

## DAFTAR PUSTAKA

- Adnan, M. T., Widiaty, I., & Mulyanti, B. (2020). Analysis development of augmented reality in android-based computer learning in vocational schools. IOP Conference Series: Materials Science and Engineering, 830(3). <https://doi.org/10.1088/1757-899X/830/3/032059>.
- Christoffel, J. M., Tulenan, V., Sengkey, R., Elektro, T., Sam, U., & Manado, J. K. B. (2019). Aplikasi Augmented Reality Pengenalan Rambu Lalu Lintas Menggunakan Metode User Defined Target. Jurnal Teknik Informatika, 14(3), 349–356. <https://doi.org/10.35793/jti.14.3.2019.27127>
- Erick, & Ekawati, N. (2021). Implementasi Augmented Reality Dalam Pemilihan Menu. Teknik Informatika, 04, 30–36.
- Heriyanto, E., Kumalasarurnawati, E., & Andayati, D. (2018). Implementasi Kecerdasan Buatan Pada Game Menggunakan Metode Pathfinding Dengan Game Engine Unity3D. Jurnal SCRIPT, 5(2), 56–62. <https://ejournal.akprind.ac.id/index.php/script/article/view/641>
- Herlandy, P. B., Al Amien, J., Pahmi, P., & Satria, A. 2019. A virtual laboratory application for vocational productive learning using augmented reality. Jurnal Pendidikan Teknologi dan Kejuruan, 25(2):194–203.
- Maharani, M. A. (2018). Analisa dan Perancangan Sistem Informasi dengan CODEIGNITER dan LARAVEL. LOKO MEDIA.
- Maldanop, A. H., Nurhidayati, Y., & Ibrahim, A. (2017). Aplikasi Augmented Reality Untuk Informasi Pemakaian Ruang Kelas Pada Kampus Fasilkom Unsri Berbasis Android. JSI: Jurnal Sistem Informasi (E-Journal), 9(2), 1271–1276. <https://doi.org/10.36706/jsi.v9i2.7741>
- Manning, J., & Buttfield-Addison, P. (2017). Mobile Game Development with Unity. <https://books.google.co.id/books?id=ligvDwAAQBAJ&printsec=frontcover&dq=Mobile+Game+Development+with+Unity&hl=ban&sa=X&ved=2ahUKewijkwKTwAhVZ7nMBHQxUD8MQ6AEwAHoECAAQA#v=onepage&q=Mobile+Game+Development+with+Unity&f=false>
- MS Gultom, Pastima Simanuntak. (2021). Penerapan *Augmented Reality* Pada Produk Kemasan, 4(2) <http://ejournal.upbatam.ac.id/index.php/comasiejournal>
- Prita Haryani., (2019) “*Augmented Reality (AR)* Sebagai Teknologi Interaktif Dalam Penegalan Benda Cagar Budaya Kepada Masyarakat, 8(2) <https://doi.org/10.24176/simet.v8i2.1614>
- Rendi, A., & Handoko, K. (2021). Penerapan Augmented Reality Pengenalan Jenis Olahraga Berbasis Android. 06. <http://ejournal.upbatam.ac.id/index.php/comasiejournal/article/view/3551>
- Sarosa, M., Chalim, A., Suhari, S., Sari, Z., & Hakim, H. B. 2019. Developing augmented reality based application for character education using unity with Vuforia SDK. Journal of Physics: Conference Series, 1375(1):1–7. <https://doi.org/10.1088/1742-6596/1375/1/012035>
- Siyamto, Y. (2019) 01, 18–22.

- Soewito, B., Gunawan, F. E., & Rusli, I. P. (2019). The use of android smart phones as a tool for absences. *Procedia Computer Science*, 157, 238–246. <https://doi.org/10.1016/j.procs.2019.08.163>.
- Sulistyowati & Rachman, A. 2017. Pemanfaatan teknologi 3D virtual reality pada pembelajaran matematika tingkat Sekolah Dasar. *Jurnal Ilmiah NERO*, 3(1):37–44. <https://nero.trunojoyo.ac.id/index.php/nero/article/view/71>
- Tomchinskaya, T.N., Dudakov, N.Y., & Filinskikh, A.D. 2018. A mobile application based on augmented and virtual reality for dynamic training and testing of the road-rule skills. *MCCSIS 2018-Multi Conference on Computer Science and Information Systems; Proceedings of the International Conferences on Interfaces and Human Computer Interaction 2018, Game and Entertainment Technologies 2018 and Computer Graphics, Visualization, Computer*, p.403–407.