

DAFTAR PUSTAKA

- Freddy, M., & Surya, M. (2022, December 21). Determining Computer Opponent's Actions in Strategy Game Using K-Nearest Neighbour Algorithm. Retrieved October 16, 2023, from ResearchGate website: https://www.researchgate.net/publication/366688462_Determining_Computer_Opponent's_Actions_in_Strategy_Game_Using_K-Nearest_Neighbour_Algorithm
- Hussain, A., Shakeel, H., Hussain, F., & Turab Latif Ghouri. (2020, October 31). Unity Game Development Engine: A Technical Survey. Retrieved October 16, 2023, from ResearchGate website: https://www.researchgate.net/publication/348917348_Unity_Game_Development_Engine_A_Technical_Survey
- Mathew, A., P. Amudha, & S. Sivakumari. (2020). Deep Learning Techniques: An Overview. *Advances in Intelligent Systems and Computing*, 599–608. https://doi.org/10.1007/978-981-15-3383-9_54
- Gyan Prakash Tripathi. (2023, May 19). How To Use ChatGPT API In Python? Retrieved October 17, 2023, from Analytics Vidhya website: <https://www.analyticsvidhya.com/blog/2023/05/how-to-use-chatgpt-api-in-python/>
- Wikipedia Contributors. (2023, October 13). Unity (game engine). Retrieved October 17, 2023, from Wikipedia website: [https://en.wikipedia.org/wiki/Unity_\(game_engine\)](https://en.wikipedia.org/wiki/Unity_(game_engine))
- Baker, B., Kanitscheider, I., Markov, T., Wu, Y., Powell, G., McGrew, B., & Mordatch, I. (2019). Emergent Tool Use From Multi-Agent Autocurricula. Retrieved October 17, 2023, from arXiv.org website: <https://arxiv.org/abs/1909.07528>
- DALL·E 3. (2023). Retrieved October 17, 2023, from Openai.com website: <https://openai.com/dall-e-3>
- Sean Michael Kerner. (2023). Dall-E. Retrieved October 17, 2023, from Enterprise AI website: <https://www.techtarget.com/searchenterpriseai/definition/Dall-E>
- Radford, A., Kim, J., Xu, T., Brockman, G., Mcleavy, C., & Sutskever, I. (n.d.). *Robust Speech Recognition via Large-Scale Weak Supervision*. Retrieved from <https://cdn.openai.com/papers/whisper.pdf>
- Nichol, A., Jun, H., Dhariwal, P., Mishkin, P., & Chen, M. (2022). Point-E: A System for Generating 3D Point Clouds from Complex Prompts. Retrieved October 17, 2023, from arXiv.org website: <https://arxiv.org/abs/2212.08751>
- Lin, S., Hilton, J., & Evans, O. (2021). TruthfulQA: Measuring How Models Mimic Human Falsehoods. Retrieved October 17, 2023, from arXiv.org website: <https://arxiv.org/abs/2109.07958>
- Mekala, M., Sandhya, M., Anudeepika, M., & Nallabani, D. (n.d.). AUGMENTED REALITY CHATBOT USING UNITY. *Dogo Rangsang Research Journal UGC Care Group I Journal*, 11, 2347–7180. Retrieved from https://www.journal-dogorangsang.in/no_1_Online_21/66.pdf
- Rempe, D., Luo, Z., Peng, X. B., Yuan, Y., Kitani, K., Kreis, K., ... Litany, O. (2023). Trace and Pace: Controllable Pedestrian Animation via Guided Trajectory Diffusion. Retrieved October 17, 2023, from arXiv.org website: <https://arxiv.org/abs/2304.01893>
- Singh, I., Blukis, V., Mousavian, A., Goyal, A., Xu, D., Tremblay, J., ... Garg, A. (2022). ProgPrompt: Generating Situated Robot Task Plans using Large Language Models. Retrieved October 17, 2023, from arXiv.org website: <https://arxiv.org/abs/2209.11302>

