

DAFTAR PUSTAKA

- Amer, S., Yamin, D., Hamzah, N. A., Nawir, M. N. M., Mamat, M. N., & Nawir, M. N. M. (2025). Prevalence of Musculoskeletal Disorders and their Associated Risk Factors among Computer Users. *The Indonesian Journal of Occupational Safety and Health*, 14(1). <https://doi.org/10.20473/ijosh.v14i1.2025.56-66>
- Brown, J. A., de Araujo, L. J. P., & Grichshenko, A. (2021). *Snakes AI Competition 2020 and 2021 Report*. <https://doi.org/10.48550/arXiv.2108.05136>
- Budiman, S. N., Lestanti, S., Evvandri, S. M., & Putri, R. K. (2022). Pengenalan Gestur Gerakan Jari Untuk Mengontrol Volume Komputer Menggunakan Library OpenCV dan MediaPipe. *ANTIVIRUS: Jurnal Ilmiah Teknik Informatika*, 16(2). <https://doi.org/10.35457/antivirus.v16i2.2508>
- Budiman, S. N., Lestanti, S., Rahmat, M. F., & Nafis, M. (2023). Development of Computer Vision-Based Sciences Educational Games for Elementary Schools. *Journal of Informatics, Information System, Software Engineering, and Applications (INISTA)*, 6(1). <https://doi.org/10.20895/inista.v6i1.1325>
- Chen, J., Zhao, S., Meng, H., Cheng, X., & Tan, W. (2022). An Interactive Game for Rehabilitation Based on Real-Time Hand Gesture Recognition. *Frontiers in Physiology*, 13. <https://doi.org/10.3389/fphys.2022.1028907>
- Hendra, Y., Sakinah, P., Maulana, F., & Manurung, K. H. (2024). Integrasi Model Pembelajaran Mesin Dalam Game Menggunakan Gerakan Tangan. *INFORMATIKA: Jurnal Fakultas Sains Dan Teknologi*, 12(3). <https://doi.org/10.36987/informatika.v12i3.6826>
- Husna, N., & Thamrin. (2025). Implementasi Hand Gesture Recognition Sebagai Pengembangan Aplikasi Kendali Robot KRTMI. *Journal of Innovative and Creativity*, 5(3). <https://doi.org/10.31004/joecy.v5i3.4667>
- Ibrohim, A., & Fatah, Z. (2024). Perancangan Sistem Informasi Pengelolaan Arsip Berbasis Web Pada Dinas Kependudukan dan Pencatatan Kabupaten Banyuwangi. *Gudang Jurnal Multidisiplin Ilmu*, 2(10). <https://doi.org/10.59435/gjmi.v2i11.1035>

- Ken, J., Darmanto, T., & Hendro. (2025). Rancang Bangun Sistem Virtual Mouse Dengan Hand Gesture Recognition Menggunakan Convolutional Neural Network. *Jurnal Informasi Teknologi Dan Sistem (INTEKSIS)*, 12(1). <https://doi.org/10.66003/inteksis.v12i1.10538>
- Mehanna, N., & Rudametkin, W. (2023). *Caught in the Game: On the History and Evolution of Web Browser Gaming*. Association for Computing Machinery, Inc. <https://doi.org/10.48550/arXiv.2304.14791>
- Musyafa, M. Z., Vendyansyah, N., & Wahyuni, F. S. (2025). Implementasi Hand Gesture Recognition Menggunakan Metode Convolutional Neural Network Pada Game. *Jurnal Mahasiswa Teknik Informatika (JATI)*, 9(6). <https://doi.org/10.36040/jati.v9i6.15537>
- Nawaz, S. A., Li, J., Bhatti, U. A., Shoukat, M. U., & Ahmad, R. M. (2022). AI-Based Object Detection Latest Trends in Remote Sensing, Multimedia, and Agriculture Applications. *Frontiers in Plant Science*, 13. <https://doi.org/10.3389/fpls.2022.1041514>
- Nurvalentini, D., Umam, K., Hakim, L., Febrita, R. E., & Prasetyo, J. A. (2024). Pengujian Aplikasi Homestay Kosasih: Analisis Fungsionalitas Dan Penerimaan Pengguna Menggunakan Metode Black Box Dan UAT. *JIKOM: Jurnal Informatika Dan Komputer*, 14(2). <https://doi.org/10.55794/jikom.v14i2.160>
- Oudah, M., Al-Naji, A., & Chahl, J. (2020). Hand Gesture Recognition Based on Computer Vision: A Review of Techniques. *Journal of Imaging*, 6(8). <https://doi.org/10.3390/jimaging6080073>
- Pan, Y., Ma, Q., Song, Y., Gu, B., Tang, Z., & Dong, J. (2023). *Playing the Snake Game with Reinforcement Learning*. <https://doi.org/10.61603/ceas.v1i1.13>
- Pradhana, A. A. S., & Kotama, I. N. D. (2025). Hand Gesture Recognition for Game Control Using Camera-Based Sensors. *International Journal of Application Computer Science and Informatic Engineering (ACSIE)*, 7(2). <https://doi.org/10.33173/acsie.v7i2.291>
- Prasetyo, E., Nugroho, K., & Hadiono, K. (2023). Analisis Pengujian User Experience Website STMIK AKI Menggunakan SUPR-Q Dalam Perspektif

- Human-Computer Interaction. *Journal Social, Science, and Education (SOSCIED)*, 6(1). <https://doi.org/10.32531/jsoscied.v6i1.645>
- Raj, Y., & Sharma, R. (2022). Snake Game Using Hand Recognition System. *International Journal for Research in Applied Science and Engineering Technology (IJRASET)*, 10(5). <https://doi.org/10.22214/ijraset.2022.42523>
- Rudi, F. Y., Syahputra, G., & Safriadi. (2025). *Implementasi Moving Average dalam Pergerakan Objek 3 Dimensi Berdasarkan Gerakan Tangan Menggunakan Mediapipe. 2.*
- Sasmoko, D. (2025). *Computer Vision Modern: Model, Arsitektur, dan Aplikasi.* Yayasan Prima Agus Teknik.
- Wang, S., & He, X. (2022). The Development and Application of Computer Vision Technology in The Era of Artificial Intelligence. *Journal of Artificial Intelligence Practice*, 5(3). <https://doi.org/10.23977/jaip.2022.050301>
- Zen, M., Irwan, Hafni, & Ananda, M. D. P. (2024). Implementasi dan Pengujian Menggunakan Metode Black Box Testing Pada Sistem Informasi Tracer Study. *Bulletin of Computer Science Research*, 4(4). <https://doi.org/10.47065/bulletincsr.v4i4.359>