ABSTRAK

Steam adalah salah satu *platform* distribusi *game* digital terbesar di dunia. Dikelola oleh *Valve Corporation*, *Steam* memungkinkan pengguna untuk membeli, mengunduh, dan memainkan berbagai *game* komputer langsung dari internet. *Steam* menyediakan fitur ulasan *game* yang memungkinkan pemain memberikan ulasan dan peringkat terhadap *game* yang mereka mainkan. Ulasan ini menjadi penting karena membantu pemain dalam membuat keputusan pembelian dan pengembang untuk memahami umpan balik dari pelanggan. Penelitian ini bertujuan untuk mengetahui performansi Algoritma C4.5 dan Algoritma *K-Nearest Neighbour* dalam mengklasfikasikan *review game* pada *platform steam*. Data penelitian bersumber dari *website kaggle.com* yang berjumlah 434.891 *review*. Data penelitian memilki 8 atribut dan 2 kelas yaitu *recommended* dan *no recommended*. Hasil pengujian menunjukan bahwa Algoritma *K-Nearest Neighbour* lebih baik dari Algoritma C4.5 dalam klasfikasi data penelitian dengan hasil rata-rata nilai akurasi Algoritma *K-Nearest Neighbour* sebesar 81,11%.

Kata Kunci: C4.5, *K-Nearest Neighbour* , Klasifikasi, *Review*, *Steam*.

ABSTRACT

Steam is one of the largest digital game distribution platforms in the world. Managed by Valve Corporation, Steam allows users to purchase, download, and play various computer games directly from the internet. Steam provides a game review feature that allows players to provide reviews and ratings of the games they play. These reviews are important because they help players make purchasing decisions and developers understand customer feedback. This research aims to determine the performance of the C4.5 Algorithm and the K-Nearest Neighbor Algorithm in classification game reviews on the Steam platform. The research data came from the kaggle.com website, totaling 434,891 reviews. Research data has 8 attributes and 2 classes, namely recommended and not recommended. The test results show that the K-Nearest Neighbor Algorithm is better than the C4.5 Algorithm in classification research data with an average accuracy value of the K-Nearest Neighbor Algorithm of 81.11%.

Keywords: C4.5, Classification, K-Nearest Neighbour, Review, Steam.