

Anime rekomendasi menggunakan Collaborative Filtering

Iklil jayaperwira¹, AGUNG TOTO WIBOWO,S.T.,M.T.Ph.D.², DADE NURJANAHS.T.,M.T.,Ph.D.³

^{1,2,3}Fakultas Informatika, Universitas Telkom, Bandung

¹ iklijayaperwira@students.telkomuniversity.ac.id, ² agungtotowibowo@telkomuniversity.ac.id, ³ dade nurjanah@telkomuniversity.ac.id

Abstract

In this digital era, it is easier for people to get the entertainment they need, one of which is anime[1]. Anime is a typical animation from Japan, anime can be drawn either by hand or using a computer. Anime is one of the entertainments that many people like in the world, this can be seen from Netflix, one of the big streaming services that has started to include anime into their applications and websites. In 2021 there are now approximately 18350 anime both completed and still ongoing[2]. this makes people who already like anime or people who just want to watch anime confused looking for an anime that suits their taste that's why we need a recommendation system.

A recommendation system is a system created to help users get recommendations for an item/information that users like/need from the number of items or information available. The recommendations given are expected to provide assistance to users to be able to determine the choices that will be taken. In the recommendation system itself, there are many methods that can be used, one of which is the collaborative filtering method which is used to find the similarity of items / items sought by other users[3]. The algorithm used is KNNWithMeans which is one of the basic collaborative filtering algorithms[4], [5]. In this study, three useful test scenarios were carried out to obtain the best recommendation results by measuring MAE and NDCG. It can be concluded that the collaborative filtering method using the KNNWithMeans algorithm obtained a fairly accurate recommendation with the best MAE result of 0.8989 and NDCG of 0.2028.

Keywords: Recommendation system, Collaborative Filtering
