



REFERENSI

- [1] Transparency Market Research, "Immersive Technologies Market to Exceed Valuation of US 2.6 Trn by 2031," 2021.
- [2] P. Potvin and A. Hasni, "Analysis of the Decline in Interest Towards School Science and Technology from Grades 5 Through 11," *Journal of Science Education and Technology*, vol. 23, p. 784–802, December 2014.
- [3] C. Porter dan J. Parvin, "Learning to Love Science: Harnessing children's scientific imagination," Shell Education Service, York, 2008.
- [4] L. Kerawalla, R. Luckin, S. Seljeflot dan A. Woolard, "Making it real: exploring the potential of Augmented Reality for teaching primary school science," *Virtual Reality*, vol. 10, p. 163–174, December 2006.
- [5] E. Nersesian, A. Spryszynski dan M. J. Lee, "Integration of Virtual Reality in Secondary STEM Education," dalam *2019 IEEE Integrated STEM Education Conference (ISEC)*, 2019.
- [6] H. Çetin dan A. Türkkan, "The Effect of Augmented Reality based applications on achievement and attitude towards science course in distance education process," *Education and Information Technologies*, July 2021.
- [7] H. Pranoto dan F. M. Panggabean, "Increase The Interest In Learning By Implementing Augmented Reality: Case studies studying rail transportation.," *Procedia Computer Science*, vol. 157, p. 506–513, 2019.
- [8] A. Suh dan J. Prophet, "The state of immersive technology research: A literature analysis," *Computers in Human Behavior*, vol. 86, p. 77–90, 2018.
- [9] A. Pavithra, J. Kowsalya, S. K. Priya, G. Jayasree dan T. K. Nandhini, "An Emerging Immersive Technology - A Survey," *International Journal of Innovative Research & Growth*, 2020.
- [10] C. Blyth, "Immersive technologies and language learning," vol. 51, p. 225–232, March 2018.
- [11] J. Pomerantz, "Teaching and Learning with Extended Reality Technology," dalam *Information and Technology Transforming Lives: Connection, Interaction, Innovation*, 2019.
- [12] J. Jerome dan J. Greenberg, "AUGMENTED REALITY + VIRTUAL REALITY Privacy & Autonomy Considerations in Emerging, Immersive Digital Worlds," Future of Privacy Forum, 2021.
- [13] R. T. Azuma, "A Survey of Augmented Reality," *Presence: Teleoperators and Virtual Environments*, vol. 6, p. 355–385, August 1997.
- [14] J. Grubert, T. Langlotz, S. Zollmann dan H. Regenbrecht, "Towards Pervasive Augmented Reality: Context-Awareness in Augmented Reality," vol. 23, p. 1706–1724, June 2017.
- [15] J. Carmigniani, B. Furht, M. Anisetti, P. Ceravolo, E. Damiani dan M. Ivkovic, "Augmented reality technologies, systems and applications," *Multimedia Tools and Applications*, vol. 51, p. 341–377, 2011.
- [16] A. Edwards-Stewart, T. Hoyt dan G. Reger, "Classifying different types of augmented reality technology," *Annual Review of CyberTherapy and Telemedicine*, vol. 14, pp. 199-202, January 2016.



