

DAFTAR PUSTAKA

- Afiifah K, Azzahra ZF, Anggoro AD. 2022. Analisis Teknik Entity-Relationship Diagram dalam Perancangan *Database* Sebuah Literature Review. *INTECH*. 3(2):70–74. <https://doi.org/10.54895/intech.v3i2.1682>.
- Aliyah, Nahrin H, Muin AA. 2024. Penggunaan *User acceptance testing* (UAT) Pada Pengujian Sistem Informasi Pengelolaan Keuangan dan Inventaris Barang. *Switch : Jurnal Sains dan Teknologi Informasi*. 3(1):84–100. <https://doi.org/10.62951/switch.v3i1.330>.
- Alomar K, Aysel HI, Cai X. 2023. Data Augmentation in *Classification* and Segmentation: A Survey and New Strategies. *J Imaging*. 9(2):46–72. <https://doi.org/10.3390/jimaging9020046>.
- Arianti T, Fa'izi A, Adam S, Wulandari M. 2022. Perancangan Sistem Informasi Perpustakaan Menggunakan Diagram UML (Unified Modelling Language). *Jurnal Ilmiah Komputer Terapan dan Informasi*. 1(1):1–12. <https://garuda.kemdiktisaintek.go.id/documents/detail/3053203>.
- Arnita, Marpaung F, Aulia F, Suryani N, Nabila RC. 2022. *Computer Vision dan Pengolahan Citra Digital*. Surya AB, editor. Surabaya, Jawa Timur, Indonesia: Pustaka Aksara. <https://digilib.unimed.ac.id/id/eprint/53012>.
- Asmawi A. 2023. *Proceedings of the International Conference on Technology and Innovation Management (ICTIM 2022)*. Ed ke-1. Volume ke-228. Asmawi A, editor. Malaysia: Atlantis Press.
- Barinov R, Gai V, Kuznetsov G, Golubenko V. 2023. Automatic Evaluation of Neural Network *Training* Results. *Computers*. 12(2):26–39. <https://doi.org/10.3390/computers12020026>.
- Basumatary B, Agnihotri N. 2022. Benefits and Challenges of Using NodeJS. *International Journal of Innovative Research in Computer Science & Technology*. 10(3):67–70. <https://doi.org/10.55524/ijircst.2022.10.3.13>.
- Bejani MM, Ghatte M. 2021. A systematic review on *overfitting* control in shallow and deep neural networks. *Artif Intell Rev*. 54(8):6391–6438. <https://doi.org/10.1007/s10462-021-09975-1>.
- Bhatt D, Patel C, Talsania H, Patel J, Vaghela R, Pandya S, Modi K, Ghayvat H. 2021. CNN Variants for Computer Vision: History, Architecture, Application, Challenges and Future Scope. *Electronics (Basel)*. 10(20):2470. <https://doi.org/10.3390/electronics10202470>.
- Bichri H, Chergui A, Hain M. 2024. Investigating the Impact of Train / *Test Split* Ratio on the Performance of Pre-Trained Models with Custom *Datasets*. *International Journal of Advanced Computer Science and Applications*. 15(2):331–339. <https://doi.org/10.14569/IJACSA.2024.0150235>.

