

DAFTAR PUSTAKA

- Abdul-Rahman, A., & Pilouk, M. (2007). Spatial Data Modelling for 3D GIS. In *Angewandte Chemie International Edition*, 6(11), 951–952. Springer.
- Aditya, T., & Laksono, D. (2018). Geogame on the peat: Designing effective gameplay in geogames app for haze mitigation. *International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives*, 42(4), 5–10. <https://doi.org/10.5194/isprs-archives-XLII-4-5-2018>
- Advanced Navigation. (2024). *Inertial Measurement Unit (IMU) – An Introduction*. <https://www.advancednavigation.com/tech-articles/inertial-measurement-unit-imu-an-introduction/>
- Azuma, R. T. (1997). A Survey of Augmented Reality. *Presence: Teleoperators and Virtual Environments*, 6, 355–385. <https://doi.org/https://doi.org/10.1162/pres.1997.6.4.355>
- Azuma, R. T., Baillot, Y., Behringer, R., Feiner, S., Julier, S., & MacIntyre, B. (2001). Recent Advances in Augmented Reality. *IEEE Computer Graphics and Applications*, 21(Nov.-Dec), 34–47. <https://doi.org/10.1109/38.963459>
- Bandi, A., & Heeler, P. (2013). Usability testing: A software engineering perspective. *2013 International Conference on Human Computer Interactions, ICHCI 2013*. <https://doi.org/10.1109/ICHCI-IEEE.2013.6887809>
- Barnum, C. M. (2021). Usability Testing Essentials Ready, Set..., Test! In *Morgan Kaufmann* (Vol. 73, Issues 11–12). <https://linkinghub.elsevier.com/retrieve/pii/B9780128169421010017>
- Biljecki, F., Ledoux, H., & Stoter, J. (2016). An improved LOD specification for 3D building models. In *Computers, Environment and Urban Systems* (Vol. 59). <https://doi.org/10.1016/j.compenvurbsys.2016.04.005>
- Bose, A., Bhat, K. ., & Kurian, T. (2014). *Fundamentals of Navigation and Inertial Sensors*. PHI Learning Private Limited.
- Butchart, B. (2011). Augmented reality for smartphones: a guide for developers and content publishers. *TechWatch Report*, 1, 1–49.
- Calil, J., Fauville, G., Queiroz, A. C. M., Leo, K. L., Newton Mann, A. G., Wise-West, T., Salvatore, P., & Bailenson, J. N. (2021). Using virtual reality in sea level rise planning and community engagement—an overview. *Water (Switzerland)*, 13(9). <https://doi.org/10.3390/w13091142>
- Cheng, J. C. P., Chen, K., & Chen, W. (2017). *Comparison of Marker-Based and Markerless AR: A Case Study of An Indoor Decoration System*. July 2019, 483–490. <https://doi.org/10.24928/jc3-2017/0231>
- Chmielewski, M., Sapiejewski, K., & Sobolewski, M. (2019). Application of augmented reality, mobile devices, and sensors for a combat entity quantitative assessment supporting decisions and situational awareness development. *Applied Sciences (Switzerland)*, 9(21). <https://doi.org/10.3390/app9214577>

