ABSTRACT

CLASSIFICATION OF CHARACTER USAGE IN SPIRAL ABYSS IN GENSHIN IMPACT GAME USING NAÏVE BAYES CLASSIFIER METHOD

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Genshin Impact is a free-to-play online game with an RPG system, where players need to form a team consisting of four characters to defeat enemies. Spiral Abyss is a feature in Genshin Impact where players must defeat enemies within a time limit to earn rewards. Many players, especially free-to-play players, struggle to determine team combinations due to the limited characters they have. Therefore, this study aims to implement the Naïve Bayes Classifier method to classify team compositions and characters for completing the Spiral Abyss. The Naïve Bayes method is a machine learning algorithm that uses probabilities based on Bayesian theory, combining prior probability and conditional probability into a formula used to calculate each possible classification. This study compares the results of a model when using data without the data balancing process and when using data after balancing using the Random Oversampling technique. The results of this study show that the data that has been through with the Random Oversampling process yielded better outcomes compared to the data without the balancing process. The results include an accuracy rate of 94%, a precision rate of 94%, a recall rate of 93%, and an F1-score of 93%.

Kata Kunci: *Genshin Impact, Klasifikasi, Multiclass, Multinomial, Naïve Bayes, Prediksi, Spiral Abyss*