- Chen L, Li S, Bai Q, Yang J, Jiang S, Miao Y. 2021. Review of Image *Classification* Algorithms Based on Convolutional Neural Networks. *Remote Sens (Basel)*. 13(22):4712. <https://doi.org/10.3390/rs13224712>.
- Chou Y. 2024. *Actionable Gamification: Beyond Points, Badges, and Leaderboards*. Packt Publishing Limited.
- Eliyas S, Ranjana P. 2022. Improving Continuous Intention in E-Learning through the use of a Combined Gamification Model. Di dalam: *2022 IEEE International Conference on Current Development in Engineering and Technology (CCET)*. IEEE. hlm 1–4.
- Fachri Hardinata M, Annisa C, Boy Sandi D, Farhan G, Nazwa Tuzahra N, Ramadhan R, Angelia Sebayang F. 2025. RANCANG BANGUN APLIKASI ABSENSI BERBASIS *WEB* MENGGUNAKAN TEKNOLOGI QR CODE. *JATI (Jurnal Mahasiswa Teknik Informatika)*. 9(1):1750–1757. <https://doi.org/10.36040/jati.v9i1.12419>.
- Fahrudin R, Ilyasa R. 2021. Perancangan Aplikasi “Nugas” Menggunakan Metode Design Thinking dan Agile Development. *Jurnal Ilmiah Teknologi Infomasi Terapan*. 8(1):35–44. <https://doi.org/10.33197/jitter.vol8.iss1.2021.714>.
- Fakhri A. 2025. Perancangan Aplikasi Mobile Identifikasi Tanaman Hias Menggunakan Algoritma Convolutional Neural Network Dengan Metode Extreme Programming. Jakarta: UPN Veteran Jakarta. <http://repository.upnvj.ac.id/id/eprint/35595>.
- Fei D, Gao Z, Yuan L, Wen ZA. 2022 Nov 2. CollectiAR: Computer Vision-Based Word Hunt for Children with Dyslexia. *CHI PLAY 2022 - Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play.*, siap terbit.
- Gulzar Y. 2023. Fruit Image *Classification* Model Based on MobileNetV2 with Deep Transfer Learning Technique. *Sustainability*. 15(3):1–14. <https://doi.org/10.3390/su15031906>.
- Hammerschmied G. 2022. Multi-Notation Support for a Hybrid VS Code Modeling *Tool*. Wien: TU Wien. <https://model-engineering.info/publications/theses/thesis-hammerschmied.pdf>.
- Handayani H, Ayulya AM, Faizah KU, Wulan D, Rozan MF. 2023. Perancangan Sistem Informasi Inventory Barang Berbasis *Web* Menggunakan Metode Agile Software Development. *Jurnal Testing dan Implementasi Sistem Informasi*. 1(1):29–40. <https://doi.org/10.55583/jtisi.v1i1.324>.
- Hasanah FN, Untari RS. 2020. *Buku Ajar Rekayasa Perangkat Lunak*. Ed ke-1. Volume ke-1. Suryawinata M, editor. Sidoarjo: Umsida Press. <https://press.umsida.ac.id/index.php/umsidapress/article/view/978-623-6833-89-6/728>.

- Higuchi H, Kobayashi T. 2023. Letter Visual Similarity of Japanese Hiragana and Katakana Based on Reaction Times. *Current Psychology*. 42(15):12835–12844. <https://doi.org/10.1007/s12144-021-02664-w>.
- Hilmi RAR, Humaira MA. 2024. Pengaruh Bahasa Asing Terhadap Perekonomian Global. *Karimah Tauhid*. 3(1):662–668. <https://doi.org/10.30997/karimahtauhid.v3i1.9204>.
- Hossain MI. 2023. Software Development Life Cycle (SDLC) Methodologies for Information Systems Project Management. *International Journal For Multidisciplinary Research*. 5(5):1–36. <https://doi.org/10.36948/ijfmr.2023.v05i05.6223>.
- Hussein BM, Shareef SM. 2024. An Empirical Study on the Correlation between Early Stopping Patience and Epochs in Deep Learning. *ITM Web of Conferences*. 64(1):01003–01010. <https://doi.org/10.1051/itmconf/20246401003>.
- Hussin S, Abdullah MAR. 2024. The Impact of Treasure Hunt Games in Enhancing Basic Japanese Vocabulary Retention and Student Motivation through Gamified Learning. *International Journal of Academic Research in Business and Social Sciences*. 14(10):3126–3141. <https://doi.org/10.6007/ijarbss/v14-i10/23200>.
- Hutauruk AC, Pakpahan AF. 2021. Perancangan Sistem Informasi Organisasi Kemahasiswaan Berbasis Web pada Universitas Advent Indonesia Menggunakan Metode Agile Development (Studi Kasus: Universitas Advent Indonesia). *Cogito Smart Journal*. 7(2):315–328. <https://doi.org/10.31154/cogito.v7i2.328.315-328>.
- Indla BVS, Puranik Y. 2021. Review on React JS. *International Journal of Trend in Scientific Research and Development*. 5(4):1137–1139. <https://www.ijtsrd.com/papers/ijtsrd42490.pdf>.
- Indraswari R, Rokhana R, Herulambang W. 2022. Melanoma Image Classification Based on MobileNetV2 Network. *Procedia Comput Sci*. 197(1):198–207. <https://doi.org/10.1016/j.procs.2021.12.132>.
- Irawati ID, Adianggiali A. 2025. MobileNetV2-based classification of premium tea leaves for optimized production. *Frontiers in Sensors*. 6:1–9. <https://doi.org/10.3389/fsens.2025.1625488>.
- Japan Foundation. 2021. Survey Report on Japanese-Language Education Abroad 2021. <https://www.jpf.go.jp/e/project/japanese/survey/result/survey21.html>.
- Joseph FJJ, Nonsiri S, Monsakul A. 2021. Keras and TensorFlow: A Hands-On Experience. Di dalam: Prakash KB, Kannan R, Alexander SA, Kanagachidambaresan GR, editor. *Advanced Deep Learning for Engineers*

