

Daftar Pustaka

Ruck, T., Yoshitaka, K. & Kuan-Ta, C. (2008). *Detection of MMORPG Bots Based on Behavior Analysis*. Retrieved April 19, 2013, from: <http://ice.ci.ritsumei.ac.jp/~ruck/PAP/ace08.pdf>

Bhuman, S. & Philip, H. (2008). *Bots Trained to Play Like a Human are More Fun*. Retrieved May 8, 2013, from: <http://ro.ecu.edu.au/cgi/viewcontent.cgi?article=1732&context=ecuworks>

Christine, B., Jiaming, Y., Gavan A., Adam, R. & Michael, K. (2012) Believability through psychosocial behaviour: Creating bots that are more engaging and entertaining. In Hingston, P.(ed), *Believable Bots Can Computers Play Like People?* (Vol. 2, pp. 29-68). Retrieved May 1, 2013, from: http://www.springer.com/cda/content/document/cda_downloadaddocument/9783642323225-c2.pdf?SGWID=0-0-45-1356758-p174582167.

Wijarnako, S.P. & Suhadi, L. (2010), Implementasi Automated Path dan Route Finding Untuk Unit Behavior Pada Real-time Strategy Game Dengan Menggunakan Fuzzy Logic. Retrieved May 8, 2013, from: <http://digilib.its.ac.id/public/ITS-Undergraduate-10275-Paper.pdf>

Yunifa M.A. Mochamad, H. Supeno, M.S.N. (2010). Integrasi *Hierarchy Finite State Machine* dan Logika Fuzzy untuk Desain Strategi NPC Game. Retrieved May 8, 2013, from: <http://ejournal.uin-malang.ac.id/index.php/saintek/article/view/1572>

Tunil. (2011). *Artificial Inteligence Dalam Game*. Retrieved May 8, 2013, from: <http://situnil.wordpress.com/2011/04/04/artificial-intelligence-dalam-game>

Miftah, A. (2012). *Artificial Apa itu Bot (Robot)*. Retrieved May 8, 2013, from: <http://www.tanyapedia.com/apa-itu-bot-robot>

Jason, R. (2013). *Artificial Inteligence* Retrieved May 8, 2013, from: http://vgstrategies.about.com/od/strategyglossary/g/ai_bots.htm

Philip, H. (2009). *A Turring Test for Computer Game Bots*. Retrieved May 8, 2013, from: <http://www.cs.ucf.edu/~gitars/cap6671-2010/Presentations/turing.pdf>

Zuhrina, A. (2011). *Actionscript 3.0: Finite-State Machine*. Retrieved May 8, 2013, from: <http://pzuh.blogspot.com/2011/09/actionscript-30-finite-state-machine.html>

Andika, P. (2008). Analisis dan Desain Model Pembelajaran Adaptif Berbasis Web Untuk Mata Kuliah *Computer Vision* Dengan Menggunakan Pendekatan Logika Samar (Thesis, Universitas Bina Nusantara, Indonesia,2008).

Elusive. (2011). *Quake III Arena Bot Editing Guide*. Retrieved May 8, 2013, from: <http://bit7.org/quake/mirrors/documentation/quake3/botediting/fuzzy.aspx>

Eri. (2011). Metode Pengembangan Software. Retrieved May 8, 2013, from: <http://erisza.blog.ugm.ac.id/2011/03>

Vincent, G., Haiji, W., P Paul, F.M.K. & Monique, H.W.F.D (2004). *Reliability and validity of Functional Capacity Evaluation methods: a systematic review with reference to Blankenship system, Ergos work simulator, Ergo-Kit and Isernhagen work system*. Retrieved June 28, 2013, from: http://www.workhab.com/images/extra/file/criticalreview_fce.pdf