

LIST OF TABLES

2.1	Social Media Categories and Example[2]	7
2.2	Social Media and Building Blocks Intensity[3]	8
2.3	Social Media Major Demographic[4]	13
2.4	Major Social Media and Top 5 Users[5]	13
2.5	Indonesian Time Spent with Media[5]	13
2.6	Variation of Human Computation by Setup[6]	16
2.7	Expanded Variation of Human Computation by Setup[6]	16
2.8	Game Features Correlation With Game Preferences[7]	20
2.9	Training and Testing Data	23
2.10	Word Conditional Probability	24
2.11	Document Classifying Result	24
2.12	Words and Its Occurrence in Document	25
2.13	Classification Result	25
2.14	Confusion Table[8]	25
2.15	Sample Classification Result	27
2.16	Accuracy Paradox Table	28
2.17	Result Cheating Variety	28
2.18	Agreement Table[9]	29
3.1	GWAP Framework	35
3.2	Game Type and Feature Planning	37
3.3	Comparison of Performance Between Classifier [10]	40
3.4	Example of Spam Filtering Result	43
3.5	Agreement Table	47
3.6	Validation Scenarios	48
4.1	Respondent Age Distribution	50
4.2	Respondent Device Distribution	50
4.3	Spam According Wrong Answered Respondent	51
4.4	Participant Respond to Experimental Distribution method	53
4.5	Participant Input	54
4.6	My caption	55
4.7	Agreement Table	56
4.8	Spam Filter Testing Scenario 1 Result	57
4.9	Spam Caught by Spam Filter	59
4.9	Spam Caught by Spam Filter	60
4.10	Agreement Table	61
4.11	Spam Filter Testing Scenario 2 Result	62
4.12	Spam Caught by Spam Filter	62
4.13	Data Composition	64
4.14	Comparison Results of Yadav et al.[11] and WEKA result (V1)	64
4.15	Data Composition	64

4.16 Comparison Results of Our Method and WEKA Result (V2)	65
4.17 Comparison of Yadav et al.[11](V1) and Our Method(V2) in WEKA . .	65