and Scientists. Volume ke-1. Ed ke-1 Cham: Springer International Publishing. hlm 85–111.

- Keras. 2026. Keras Applications. [diakses 2026 Okt 3]. <https://keras.io/api/applications/>.
- Kumar A, Anand D, Jha S, Prasad Joshi G, Cho W. 2022. Optimized Load Balancing Technique for Software Defined Network. *Computers, Materials & Continua*. 72(1):1409–1426. <https://doi.org/10.32604/cmc.2022.024970>.
- Li H, Rajbahadur GK, Lin D, Bezemer C-P, Jiang ZM. 2024. Keeping Deep Learning Models in Check: A History-Based Approach to Mitigate *Overfitting*. *IEEE Access*. 12(1):70676–70689. <https://doi.org/10.1109/ACCESS.2024.3402543>.
- Macuácuá JC, Centeno JAS, Amissse C. 2023. Data Mining Approach for Dry Bean Seeds Classification. *Smart Agricultural Technology*. 5(1):1–12. <https://doi.org/10.1016/j.atech.2023.100240>.
- Maspupah A. 2024. Literature Review: Advantages and Disadvantages of *Black Box* and *White Box Testing* Methods. *Jurnal Techno Nusa Mandiri*. 21(2):151–162. <https://doi.org/10.33480/techno.v21i2.5776>.
- Mazarakis A, Bräuer P. 2023. Gamification is Working, but Which One Exactly? Results from an Experiment with Four Game Design Elements. *Int J Hum Comput Interact*. 39(3):612–627. <https://doi.org/10.1080/10447318.2022.2041909>.
- Młodzianowski P. 2022. Weather Classification with Transfer Learning - InceptionV3, MobileNetV2 and ResNet50. hlm 3–11.
- Mumuni A, Mumuni F. 2022. Data augmentation: A comprehensive survey of modern approaches. *Array*. 16(1):1–27. <https://doi.org/10.1016/j.array.2022.100258>.
- Nguyen N. 2022. Development & Deployment of a Web Server as an Executable with Node.js, Express.js and Vercel/pkg. Helsinki: Metropolia University of Applied Sciences. https://www.theseus.fi/bitstream/handle/10024/744037/Nam_Nguyen.pdf.
- Nuroji N. 2023. Penerapan Metode Agile Dalam Permodelan Sistem Informasi Inventory Barang. *Journal of Artificial Intelligence and Technology Information (JAITI)*. 1(4):138–145. <https://doi.org/10.58602/jaiti.v1i4.82>.
- Pargaonkar S. 2023. A Comprehensive Research Analysis of Software Development Life Cycle (SDLC) Agile & Waterfall Model Advantages, Disadvantages, and Application Suitability in Software Quality Engineering. *International Journal of Scientific and Research Publications*. 13(8):120–124. <https://doi.org/10.29322/IJSRP.13.08.2023.p14015>.

