

DAFTAR PUSTAKA

- Darmi, Yulia Darmi, and Agus Setiawan. 2017. "Penerapan Metode Clustering K-Means Dalam Pengelompokan Penjualan Produk." *Jurnal Media Infotama* 12(2): 148–57.
- Ediyanto, Novitasari Mara, and Neva Satyahadewi Intisari. 2013. "Pengklasifikasian Karakteristik Dengan Metode K-Means Cluster Analysis." *Buletin Ilmiah Mat. Stat. dan Terapannya (Bimaster)* 02(2): 133–36.
- Farnham, Shelly D., Bruce Christopher Phillips, Scott Lee Tiernan, Keith Steury, William B. Fulton, Jens R. 2009. Method For Online Game Matchmaking Using Play Style Information. Patent No.: US 7.614.955 B2.
- Handoyo, Rendy, R Rumani, and Surya Michrandi Nasution. 2014. "Perbandingan Metode Clustering Menggunakan Metode Single Linkage Dan K-Means Pada Pengelompokan Dokumen." *JSM STMIK Mikroskil* 15(2): 73–82.
- Informatika, Jurnal, Windha Mega, and Pradnya Duhita. 2015. "CLUSTERING MENGGUNAKAN METODE K-MEANS UNTUK." 15(2).
- J. Decelle, G. Hall, and L. O'Donnell, "The Importance of Matchmaking in League of Legends and its Effects on Users," Interactive Qualifying Project IQP- MLC-LL14, May 2015, (Advisor Mark Claypool).
- Maulana, Muhammad Azhan, and Adli Abdillah Nababan. 2021. "Model Simulasi Antrian Matchmaking Dalam Permainan Massive Online Battle Arena Menggunakan Algoritma K-Nearest Neighbor." 3(3): 314–26.
- Metode, Perbandingan, and Pada Pengenalan. 2014. "Perbandingan Metode." 2(2): 12–25.
- Mustofa, Mustofa. 2019. "Penerapan Algoritma K-Means Clustering Pada Karakter Permainan Multiplayer Online Battle Arena." *Jurnal Informatika* 6(2): 246–54.
- M. Vron, O. Marin, and S. Monne, "Matchmaking in Multi-player Online Games: Studying User Traces to Improve the User Experience," in Proceedings of NOSSDAV, Singapore, Mar. 2014.
- Sani, Asrul, Program Studi, and Teknik Informatika. "PENERAPAN METODE K- MEANS CLUSTERING PADA."

Sibuea, Mustika Larasati, and Andy Safta. 2017. "Pemetaan Siswa Berprestasi Menggunakan Metode K-Means Clustering." *Jurteksi* 4(1): 85-92.