

DAFTAR PUSTAKA

- A. Juliani, V. B. (2018). Unity : A General Platform for Intellegent Agents. 11-13.
- Alzubaidi, L., Zhang, J., Humaidi, A. J., Al Dujaili, A., Duan, Y., Al Shamma, O., . . . Farhan, L. (2021). Review of deep learning: concepts, CNN architectures, challenges, applications, future directions. *Journal of Big Data*, 1-74.
- Anjungroso, F. (2014, Februari 04). Dipetik Juli 23, 2020, dari <https://www.tribunnews.com/iptek/2014/02/04/ini-alasan-kenapa-orang-emosi-main-flappy-bird>
- Arthur Juliani, d. (2018, September 07). Unity A General Platform for Intelligent Agents. arXiv:1809.02627v1.
- Artyom, D. (2020, Juni 23). Dipetik Juli 23, 2020, dari <https://www.businessofapps.com/data/flappy-bird-revenue/>
- Arulkumaran, K., Deisenroth, M. P., Brundage, M., & Bharath, A. A. (2017). A Brief Survey of Deep Reinforcement Learning. *IEEE SIGNAL PROCESSING MAGAZINE*, 1-16.
- Azqiya, D. (2021, April 17). Mengenal Aplikasi Unity. Dipetik Januari 07, 2022, dari <https://www.leskompi.com/mengenal-aplikasi-unity/>
- Brandao, A., Pires, P., & Georgieva, P. (2023). Reinforcement Learning and Neuroevolution in Flappy Bird Game. *Highlight in Science, Engineering and Technology*, 34, 244-249.
- Ciputra, T. U. (2019, Juni 24). Perbedaan Supervised Learning dan Unsupervised Learning. Dipetik Juni 18, 2021, dari <https://www.uc.ac.id/ict/perbedaan-supervised-learning-and-unsupervised-learning/>
- Kalsum, U. (2022). PENGENALAN KECERDASAN BUATAN (ARTIFICIAL INTELLIGENCE) KEPADA PARA REMAJA. *Ilmiah Intech*, 1-10.
- Lanham, M. (2018). Machine Learning. Dalam *Learn Unity ML-Agents-Fundamentals of Unity Machine Learning* (hal. 23). Birmingham: Packt Publishing.
- Lanham, M. (2019). Reinforcement Learning. Dalam *Hands-On Deep Learning for Games* (hal. 83). Birmingham: Packt Publishing.
- Lanham, M. (2019). Unity ML-Agents. Dalam *Hands-On Deep Learning for Games* (hal. 96-101). Birmingham: Packt Publishing.
- Lui, Q., & Wu, Y. (2012). Supervised Learning. *JOUR*, 1-4.

Metelli, A. M. (2018). Policy Optimization via Importance Sampling. (Advances in Neural Information Processing Systems 31 (NeurIPS)) Dipetik Januari 22, 2022, dari <https://albertometelli.github.io/publication/0002-2018-Policy-Optimization-via-Importance-Sampling>

Osiński, B., & Budek, K. (2018, Juli 5). What is reinforcement learning? The complete guide. Dipetik Januari 18, 2021, dari <https://deepsense.ai/what-is-reinforcement-learning-the-complete-guide/>

Pilcer, L. S., Hoorelbeke, A., & d'Andigne, A. (2018). Playing Flappy Bird with Deep Reinforcement Learning. Research Gate, 1-6.

Roihan, A., Sunarya, P. A., & Rafika, A. S. (2020). Pemanfaatan Machine Learning dalam Berbagai Bidang. IJCIT (Indonesian Journal on Computer and Information Technology), 75-82.

Sagar, R. (2021, Mei 31). What Is Model-Free Reinforcement Learning? Dipetik Desember 28, 2022, dari <https://analyticsindiamag.com/what-is-model-free-reinforcement-learning/>

Skevofylakas, M. (2020, April 28). Deep Reinforcement Learning using Unity ML-Agents — part I. Dipetik Agustus 02, 2020, dari <https://medium.com/@m.skevofylakas/deep-reinforcement-learning-using-unity-ml-agents-part-i-62a020e96dd>

Soumya Ray, P. T. (2011). Model-Based Reinforcement Learning. (Sammut C., Webb G.I. (eds) Encyclopedia of Machine Learning) Dipetik Januari 02, 2022, dari https://link.springer.com/referenceworkentry/10.1007/978-0-387-30164-8_556

tsibiski. (2021, April 16). Dipetik Juni 18, 2021, dari https://github.com/Unity-Technologies/ml-agents/blob/release_18_docs/docs/ML-Agents-Overview.md

Tutorialspoint, T. (2021). Artificial Neural Network - Basic Concepts. Dipetik Januari 03, 2022, dari https://www.tutorialspoint.com/artificial_neural_network/artificial_neural_network_quick_guide.htm

UNSIL, T. I. (2017, Januari). Dipetik Juli 18, 2020, dari <https://if.unsil.ac.id>

Velasco, A. A. (2018). Aplicación de técnicas de aprendizaje por refuerzo profundo en un entorno virtual simulado con Unity. Leioa: university of the basque country.

vpsslabsTIM. (2020, Agustus 18). Reinforcement Learning: Pengertian dan Contoh Aplikasinya. Dipetik Januari 26, 2022, dari <https://www.vpsslabs.net/reinforcement-learning/#klasifikasi-machine-learning>

Wang, X., Lin, X., & Dang, X. (2020). Supervised learning in spiking neural networks: A review of algorithms and evaluations. Journal Pre-proof, 1-83.

Wang, Z., Schaul, T., Hessel, M., Hasselt, H. v., Lanctot, M., & Freitas, N. d. (2016). Dueling Network Architectures for Deep Reinforcement Learning. arXiv, 1-15.

Wei, S. (2023). Reinforcement Learning for Improving Flappy Bird Game. Highlights in Science, Engineering and Technology, 244-249.