- Pinastawa IWR. 2025. Penerapan Untuk Meningkatkan Pengalaman Belajar. Di dalam: Hafidh K, editor. *Artificial Intelligence Dalam Pendidikan*. Volume ke-1. Ed ke-1 Yogyakarta: Penamuda Media. hlm 17–28. <https://penamudamedia.com/index.php/publisher/article/view/303>.
- Plested J, Phiri M, Gedeon T. 2026. Deep transfer learning for image *classification*: a survey. *Artif Intell Rev*. 59(3):100–150. <https://doi.org/10.1007/s10462-026-11491-z>.
- PostgreSQL. 2025. About PostgreSQL. [diakses 2025 Des 12]. <https://www.postgresql.org/about/>.
- Putra LD, Hidayat FN, Izzati IN, Ramadhan MA. 2024. Penerapan Gamifikasi untuk Meningkatkan Motivasi dan Kolaborasi pada Siswa Sekolah Dasar. *ALACRITY: Journal of Education*. 4(3):131–139. <https://doi.org/10.52121/alacrity.v4i3.415>.
- Putra YY, Purwaningrum O, Winata RH. 2022. Perbandingan Performa Respon Waktu Kueri MySQL, PostgreSQL, dan MongoDB. *Jurnal Sistem Informasi dan Bisnis Cerdas*. 15(1):39–48. <https://doi.org/10.33005/sibc.v15i1.2749>.
- Rahmanian M, Sami A, Yu Y. 2025. Challenges and Feasibility of Multimodal LLMs in ER Diagram Evaluation. *Cogent Education*. 12(1):1–18. <https://doi.org/10.1080/2331186X.2025.2590901>.
- Rahmawati L, Anggrawan A, Hastuti H, Aprianto D, Alfilail N. 2025. Penggunaan Aplikasi Duolingo dalam Meningkatkan Kosakata Bahasa Inggris Pada Siswa Di Sekolah. *ADMA: Jurnal Pengabdian dan Pemberdayaan Masyarakat*. 5(2):529–538. <https://doi.org/10.30812/adma.v5i2.4623>.
- Rosmawarni N. 2025. Pengantar Pemrosesan Citra (Image Processing). Di dalam: Sitompul BJD, editor. *Pemrosesan Citra Image Processing*. Volume ke-1. Ed ke-1 Yogyakarta: Penamuda Media. hlm 9–19. <https://penamudamedia.com/index.php/publisher/article/view/284>.
- Salehin I, Kang D-K. 2023. A Review on *Dropout* Regularization Approaches for Deep Neural Networks within the Scholarly Domain. *Electronics (Basel)*. 12(14):3106–3129. <https://doi.org/10.3390/electronics12143106>.
- Sandler M, Howard A, Zhu M, Zhmoginov A, Chen L-C. 2018. MobileNetV2: Inverted Residuals and Linear Bottlenecks. Di dalam: *2018 IEEE/CVF Conference on Computer Vision and Pattern Recognition*. IEEE. hlm 4510–4520.
- Saputro S, Nadrun, Naniwarsih A. 2023. Contextual Teaching and Learning on Vocabulary Mastery Improvement. *Journal of Foreign Language and Educational Research*. 6(2):21–34. <https://doi.org/10.31934/jofler.v2i1.3373>.

