

## DAFTAR PUSTAKA

- Aggarwal, C. C. (2016). *Recommender Systems*. Springer International Publishing.  
<https://doi.org/10.1007/978-3-319-29659-3>
- Alfajri, I. F., & Ibrahim, J. (2022). NEWS REPRESENTATION MENGGUNAKAN MATRIX METHOD. *SINTESIA: Jurnal Sistem dan Teknologi Informasi Indonesia*, 3, 28.
- Arif, Y. M., Harini, S., Nugroho, S. M. S., & Hariadi, M. (2021). An Automatic Scenario Control in Serious Game to Visualize Tourism Destinations Recommendation. *IEEE Access*, 9, 89941–89957.  
<https://doi.org/10.1109/ACCESS.2021.3091425>
- Azhari, R. Y. (2022). Web Service Framework: Flask dan fastAPI. *Technology and Informatics Insight Journal*, 1(1), Article 1.  
<https://doi.org/10.32639/tiij.v1i1.54>
- Gandhi, A., Patwal, A., Kumar, S., Kumar, S., & Saxena, S. (2022). *E-book recommendation system using content-based filtering*.  
<https://doi.org/10.5281/zenodo.6585028>
- Gazdar, A., & Hidri, L. (2020). A new similarity measure for collaborative filtering based recommender systems. *Knowledge-Based Systems*, 188, 105058.  
<https://doi.org/10.1016/j.knosys.2019.105058>
- Gooderick, R. (2021, Agustus 16). *Sony acquires Anime streaming service Crunchyroll for \$1.175bn*. <https://ampereanalysis.com/sony-acquires-anime-streaming-service-crunchyroll-for-1175bn>

- Ichsan, M. F. (2022). *Pengaruh Anime Terhadap Kemampuan Bahasa Jepang Pada Siswa SMA Pamor Cikampek Menggunakan Strategi Causal Comparative Research* (Jakarta). FS Unsada. [//www.perpustakaan.unsada.ac.id%2Findex.php%3Fp%3Dshow\\_detail%26id%3D22313](http://www.perpustakaan.unsada.ac.id%2Findex.php%3Fp%3Dshow_detail%26id%3D22313)
- Larasati, F. B. A., & Februariyanti, H. (2021). SISTEM REKOMENDASI PRODUCT EMINA COSMETICS DENGAN MENGGUNAKAN METODE CONTENT - BASED FILTERING. *Jurnal Manajemen Informatika Dan Sistem Informasi*, 4(1), Article 1. <https://doi.org/10.36595/misi.v4i1.250>
- Nisa', M. (2023). *Sistem rekomenasi destinasi wisata berbasis website menggunakan metode multi-label k-nearest neighbor (ml-knn)* [Undergraduate, Universitas Islam Negeri Maulana Malik Ibrahim]. <http://etheses.uin-malang.ac.id/60019/>
- Pawestri, S., & Suyanto, Y. (2024). Analisis Perbandingan Metode Similarity untuk Kemiripan Dokumen Bahasa Indonesia pada Deteksi Kemiripan Teks Bahasa Indonesia. *JURNAL MEDIA INFORMATIKA BUDIDARMA*, 8(3), 1440. <https://doi.org/10.30865/mib.v8i3.7648>
- Rahmadhani, S., Hakim, L., & Wibowo, G. H. (2024). Sistem Rekomendasi Penelusuran Buku Berbasis Content-Based Filtering dengan Pembobotan TF-RF. *Jurnal Informatika Polinema*, 10(4), Article 4. <https://doi.org/10.33795/jip.v10i4.5565>

Ricci, F., Rokach, L., Shapira, B., & Kantor, P. B. (Ed.). (2011). *Recommender Systems Handbook*. Springer US. <https://doi.org/10.1007/978-0-387-85820-3>

Santiyasa, D. A. P. D. P., I. Wayan. (2022, November 25). *Penerapan Metode Content-Based Filtering dalam Sistem Rekomendasi Video Game*. Jurnal Harian Regional. <https://jurnal.harianregional.com/jnatia/id-92555>