- Cirulis, A. (2019). Ultra Wideband Tracking Potential for Augmented Reality Environments. In L. T. De Paolis & P. Bourdot (Eds.), *Augmented Reality, Virtual Reality, and Computer Graphics* (pp. 126–136). Springer International Publishing.
- Dale, P., & McLaughlin, J. (2000). *Land Administration*. Oxford University Press. <https://doi.org/10.1093/oso/9780198233909.001.0001>
- Dardak, H., Algamar, S. B., Poernomosidhi, & Soedradjat, I. (2008). Metropolitan di Indonesia Kenyataan dan Tantangan dalam Penataan Ruang. In *Direktorat Jenderal Penataan Ruang*.
- Dargan, S., Bansal, S., Kumar, M., Mittal, A., & Kumar, K. (2023). Augmented Reality: A Comprehensive Review. *Archives of Computational Methods in Engineering*, 30(2), 1057–1080. <https://doi.org/10.1007/s11831-022-09831-7>
- Du, Y., Yang, D., & Xiu, C. (2015). A novel method for constructing a WIFI positioning system with efficient manpower. *Sensors (Switzerland)*, 15(4), 8358–8381. <https://doi.org/10.3390/s150408358>
- Dubel, S., Rohlig, M., Schumann, H., & Trapp, M. (2015). 2D and 3D presentation of spatial data: A systematic review. *2014 IEEE VIS International Workshop on 3DVis*, 3DVis 2014, November, 11–18. <https://doi.org/10.1109/3DVis.2014.7160094>
- Enemark, S. (2005). Understanding the Land Management Paradigm. *FIG Commission 7 Symposium On Innovative Technologies for Land Administration, July 2005*, 1–13.
- FIG. (1995). The FIG Statement on the Cadastre. *FIG Publication No. 11*, 11, 18. <https://www.fig.net/resources/publications/figpub/pub11/figpub11.asp>
- Giannakidis, A., Sulzmann, F., & Frohnmayer, J. (2024). *Hacking Visual Positioning Systems to Scale the Software Development of Augmented Reality Applications for Urban Settings*. April, 17–19.
- Google. (2023). *Build global-scale, immersive, location-based AR experiences with the ARCore Geospatial API*. ARCore. <https://developers.google.com/ar/develop/geospatial>
- Graham, D., Veenendaal, E. van, Evans, I., & Black, R. (2019). Foundations of Software Testing ISTQB Certification. In *Cengage Learning EMEA* (Vol. 19, Issue 4). <https://doi.org/10.1145/195274.195400>
- Gröger, G., & Plümer, L. (2012). CityGML - Interoperable semantic 3D city models. *ISPRS Journal of Photogrammetry and Remote Sensing*, 71, 12–33. <https://doi.org/10.1016/j.isprsjprs.2012.04.004>
- Hakamäki, S. (2024). *Assesing Localization Accuracy of Geospatial API* (Issue May). Tampere University.
- Hertzum, M. (2020). *Usability Testing A Practitioner's Guide to Evaluating the User Experience* (J. M. Carroll (ed.)). Morgan and Claypool Publishers. <https://doi.org/10.2200/S00987ED1V01Y202001HCI045 A>

- Huang, J., Lucash, M. S., Scheller, R. M., & Klippel, A. (2021). Walking through the forests of the future: using data-driven virtual reality to visualize forests under climate change. *International Journal of Geographical Information Science*, 35(6), 1155–1178. <https://doi.org/10.1080/13658816.2020.1830997>
- ISO. (2018). *ISO 9241-210:2018 Usability: Definitions and concepts*. (pp. 1–1). <https://doi.org/10.5100/jje.30.1>
- Jiang, S., Moyle, B., Yung, R., Tao, L., & Scott, N. (2023). Augmented reality and the enhancement of memorable tourism experiences at heritage sites. *Current Issues in Tourism*, 26(2), 242–257. <https://doi.org/10.1080/13683500.2022.2026303>
- Kamel Boulos, M. N., Lu, Z., Guerrero, P., Jennett, C., & Steed, A. (2017). From urban planning and emergency training to Pokémon Go: Applications of virtual reality GIS (VRGIS) and augmented reality GIS (ARGIS) in personal, public and environmental health. *International Journal of Health Geographics*, 16(1), 1–11. <https://doi.org/10.1186/s12942-017-0081-0>
- Kan Yeung, A. W., Tosevska, A., Klager, E., Eibensteiner, F., Laxar, D., Stoyanov, J., Glisic, M., Zeiner, S., Kulnik, S. T., Crutzen, R., Kimberger, O., Kletecka-Pulker, M., Atanasov, A. G., & Willschke, H. (2021). Virtual and augmented reality applications in medicine: Analysis of the scientific literature. *Journal of Medical Internet Research*, 23(2). <https://doi.org/10.2196/25499>
- Kumar, M., Professor, A., Kumar Singh, S., Dwivedi, R. K., & Professor, A. (2015). A Comparative Study of Black Box Testing and White Box Testing Technique. *International Journal of Advance Research in Computer Science and Management Studies*, 3(10), 32–44. www.ijarcsms.com
- Li, X., Lv, Z., Hu, J., Zhang, B., Shi, L., & Feng, S. (2015). XEarth: A 3D GIS platform for managing massive city information. *2015 IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications, CIVEMSA 2015*. <https://doi.org/10.1109/CIVEMSA.2015.7158625>
- Lou, R. (2011). *Modification of semantically enriched FE mesh models*. Università degli Studi di Genova.
- Maceachren, A. M. (1994). Visualization in Modern Cartography: Setting the Agenda. In *Modern Cartography Series* (Vol. 2, Issue C). Elsevier Science Ltd. <https://doi.org/10.1016/B978-0-08-042415-6.50008-9>
- Maquart, T., Elguedj, T., Gravouil, A., & Rochette, M. (2021). 3D B-Rep meshing for real-time data-based geometric parametric analysis. *Advanced Modeling and Simulation in Engineering Sciences*, 8(1). <https://doi.org/10.1186/s40323-021-00194-5>
- Mat, R. C., Shariff, A. R. M., Zulkifli, A. N., Rahim, M. S. M., & Mahayudin, M. H. (2014). Using game engine for 3D terrain visualisation of GIS data: A review. *IOP Conference Series: Earth and Environmental Science*, 20(1). <https://doi.org/10.1088/1755-1315/20/1/012037>
- Peraturan Menteri Agraria dan Tata Ruang/Kepala Badan Pertanahan Nasional Republik Indonesia Nomor 18 Tahun 2021 tentang Tata Cara Penetapan Hak Pengelolaan dan Hak Atas Tanah, Republik Indonesia 209811 (2021).

