DAFTAR PUSTAKA

[1] Y. Wu, A. Yi, C. Ma, and L. Chen, "Artificial intelligence for video game visualization, advancements, benefits and challenges," *Math. Biosci. Eng.*, vol. 20, no. 8, pp. 15345–15373, 2023, doi: 10.3934/mbe.2023686.

[2] D. Jagdale, "Finite State Machine in Game Development," *Int. J. Adv. Res. Sci. Commun. Technol.*, no. October, pp. 384–390, 2021, doi: 10.48175/ijarsct-2062.

[3] D. M. Augeri, "On the biogeographic ecology of the Malayan sun bear," 2005.

[4] E. Reginald Caesaro San and E. Handriyantini, "Penerapan Metode Pathfinding Pada Pengembangan Game 'The Book of Aksara' Pada Perangkat Bergerak," *Pros. Semin. Nas. Sist. Inf. dan Teknol. ke 6*, vol. 1, no. 1, pp. 81–85, 2022.

[5] Y. A. P. Daniel Ari Setiawan, Suryo Adi Wibowo, "Penerapan Metode Finite State Machine Dan Fuzzy Pada Game 'Black Warrior,'" *JATI (Jurnal Mhs. Tek. Inform.*, vol. 5, no. 2, pp. 708–719, 2021, doi: 10.36040/jati.v5i2.3730.

[6] I. Satrio, F. Santi Wahyuni, and D. Rudhistiar, "Penerapan a* Pathfinding Dan Fsm (Finite State Machine) Pada Game 'Lost Civilization' Berbasis Android," *JATI (Jurnal Mhs. Tek. Inform.*, vol. 6, no. 2, pp. 1192–1199, 2023, doi: 10.36040/jati.v6i2.5402.

[7] F. P. Putra and V. Vidya, "Metode Navigation Mesh dan Fuzzy State Machine untuk Pencarian Jalur Non Player Character pada 3D Artificial Intelligence Game," *Repos. Univ. Semarang*, 2017.

[8] I. U. Chonnia and L. Izzah, "The Use of Squid Game Simulation for Challenging Students' Vocabulary Mastery," *J. Lang. Lang. Teach.*, vol. 10, no. 4, p. 508, 2022, doi: 10.33394/jollt.v10i4.6000.

[9] I. Hakiki, "Penerapan Metode Fuzzy Pada Game 3d 'Simple Way,'" *J. Mhs. Tek. Inform.*, vol. 2, no. 2, pp. 135–141, 2018, [Online]. Available: https://ejournal.itn.ac.id/index.php/jati/article/view/2089%0Ahttps://ejournal.itn.ac.id/index.php/jati/article/download/2089/1824

[10] S. H. Amrullah, D. Dirhamzah, A. Rustam, and H. Hasyimuddin, "Tinjauan Umum Perilaku Hewan Di Indonesia Dan Integrasi Keilmuannya," *Teknosains Media Inf. Sains Dan Teknol.*, vol. 15, no. 1, p. 1, 2021, doi: 10.24252/teknosains.v15i1.15379.

[11] S. F. Elisa Ayu Lestari, Mega Silvianti , Nora Fitria, Abdul Razak, "FAKTOR -FAKTOR PENENTU PERILAKU HEWAN," *J. Bioedutech J. Biol. dan PendidikanBiologi*, vol. 3, no. 1, pp. 19–35, 2024.

[12] C. W. Asrizal Paiman, Maria Anjelina Tumanggor, "AKTIVITAS HARIAN DAN PENGELOLAAN BERUANG MADU (Helarctos malayanus) DI TEMPAT PENYELAMATAN SATWA BALAI KONSERVASI SUMBER DAYA ALAM JAMBI," 2022, [Online]. Available: https://repository.unja.ac.id/31163/

[13] K. Hidayah and F. Wijayanti, "KELIMPAHAN BERUANG MADU (Helarctos malayanus Raffles, 1821) DI TAMAN NASIONAL KERINCI SEBLAT, SUMATERA," *Al-Kauniyah J. Biol.*, vol. 12, no. 2, pp. 142–149, 2019, doi: 10.15408/kauniyah.v12i2.9341.

[14] E. Siswanto, A. F. Suni, and P. Korespondensi, "Aksi Penyerangan Non-Player Character (Npc) Menggunakan Metode Naïve Bayes Pada Shooter Game Attacking Behaviour of Non-Player Character (Npc) Using Naïve Bayes Method in Shooter Game," *J. Teknol. Inf. dan Ilmu Komput.*, vol. 8, no. 6, 2019, doi: 10.25126/jtiik.202183804.

[15] D. Muhamad Novianto, P. Harsadi, and W. Laksito YS, "Implementasi Logika Fuzzy Pada Game Rpg Perang Baratayuda," *J. TIKomSiN*, vol. 11, no. 2, 2023, [Online]. Available: https://doi.org/10.30646/tikomsin.v11i2.788

[16] L. A. Zadeh, "Fuzzy Sets," *Procedia Comput. Sci.*, vol. 8, pp. 338–353, 1965, doi: 10.1016/j.procs.2022.09.516.

