

DAFTAR PUSTAKA

- At Taufiq, Muhammad Hazbiallah, and Anita Hidayati. 2016. "Rancang Bangun Aplikasi Biro Travel Dengan SMS Gateway Dan Google Maps API." *Multinetics* 2(1): 43.
- Chachil, Ketty, Adeline Engkamat, Adib Sarkawi, and Awang Rozaimi Awang Shuib. 2015. "Interactive Multimedia-Based Mobile Application for Learning Iban Language (I-MMAPS for Learning Iban Language)." *Procedia - Social and Behavioral Sciences* 167: 267–73.
<http://dx.doi.org/10.1016/j.sbspro.2014.12.673>.
- Ding, Yan, and Yihsin Ho. 2020. "Reproduce Reading Experience through Smartphone with Argumented Reality Technology." *International Conference on Human System Interaction, HSI 2020-June*: 261–65.
- Eka Saputri, Fitriani, Muhsinah Annisa, and Dedi Kusnandi. 2018. "Pengembangan Media Pembelajaran IPA Menggunakan Augmented Reality (AR) Berbasis Android Pada Siswa Kelas III SDN 015 Tarakan." *Widyagogik (Jurnal Pendidikan dan Pembelajaran Sekolah Dasar)* 6: 57–72.
- Faqih, Muhammad, Ari Kusumaningsih, and Arik Kurniawati. 2018. "Penerapan Augmented Reality Pada Serious Game Edukasi Penyakit Gigi." *Simetris: Jurnal Teknik Mesin, Elektro dan Ilmu Komputer* 9(2): 1033–42.
- Fau, Vriska Melania, and Alfa Ryano Yohannis. 2016. "Realitas Tertambah Bergerak Untuk Pemasaran KALBIS Institute." *Kalbiscientia* 2(2): 145–57.
- Georgiadis, Abraham. 2017. "VR Gaming - Hands On." *Linneuniversitetet* (May).
- Gosalia, Niyati et al. 2015. "3D Gesture-Recognition Based Animation Game." *Procedia Computer Science* 45(C): 712–17.
<http://dx.doi.org/10.1016/j.procs.2015.03.138>.
- Hidayat, Eka Wahyu, Andi Nur Rachman, and Muhammad Fauzan Azim. 2019. "Penerapan Finite State Machine Pada Battle Game Berbasis Augmented Reality." *JEPIN (Jurnal Edukasi dan Penelitian Informatika)* 5(1): 54–61.
- Lam, Benny, and Jakob Nilsson. 2019. "Creating Good User Experi-Ence in a Hand-Gesture-Based Augmented Reality Game Användbarhet i Ett Handgestbaserat Spel i Förstärkt Verklighet." *Linköping University*,

- Department of Computer and Information Science. www.liu.se.*
- Manomotion. 2020. “Manomotion Documentation.” <https://www.manomotion.com/documentation/> (November 10, 2020).
- Masripah, Siti, and Linda Ramayanti. 2020. “Penerapan Pengujian Alpha Dan Beta Pada Aplikasi Penerimaan Siswa Baru.” *Jurnal Swabumi* 8(1): 100–105.
- Putra, Radhea Wicaksono, Darlis Herumurti, and Imam Kuswardayan. 2016. “Permainan Augmented Reality Dalam Mendukung Pembelajaran Anak Tentang Binatang Pada Perangkat IOS.” *Jurnal Teknik ITS* 5(2): 542–46.
- Putri, Claudia Nefitha Tjahjono, and Fatah Yasin Al Irsyadi. 2018. “GAME EDUKASI PENGENALAN ALAT TRANSPORTASI BERBASIS MULTIMEDIA UNTUK ANAK USIA 4-6 TAHUN.” *Jurnal Mitra Pendidikan* 2(1): 11–22.
- Qadriyanto, Muhammad, and Syamsul Bahri. 2018. “Rancang Bangun Aplikasi Visualisasi 3d Furniture Interior Rumah Menggunakan Augmented Reality Dengan Metode Markerless Berbasis Android.” *Jurnal Coding* 06(03): 237–46.
- Shim, Jaekwoun, Daiyoung Kwon, and Wongyu Lim. 2016. “The Effects Of A Robot Game Environment On Computer Programming Education For Elementary School Students.” *Department of Computer Science and Engineering, College of Informatics, Korea University.*
- Suandi, Agus, Fata Nidaul Khasanah, and Endang Retnoningsih. 2017. “Pengujian Sistem Informasi E-Commerce Usaha Gudang Cokelat Menggunakan Uji Alpha Dan Beta.” *Information System for Educators and Professionals* 2(1): 61–70. <https://media.neliti.com/media/publications/234474-pengujian-sistem-informasi-e-commerce-us-2bea597f.pdf>.
- Sumiyati, Elfa. 2017. “Penggunaan Model Pembelajaran Interaktif Berbasis Aktivitas Untuk Meningkatkan Prestasi Belajar Siswa Kelas Vi Pada Pelajaran Pkn Sd Negeri 09 Kabawetan.” *Jurnal PGSD* 10(2): 66–72.
- Uchiyama, Hideaki, and Hideo Saito. 2007. “AR Display of Visual Aids for Supporting Pool Games by Online Markerless Tracking.” *Proceedings 17th International Conference on Artificial Reality and Telexistence, ICAT 2007*: 172–79.

- Vitor, João et al. 2020. “‘Bn Anatomy’ an Interactive Augmented Reality System for Learning Bone Anatomy.” In *International Conferences Interfaces and Human Computer Interaction 2020; and Game and Entertainment Technologies 2020 2.*, , 206–10. <https://www.youtube.com/playlist?list=PLt-HAUhESHxVvzcVBzgt9uiTMsBkF7fT8>.
- Yasin, Fatah et al. 2017. “Pemanfaatan Augmented Reality Untuk Game Edukasi Bagi Anak Autis Tingkat Sekolah Dasar Di Rumah Pintar Salatiga.” *Jurnal SIMETRIS* 8(1): 91–98.