- Sathyanarayanan S. 2024. *Confusion matrix*-Based Performance Evaluation Metrics. *African Journal of Biomedical Research*. 27(4):4023–4031. <https://doi.org/10.53555/AJBR.v27i4S.4345>.
- Scarpinelli A, Hafner D, Erwitte E, Abrahams S. 2016. *TensorFlow for Machine Intelligence*. Ed ke-1. Volume ke-1. Mott T, editor. Santa Rosa: Bleeding Edge Press. <https://dl.acm.org/doi/book/10.5555/3125813>.
- Shadiq J, Safei A, Loly RWR. 2021. Pengujian Aplikasi Peminjaman Kendaraan Operasional Kantor Menggunakan *BlackBox Testing*. *Information Management For Educators And Professionals: Journal of Information Management*. 5(2):97–110. <https://doi.org/10.51211/imbi.v5i2.1561>.
- Singh RP, Pandey AK, Dixit AK. 2025. Integrated Deep Learning Framework for Disease Classification in Agricultural Computer Vision. *Journal of Dynamics and Control*. 9(4):42–53. <https://doi.org/10.71058/jodac.v9i4004>.
- Sulehu M, Muhaimin, Asrul. 2024. Pengembangan Game Edukasi Berbasis Augmented Reality sebagai Media Pembelajaran Aksara Jepang. *Jurnal Minfo Polgan*. 12(2):2671–2685. <https://doi.org/10.33395/jmp.v12i2.13328>.
- Torcal J, Moreno V, Llorens J, Granados A. 2024. Creating and Validating a Ground Truth Dataset of Unified Modeling Language Diagrams Using Deep Learning Techniques. *Applied Sciences*. 14(23):10873. <https://doi.org/10.3390/app142310873>.
- Torralba A, Isola P, Freeman W. 2024. *Foundations of Computer Vision*. MIT Press. <https://mitpress.mit.edu/9780262048972/foundations-of-computer-vision/>.
- Uminingsih, Nur Ichsanudin M, Yusuf M, Suraya S. 2022. Pengujian Fungsional Perangkat Lunak Sistem Informasi Perpustakaan dengan Metode *Black Box Testing* bagi Pemula. *STORAGE: Jurnal Ilmiah Teknik dan Ilmu Komputer*. 1(2):1–8. <https://doi.org/10.55123/storage.v1i2.270>.
- Wang H, Gu J, Wang M. 2023. A Review on The Application of Computer Vision and Machine Learning in The Tea Industry. *Front Sustain Food Syst*. 7:1–16. <https://doi.org/10.3389/fsufs.2023.1172543>.
- Widiansyah M, Rasyid S, Wisnu P, Wibowo A. 2021. Image Segmentation of Skin Cancer using MobileNet as an Encoder and Linknet as a Decoder. *J Phys Conf Ser*. 1943(1):1–11. <https://doi.org/10.1088/1742-6596/1943/1/012113>.
- Wijaya NP, Christioko BV. 2025. Implementasi Arsitektur MobileNetV2 dengan Metode Transfer Learning untuk Identifikasi Objek Wisata Religi. *Technology and Science (BITS)*. 7(3):1525–1536. <https://doi.org/10.47065/bits.v7i3.8447>.
- Xue M, Sugita K, Ota K, Gu W, Hasegawa S. 2025. PICSU: A Japanese Vocabulary Learning System with Object Recognition and Lexical Database. *IEICE Trans Inf Syst*. 108(7):667–674. <https://doi.org/10.1587/transinf.2024iip0008>.

- Yang Z, Sinnott RO, Bailey J, Ke Q. 2023. A survey of automated data augmentation algorithms for deep learning-based image *classification* tasks. *Knowl Inf Syst.* 65(7):2805–2861. <https://doi.org/10.1007/s10115-023-01853-2>.
- Yu F, Xiu X, Li Y. 2022. A Survey on Deep Transfer Learning and Beyond. *Mathematics.* 10(19):3619–3646. <https://doi.org/10.3390/math10193619>.
- Zanddizari H, Nguyen N, Zeinali B, Chang JM. 2021. A New *Preprocessing* Approach to Improve the Performance of CNN-based Skin Lesion *Classification*. *Med Biol Eng Comput.* 59(5):1123–1131. <https://doi.org/10.1007/s11517-021-02355-5>.
- Zhang Z. 2023. Effect of the Gamified Second Language Vocabulary Learning: A Meta-Analysis Study. *Lecture Notes on Language and Literature.* 6(1):28–38. <https://doi.org/10.23977/langl.2023.060105>.
- Zhao M, Han C, Xue T, Ren C, Nie X, Jing X, Hao H, Liu Q, Jia L. 2025. Establishment of a Daqu Grade *Classification* Model Based on Computer Vision and Machine Learning. *Foods.* 14(4):668–689. <https://doi.org/10.3390/foods14040668>.
- Zhao X, Wang L, Zhang Y, Han X, Deveci M, Parmar M. 2024. A Review of Convolutional Neural Networks in Computer Vision. *ArtifIntell Rev.* 57(4):99. <https://doi.org/10.1007/s10462-024-10721-6>.