- [17] A. Katiyar, K. Kalra dan C. Garg, "Marker based augmented reality," *Advances in Computer Science and Information Technology (ACSIT)*, vol. 2, p. 441–445, 2015.
- [18] S. Schechter, "The Ultimate Guide to Markerless Augmented Reality," 20 October 2020. [Online]. Available: <https://www.marxentlabs.com/what-is-markerless-augmented-reality-dead-reckoning/>. [Diakses 28 October 2021].
- [19] A. Sinicki, "What is Unity? Everything you need to know," Android Authority, 20 March 2021. [Online]. Available: <https://www.androidauthority.com/what-is-unity-1131558/>. [Accessed 26 October 2021].
- [20] Vuforia, "Getting Started with Vuforia Engine in Unity," [Online]. Available: <https://library.vuforia.com/getting-started/getting-started-vuforia-engine-unity>. [Diakses 26 October 2021].
- [21] IBM Cloud Education, "SDK vs. API: What's the Difference?," IBM, 13 July 2021. [Online]. Available: <https://www.ibm.com/cloud/blog/sdk-vs-api>. [Diakses 26 October 2021].
- [22] Vuforia Developer, "Best Practices for Designing and Developing Image-Based Targets," [Online]. Available: <https://library.vuforia.com/objects/best-practices-designing-and-developing-image-based-targets#natural-features-and-image-ratings>. [Diakses 2022].
- [23] Blender Foundation, "About - The Freedom to Create," [Online]. Available: <https://www.blender.org/about/>. [Diakses 26 October 2021].
- [24] L. Y. Midak, I. V. Kravets, O. V. Kuzyshyn, K. V. Berladyniuk, K. V. Buzhdyan, L. V. Baziuk dan A. D. Uchitel, "Augmented reality in process of studying astronomic concepts in primary school," dalam *CEUR Workshop Proceedings*, 2021.
- [25] V. V. Hordiienko, G. V. Marchuk, T. A. Vakaliuk and A. V. Pikilnyak, "Development of a model of the solar system in AR and 3D," in *CEUR Workshop Proceedings*, 2020.
- [26] N. Majid dan N. K. Husain, "Mobile learning application based on augmented reality for science subject: Isains," *ARPJ Journal of Engineering and Applied Sciences*, vol. 9, p. 1455–1460, January 2014.
- [27] J. C. P. Cheng, K. Chen dan W. Chen, "Comparison of Marker-Based and Markerless AR: A Case Study of An Indoor Decoration System," dalam *Lean and Computing in Construction Congress (LC3)*, 2017.
- [28] G. Zvejnieks, "Marker-based vs markerless augmented reality: pros, cons & examples," 18 October 2019. [Online]. Available: <https://overlyapp.com/blog/marker-based-vs-markerless-augmented-reality-pros-cons-examples/>. [Diakses 1 November 2021].
- [29] Gravity Jack, "How Apple's LiDAR Is Advancing Augmented Reality," 13 October 2020. [Online]. Available: <https://gravityjack.com/news/apple-lidar-ar/>. [Diakses 1 November 2021].
- [30] L. R. Vijayasarathy dan C. W. Butler, "Choice of Software Development Methodologies: Do Organizational, Project, and Team Characteristics Matter?," *IEEE Software*, vol. 33, p. 86–94, September 2016.
- [31] KissFlow, "What is Application Development? 3 Main Types of Application Development Methodologies," 15 July 2021. [Online]. Available: <https://kissflow.com/low-code/rad/types-of-application-development-methodologies/>. [Diakses 1 November 2021].
- [32] S. M. Saleh, S. M. Huq dan M. A. Rahman, "Comparative Study within Scrum, Kanban, XP Focused on Their Practices," dalam *2019 International Conference on Electrical, Computer and Communication Engineering (ECCE)*, 2019.



- [33] M. Rehkopf, "Kanban vs. scrum: which agile are you?," Atlassian, [Online]. Available: <https://www.atlassian.com/agile/kanban/kanban-vs-scrum>. [Diakses 9 November 2021].
- [34] D. Galin, Software Quality Assurance: From the Theory to Implementation, Pearson Education, 2014.
- [35] S. Sendari, A. Firmansah dan Aripriharta, "Performance Analysis of Augmented Reality Based on Vuforia Using 3D Marker Detection," dalam *2020 4th International Conference on Vocational Education and Training (ICOVET)*, 2020.
- [36] A. Wahyudi, R. Ferdiana dan R. Hartanto, "Pengujian dan Evaluasi Buku Interaktif Augmented Reality ARca 3D," dalam *SEMNASTEKNOMEDIA*, 2014.
- [37] A. K. Wahyudi, "ARca, Pengembangan Buku Interaktif Berbasis Augmented Reality dengan Smartphone Android," *Jurnal Nasional Teknik Elektro dan Teknologi Informasi (JNTETI)*, vol. 3, p. 96–102, 2014.
- [38] J. L. H. Salazar, R. Pacheco-Quispe, J. D. Cabeza, M. J. H. Salazar dan J. P. Cruzado, "Augmented reality for solar system learning," dalam *2020 IEEE ANDESCON*, 2020.
- [39] I. Radu dan B. Schneider, "How Augmented Reality (AR) Can Help and Hinder Collaborative Learning: A Study of AR in Electromagnetism Education," *IEEE Transactions on Visualization and Computer Graphics*, p. 1–1, 2022.
- [40] Education Bureau, "Science Education," The Government of the Hong Kong Special Administrative Region, 2 April 2019. [Online]. Available: <https://www.edb.gov.hk/en/curriculum-development/kla/science-edu/index.html>. [Diakses 25 January 2022].