan and Y. Widyani, “Game development life cycle guidelines,” in *2013 International Conference on Advanced Computer Science and Information Systems (ICACIS)*. IEEE, 2013, pp. 95–100.
- [2] J. Clement, “Video game market revenue worldwide from 2018 to 2028,” 12 2023. [Online]. Available: <https://www.statista.com/statistics/1344668/revenue-video-game-worldwide/>
- [3] ——, “Leading devices used to play games worldwide 2022,” 1 2023. [Online]. Available: <https://www.statista.com/statistics/533047/leading-devices-play-games/>
- [4] G. Sergey, “All the data and stats about steam games,” 2016. [Online]. Available: <http://steamspy.com/>
- [5] A. Chernev, U. Böckenholt, and J. Goodman, “Choice overload: A conceptual review and meta-analysis,” *Journal of Consumer Psychology*, vol. 25, no. 2, pp. 333–358, 2015.
- [6] D. Wang, M. Moh, and T.-S. Moh, “Using deep learning and steam user data for better video game recommendations: Proceedings of the 2020 acm southeast conference,” Apr 2020. [Online]. Available: <https://dl.acm.org/doi/abs/10.1145/3374135.3385283>
- [7] G. Cheque, I. P. U. CatólicaSantiago, J. Guzmán, D. Parra, I. . P. U. CatólicaSantiago, G. Tech, M. Research, and O. M. A. Metrics, “Recommender systems for online video game platforms: The case of steam: Companion proceedings of the 2019 world wide web conference,” May 2019. [Online]. Available: <https://dl.acm.org/doi/abs/10.1145/3308560.3316457>
- [8] S. Bayram, “Game recommendation system for steam platform,” Jan 1970. [Online]. Available: <https://openaccess.mef.edu.tr/xmlui/handle/20.500.11779/1721>
- [9] S. Reddy, S. Nalluri, S. Kunisetty, S. Ashok, and B. Venkatesh, “Content-based movie recommendation system using genre correlation,” Jan 1970. [Online]. Available: [https://link.springer.com/chapter/10.1007/978-981-13-1927-3\\_42](https://link.springer.com/chapter/10.1007/978-981-13-1927-3_42)
- [10] T. Badriyah, S. Azvy, W. Yuwono, and I. Syarif, “Recommendation system for property search using content based filtering method — ieee conference publication — ieee xplore,” Mar 2018. [Online]. Available: <https://ieeexplore.ieee.org/document/8350801>
- [11] R. Glauber and A. Loula, “Collaborative filtering vs. content-based filtering: Differences and similarities,” Dec 2019. [Online]. Available: <https://arxiv.org/abs/1912.08932>

- [12] A. Tashildar, N. Shah, R. Gala, T. Giri, and P. Chavhan, “Application development using flutter,” *International Research Journal of Modernization in Engineering Technology and Science*, vol. 2, no. 8, pp. 1262–1266, 2020.
- [13] W. Wu, “React native vs flutter, cross-platforms mobile application frameworks,” 2018.
- [14] A. Hassan, “Java and dart programming languages: Conceptual comparison,” *Indonesian Journal of Electrical Engineering and Computer Science*, vol. 17, no. 2, pp. 845–849, 2020.
- [15] G. I. Arb and K. Al-Majdi, “A freights status management system based on dart and flutter programming language,” in *Journal of Physics: Conference Series*, vol. 1530, no. 1. IOP Publishing, 2020, p. 012020.
- [16] M. Al-Shamri, B. Amiri, A. Biswas, W. Carrer-Neto, F. Colace, S. Choi, M. Everett, L. Freeman, O. Kwon, Y. Li, and et al., “Content-based filtering for recommendation systems using multiattribute networks,” Aug 2017. [Online]. Available: <https://www.sciencedirect.com/science/article/abs/pii/S0957417417305468>
- [17] R. v. Meteren and M. v. Someren, “Using content-based filtering for ... - ics-forth.” [Online]. Available: [http://users.ics.forth.gr/~potamias/mlnia/paper\\_6.pdf](http://users.ics.forth.gr/~potamias/mlnia/paper_6.pdf)
- [18] A. R. Lahitani, A. E. Permanasari, and N. A. Setiawan, “Cosine similarity to determine similarity measure: Study case in online essay assessment — ieee conference publication — ieee xplore,” Sep 2016. [Online]. Available: <https://ieeexplore.ieee.org/abstract/document/7577578/>
- [19] D. Gunawan, C. A. Sembiring, and M. A. Budiman, “The implementation of cosine similarity to calculate text relevance between two documents,” Mar 2018. [Online]. Available: <https://iopscience.iop.org/article/10.1088/1742-6596/978/1/012120/meta>
- [20] M. Chuttur, “Overview of the technology acceptance model: Origins, developments and future directions,” Jun 2013. [Online]. Available: [https://aisel.aisnet.org/sprouts\\_all/290/?utm](https://aisel.aisnet.org/sprouts_all/290/?utm)
- [21] M. Masrom, May 2007. [Online]. Available: [https://www.researchgate.net/publication/228851659\\_Technology\\_acceptance\\_model\\_and\\_E-learning](https://www.researchgate.net/publication/228851659_Technology_acceptance_model_and_E-learning)
- [22] Sugiyono, *Metode penelitian pendidikan: pendekatan kuantitatif, kualitatif, dan RD*, revised edition ed. Bandung: Alfabeta, 2016.