

## REFERENSI

- [1] P. Yadav, "Why and How Virtual Reality is growing?," *Geospatial Media and Communications*, 2 February 2021. [Online]. Available: <https://www.geospatialworld.net/blogs/why-and-how-virtual-reality-is-growing/>. [Accessed 25 June 2022].
- [2] Mordor Intelligence, "Augmented Reality Market - Growth, Trends, Covid-19 Impact, And Forecasts (2022 - 2027)," Mordor Intelligence, Hyderabad, 2021.
- [3] "Berfoto di Antara Ratusan Kupu-kupu di Alian Butterfly Park," *Inibaru Media*, 25 April 2018. [Online]. Available: <https://inibaru.id/adventurial/menyaksikan-indahnya-ratusan-kupu-kupu-di-alian-butterfly-park>. [Accessed 29 September 2021].
- [4] L. Lim, "Taman Kupu-Kupu di Alian Butterfly Park Kebumen," *Travel Diary of Lenny Lim*, 22 April 2019. [Online]. Available: <https://www.len-diary.com/alien-butterfly-park-di-kebumen/>. [Accessed 22 November 2021].
- [5] "What is Android," *Android*, [Online]. Available: <https://www.android.com/what-is-android/>. [Accessed 24 June 2022].
- [6] "What is Virtual Reality," *Virtual Reality Society*, [Online]. Available: <https://www.vrs.org.uk/virtual-reality/what-is-virtual-reality.html>. [Accessed 24 June 2022].
- [7] Unity Technologies, "Free 2D, 3D, VR, & AR software for cross-platform development of games and mobile apps. - Unity Store," *Unity Technologies*, [Online]. Available: <https://store.unity.com/products/unity-personal>. [Accessed 17 November 2021].
- [8] E. Ali, *Rekayasa Perangkat Lunak*, Pekanbaru: CV MFA, 2019.
- [9] G. Jevtic, "What is SDLC? Phases of Software Development & Models," *phoenixNAP*, 15 May 2019. [Online]. Available: <https://phoenixnap.com/blog/software-development-life-cycle>. [Accessed 17 November 2021].
- [10] "What is a Virtual Tour?," *Techopedia*, 7 April 2015. [Online]. Available: <https://www.techopedia.com/definition/4920/virtual-tour>. [Accessed 24 June 2022].
- [11] J. Petty, "What is 3D Modeling & What's It Used For?," *Concept Art Empire*, 27 April 2018. [Online]. Available: <https://conceptartempire.com/what-is-3d-modeling/>. [Accessed 24 Juni 2022].
- [12] M. Virvou, G. Katsionis and K. Manos, "Combining Software Games with Education: Evaluation of its Educational Effectiveness," *Educational Technology & Society*, vol. 8, no. 2, pp. 54-65, 25 April 2018.
- [13] "What is Black Box Testing | Techniques & Examples," *Imperva*, [Online]. Available: <https://www.imperva.com/learn/application-security/black-box-testing/>. [Accessed 17 June 2022].
- [14] I. Rizaldy, I. Agustina and Fauziah, "Implementasi Virtual Reality Pada Tur Virtual Monumen Nasional Menggunakan Unity 3D Algoritma Greedy Berbasis Android," *JOINTECS (Journal of Information Technology and Computer Science)*, vol. 3, no. 2, pp. 75-80, 2018.
- [15] F. R. Daud, V. Tulenan and X. B. N. Najooan, "Virtual Tour Panorama 360 Derajat Kampus Universitas Sam Ratulangi Manado," *E-journal Teknik Informatika*, vol. 8, no. 1, 2016.

- [16] T. K. Naura, Pengembangan Aplikasi VR dan AR Sebagai Media Pembelajaran dan Pengenalan RSH Prof. Soeparwi UGM Kepada Pengunjung Khususnya Anak-Anak - VR Pengenalan RSH, DTETI., UGM., Yogyakarta, Indonesia, 2019.
- [17] F. B. Prayoga, F. M. Priyowibowo and M. A. Hidayat, Pengembangan Aplikasi Permainan Edukasi Hewan Berbasis Augmented Reality sebagai Media Pembelajaran di Taman Kupu-kupu Alian, DTETI., UGM., Yogyakarta, Indonesia, 2019.
- [18] Heizenrader, "The 3 Types of Virtual Reality - Heizenrader," Heizenrader, 11 September 2019. [Online]. Available: <https://heizenrader.com/the-3-types-of-virtual-reality/>. [Accessed 20 October 2021].
- [19] A. Nikolaieva, "8 Best Software Development Methodologies," Uptech, [Online]. Available: <https://www.uptech.team/blog/software-development-methodologies>. [Accessed 20 October 2021].
- [20] J. Alexandra, "Agile Development Methods – School of Information Systems," School of Information Systems Binus University, 8 May 2017. [Online]. Available: <https://sis.binus.ac.id/agile-development-methods/>. [Accessed 21 October 2021].
- [21] "Semi-Immersive Virtual Reality Environments," Virtual Reality Society, [Online]. Available: <https://www.vrs.org.uk/virtual-reality-environments/semi-immersive.html>. [Accessed 25 June 2022].
- [22] "The 9 Key Benefits of Using the Agile Methodology," Kissflow, [Online]. Available: <https://kissflow.com/project/agile/benefits-of-agile/>. [Accessed 25 June 2022].
- [23] J. Yang and S. Dhillon, "Cold Start Times: An Analysis of Top Apps," Nimble App, 17 February 2016. [Online]. Available: <https://blog.nimbledroid.com/2016/02/17/cold-start-times-of-top-apps.html>. [Accessed 26 June 2022].
- [24] "Time to Interactive," Google, 4 June 2021. [Online]. Available: <https://web.dev/interactive/>. [Accessed 26 June 2022].
- [25] "Create Virtual Tour App in Unity with Hotspots in VR," TutorialsForVR, 2017. [Online]. Available: <https://tutorialsforvr.com/creating-virtual-tour-app-in-vr-using-unity/>. [Accessed 29 September 2021].
- [26] L. Argyriou, D. Economou and V. Bouki, "Design methodology for 360° immersive video applications: the case study of a cultural heritage virtual tour," *Personal and Ubiquitous Computing*, vol. 24, pp. 843-859, 2020.
- [27] E. M. Gegung, "International Tourism and The COVID-19 Pandemic: The Use of Virtual Reality to Increase Tourism Destination Sustainability and How Users Perceive The Authenticity of VR Experiences," *jki*, vol. 15, no. 1, pp. 9-15, 2021.
- [28] "Tren Pariwisata Indonesia di Tengah Pandemi," Kementerian Pariwisata dan Ekonomi Kreatif Republik Indonesia, 18 August 2021. [Online]. Available: <https://kemenparekraf.go.id/ragam-pariwisata/Tren-Pariwisata-Indonesia-di-Tengah-Pandemi>. [Accessed 25 June 2022].