- Deep Learning vs. Machine Learning – What’s The Difference? (2023). Retrieved October 17, 2023, from Levity.ai website: <https://levity.ai/blog/difference-machine-learning-deep-learning>
- Lidianto, S., Satia Budhi, G., & Intan, R. (n.d.). *Perancangan dan Pembuatan Action Game dengan Artificial Intelligence dan Machine Learning*. Retrieved from <https://media.neliti.com/media/publications/102040-ID-perancangan-dan-pembuatan-action-game-de.pdf>
- DaveMathews. (2020, May 7). Integrating a Chatbot into Unity in C#. Retrieved October 19, 2023, from Codeproject.com website: <https://www.codeproject.com/Articles/5267100/Integrating-a-Chatbot-into-Unity-in-Csharp>
- Evgeny Tebenkov, & Igor Prokhorov. (2021). Machine learning algorithms for teaching AI chat bots. *Procedia Computer Science*, 190, 735–744. <https://doi.org/10.1016/j.procs.2021.06.086>
- Min, B., Ross, H., Sulem, E., Pouran, A., Veyseh, B., Nguyen, T., ... Roth, D. (n.d.). *Recent Advances in Natural Language Processing via Large Pre-Trained Language Models: A Survey*. Retrieved from <https://arxiv.org/pdf/2111.01243.pdf>
- Devlin, J., Chang, M.-W., Lee, K., Google, K., & Language, A. (2019). *BERT: Pre-training of Deep Bidirectional Transformers for Language Understanding* (pp. 4171–4186). Retrieved from <https://aclanthology.org/N19-1423.pdf>
- Radford, A., Wu, J., Child, R., Luan, D., Amodei, D., & Sutskever, I. (2018). *Language Models are Unsupervised Multitask Learners*. Retrieved from https://d4mucfpksywv.cloudfront.net/better-language-models/language_models_are_unsupervised_multitask_learners.pdf
- AimeFluent: Automated customer service platform from Aimesoft. (2023). Retrieved October 19, 2023, from Aimesoft.com website: <https://www.aimesoft.com/aimefluent.html>
- ChatGPT Alternatives: A Comparison of AI-Language Models | Collato. (2021). Retrieved October 19, 2023, from Collato website: <https://collato.com/blog/chatgpt-alternatives>
- Sun, Y., Xu, Y., Cheng, C., & Asadipour, A. (2022, October 24). Travel with Wander in the Metaverse: An AI chatbot to Visit the Future Earth. Retrieved October 19, 2023, from ResearchGate website: https://www.researchgate.net/publication/364669958_Travel_with_Wander_in_the_Metaverse_An_AI_chatbot_to_Visit_the_Future_Earth
- Khurana, D., Koli, A., Kiran Khatter, & Singh, S. (2022). Natural language processing: state of the art, current trends and challenges. *Multimedia Tools and Applications*, 82(3), 3713–3744. <https://doi.org/10.1007/s11042-022-13428-4>
- Zhang, T., Kishore, V., Wu, F., Weinberger, K., & Artzi, Y. (n.d.). *BERTSCORE: EVALUATING TEXT GENERATION WITH BERT*. Retrieved from <https://arxiv.org/pdf/1904.09675.pdf>
- Khurana, D., Koli, A., Kiran Khatter, & Singh, S. (2022). Natural language processing: state of the art, current trends and challenges. *Multimedia Tools and Applications*, 82(3), 3713–3744. <https://doi.org/10.1007/s11042-022-13428-4>
- Walter, Y. (2024). Embracing the future of Artificial Intelligence in the classroom: the relevance of AI literacy, prompt engineering, and critical thinking in modern education. *International Journal of Educational Technology in Higher Education*, 21(1). <https://doi.org/10.1186/s41239-024-00448-3>

- Benedictta Dinda Permatasari, Hanny Haryanto, Erna Zuni Astuti, & Erlin Dolphina. (2022). Peningkatan Kemenangan Non-Playable Character dalam Permainan Triple Triad Menggunakan Alpha-Beta Pruning. *Jurnal Komputasi/Jurnal Komputasi*, 10(1). <https://doi.org/10.23960/komputasi.v10i1.2952>
- Setiawan, E. (2023). Arti kata interaktif - Kamus Besar Bahasa Indonesia (KBBI) Online. Retrieved April 28, 2024, from Kbbi.web.id website: <https://kbbi.web.id/interaktif>
- Saeed, M. (2022, September 19). A Gentle Introduction to Positional Encoding in Transformer Models, Part 1 - MachineLearningMastery.com. Retrieved April 28, 2024, from MachineLearningMastery.com website: <https://machinelearningmastery.com/a-gentle-introduction-to-positional-encoding-in-transformer-models-part-1/>
- Kosar, V. (2022, March 5). Transformer's Self-Attention Mechanism Simplified. Retrieved April 28, 2024, from Vaclavkosar.com website: <https://vaclavkosar.com/ml/transformers-self-attention-mechanism-simplified>
- Vaswani, A., Shazeer, N., Parmar, N., Uszkoreit, J., Jones, L., Gomez, A. N., ... Polosukhin, I. (2017). Attention Is All You Need. Retrieved April 28, 2024, from arXiv.org website: <https://arxiv.org/abs/1706.03762v7>