

DAFTAR PUSTAKA

- [1] S. Johanes, *Riset Operasi untuk Penambilan Keputusan*. Jakarta: UI-Press, 2006.
- [2] A. Eztevez Fernandez, “A Game Theoretical approach to sharing penalties and rewards in project,” *Eur. J. Oper. Res.*, pp. 647–657, 2012.
- [3] S. Kusumadwi, *Aplikasi Logika Fuzzy untuk Pendukung Keputusan Edisi ke 2*. Yogyakarta: Graha Ilmu, 2010.
- [4] F. Susilo, *Himpunan dan Logika Kabur*. Yogyakarta: Graha Ilmu, 2006.
- [5] S. R. S and H. A. E.C, “Different Strategies to Solve Fuzzy Linear Programming problem,” *Recent Res. Progr. Sci. Technol.*, vol. 4, no. 5, pp. 10–14, 2012.
- [6] D. Rajani B. and P. D. . Dash, “Solving Fuzzy Integer Programming Problem as Multiobjective Integer Programming Problem,” *Int. J. Fuzzy Math. Syst.*, vol. 2, pp. 307–314, 2012.
- [7] R. Moore, *Method and Application of Interval Analysis*. Philadelphia: SIAM, 1979.
- [8] P. K. Nayak and M. Pal, “Linear Programming Technique to Solve Two Person Matrix Game with Interval Pay-offs,” *Asia-Pasific J. Oper. Res.*, vol. 26, pp. 285–305, 2009.
- [9] P. Arista, B. Prihandono, and N. Kusumastuti, “Metode Simpleks untuk cPersoalan Pemrograman Linear dengan Koefisien Fungsi Tujuan Bilangan Fuzzy Trapezoidal,” vol. 03, no. 2, pp. 143–152, 2014.
- [10] A. Kumar, P. Singh, A. Kaur, and P. Kaur, “Peringkating of generalized Trapezoidal Fuzzy Number Based on Rankm Mode, Divergence and spread,” *Turkish J. Fuzzy Syst.*, vol. 1, pp. 141–152, 2010.
- [11] K. Mustaqim, *Aplikasi Konsep Teori Permainan Dalam Pengambilan Keputusan Politik*. Jakarta: UPI-Press, 2013.

- [12] P. R. Thie and G. E. Keough, *An Introduction to Linear Programing and Game Theory*, 3rd ed. New Jersey, 2008.
- [13] S. H. Nasser, A. Ebrahimnejad, and B.-Y. Cao, *Fuzzy Linear Programming: Solution Techniques and Applications*, vol. 379. 2019.
- [14] A. Kumar, "Generalized Simplex Algorithm to Solve Fuzzy Linear Programming Problems with Ranking of Generalized Fuzzy Numbers," vol. 1, no. 2, pp. 80–103, 2010.
- [15] M. N, Amiri, N. SH, and Y. A, "A Fuzzy Primal Simplex Algorithms for Solving Fuzzy Linear Programming Problems," *Iran. J. Oper. Res.*, vol. 1, pp. 68–84, 2009.
- [16] S. Kumar, "A Fast Approach to Solve Matrix Games," vol. 33, no. 6, pp. 1–14, 2016, doi: 10.1142/S0217595916500470.
- [17] V. Vidhya, K. Ganesan, D. U. Wutsqa, and N. Insani, "A new approach for the solution of fuzzy games A new approach for the solution of fuzzy games," 2018.
- [18] Simamora and H. Charles, "Penerapan Teori Permainan dalam Strategi Pemasaran Produk Ban Sepeda Motor di FMIPA USU," *Saintia Mat.*, vol. 1, pp. 129–137, 2013.
- [19] S. Bandyopadhyay and P. Nayak, "Matrix Game with trapezoidal fuzzy pay-offs," *Int. J. Engginering Res. Dev.*, pp. 21–29, 2013.