

**Klasifikasi Smurf Pada Game Defense Of The Ancient 2 (DOTA 2) Dengan
Bot Discord Menggunakan Metode KNN**
*(Classification of Smurfs in Game Defense Of The Ancient 2 (DOTA 2) with Bot
Discord using the KNN Methon)*

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ABSTRACT

The rapid growth of online gaming has introduced various challenges, including the presence of Smurf accounts. Smurf accounts are created by experienced players to compete against novice players, disrupting the fairness and enjoyment of the game. This research aims to develop a Discord bot that can classify Smurf players in Defense of the Ancient 2 (DOTA 2) using the K-Nearest Neighbors (KNN) method.

Key Word : Bot, Discord, DOTA 2, Smurf, KNN