[17] A. Burhanuddin, "Analisis Komparatif Inferensi Fuzzy Tsukamoto, Mamdani dan Sugeno Terhadap Produktivitas Padi di Indonesia," *LEDGER J. Inform. Inf. Technol.*, vol. 2, no. 1, pp. 48–57, 2023.

[18] A. Muhamad Rumakey, J. Dedi Irawan, and A. Wahid, "Pembuatan Game 2D 'Escape Plan' Dengan Metode Finite State Machine," *JATI (Jurnal Mhs. Tek. Inform.*, vol. 4, no. 2, pp. 65–72, 2020, doi: 10.36040/jati.v4i2.2712.

[19] M. A. A.-G. Habiburrahman, M. A. Akbar, and T. Afirianto, "Pengembangan Kecerdasan Buatan Objek NPC pada Micro-Games: Karting menggunakan Finite State Machine Unity," *J. Pengemb. Teknol. Inf. dan Ilmu Komput.*, vol. 5, no. 11, pp. 5135–5144, 2021, [Online]. Available: https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/10190

[20] N. L. C. Moch Fachri, Ali Khumaidi, Nur Hikmah, "Performance Analysis Of Navigation Ai On Commercial Game Engine: Autodesk Stingray And Unity3D," *J. Mantik*, vol. 4, no. 1, pp. 61–68, 2020, [Online]. Available: http://iocscience.org/ejournal/index.php/mantik/article/view/882/595

[21] M. D. Martha and Amrizal, "Rancang Bangun Aplikasi Control Glue dengan C# pada PT Sat Nusa Persada Tbk," *Junal Comasie*, vol. 07, no. 04, pp. 21–29, 2022.

[22] M. Saefudin and S. Sudjiran, “Penerapan Perangkat Lunak Unity Dalam Pengembangan Aplikasi Game Dua Dimensi Berbasis Android,” *J. Ilm. SIKOMTEK*, vol. 13, no. 1, pp. 9–16, 2023, [Online]. Available: https://sikomtek.jakstik.ac.id/index.php/jurnalsikomtek/article/view/28

[23] P. R. Pangestu, A. Voutama, S. Informasi, and U. S. Karawang, “PEMANFAATAN UML (UNIFIED MODELLING LANGUAGE) PADA SISTEM,” vol. 8, no. 6, pp. 11846–11851, 2024.

[24] H. Lumentut, S. Rumagit, and G. K. Tuuk, “PERANCANGAN APLIKASI GAME EDUKASI PENGENALAN BUAH SISWA BERBASIS ANDROID UNTUK SEKOLAH DASAR,” vol. 5, no. 1, pp. 11–19, 2025.

[25] M. Husni, A dan Randi, “Jurnal Inovasi Global,” *J. Inov. Glob.*, vol. 2, no. 3, pp. 543–551, 2024.

[26] A. Sanjaya, J. Wahyudi, and Y. Arliando, “Penerapan Logika Fuzzy Sugeno untuk Menentukan Reward pada Game Edukasi Platformer Berbasis Android,” *MEANS (Media Inf. Anal. dan Sist.*, vol. 6, no. 2, pp. 174–179, 2021, doi: 10.54367/means.v6i2.1529.

[27] A. D. Mohammad Redza Tri Putra Sutisna, Purba Daru Kusuma, “Penerapan Perilaku Non-Player Character Hewan Ternak Pada Game ‘Happy Farm’ Menggunakan Metode Finite State Machine,” *e-Proceeding Eng.*, vol. 10, no. 1, p. 586, 2023.

[28] S. S. Vickery and G. J. Mason, “Behavioral Persistence in Captive Bears: Implications for Reintroduction,” *Ursus*, vol. 14, no. 1, pp. 35–43, Feb. 2003, [Online]. Available: http://www.jstor.org/stable/3872955

[29] Y. Suryani, N. Aulia Fitri, E. Tatiana, and O. Taupiqurrohman, “Kajian Perilaku Beruang Madu (Helarctos Malayanus) di Kandang Transit Balai Konservasi Sumber Daya Alam Kalimantan Tengah,” *Gunung Djati Conf. Ser.*, vol. 6, p. 2021, 2021, [Online]. Available: https://conference.uinsgd.ac.id/index.php/

[30] P. Paddery and B. Afriansyah, “Pengaruh Akuntabilitas Dan Kompetensi Sdm Terhadap Kualitas Laporan Keuangan Pada Organisasi Pengelola Zakat Di Kabupaten Rejang Lebong,” *J. Ilm. Raflesia Akunt.*, vol. 8, no. 2, pp. 52–58, 2022, doi: 10.53494/jira.v8i2.159.