- Mystakidis, S., Christopoulos, A., & Pellas, N. (2022). A systematic mapping review of augmented reality applications to support STEM learning in higher education. In *Education and Information Technologies* (Vol. 27, Issue 2). Springer US. <https://doi.org/10.1007/s10639-021-10682-1>
- Open Geospatial Consortium. (2024). *CityGML*. <https://www.ogc.org/standard/citygml/>
- Othengrafen, F., Sievers, L., & Reinecke, E. (2023). Using augmented reality in urban planning processes Sustainable urban transitions through innovative participation. *GAIA - Ecological Perspectives for Science and Society*, 32, 54–63. <https://doi.org/10.14512/gaia.32.S1.9>
- Oufqir, Z., El Abderrahmani, A., & Satori, K. (2020). From Marker to Markerless in Augmented Reality. In V. Bhateja, S. C. Satapathy, & H. Satori (Eds.), *Embedded Systems and Artificial Intelligence* (pp. 599–612). Springer Singapore.
- Paffendorf, J. (2022). *Land Parcels in Augmented Reality with the Regrid API*. <https://regrid.com/blog/land-parcels-in-augmented-reality-with-the-regrid-api>
- Undang-Undang Republik Indonesia Nomor 26 Tahun 2007 tentang Penataan Ruang, (2007).
- Rabbi, I., & Ullah, S. (2017). *A Survey on Augmented Reality Challenges and Tracking Authors Abstract : Keywords : 24*, 29–46. <http://hrcak.srce.hr/file/150828>
- Ramtohul, A., & Khedo, K. K. (2022). Location-Based Mobile Augmented Reality Systems: A Systematic Review. *EAI/Springer Innovations in Communication and Computing, June*, 41–65. https://doi.org/10.1007/978-3-030-66607-1_3
- Rohil, M. K., & Ashok, Y. (2022). Visualization of urban development 3D layout plans with augmented reality. *Results in Engineering*, 14(April), 100447. <https://doi.org/10.1016/j.rineng.2022.100447>
- Rubin, J., & Chisnell, D. (2008). *Handbook of Usability Testing* (2nd Editio). Wiley Publishing, Inc.
- Saenz, M., Baigelenov, A., Hung, Y.-H., & Parsons, P. (2017). Reexamining the cognitive utility of 3D visualizations using augmented reality holograms. *Workshop on Immersive Analytics: Exploring Future Interaction and Visualization Technologies for Data Analytics (Immersive 2017)*.
- Safari Bazargani, J., Zafari, M., Sadeghi-Niaraki, A., & Choi, S. M. (2022). A Survey of GIS and AR Integration: Applications. *Sustainability (Switzerland)*, 14(16), 1–14. <https://doi.org/10.3390/su141610134>
- Shin, B. J., Lee, K. W., Choi, S. H., Kim, J. Y., Lee, W. J., & Kim, H. S. (2010). Indoor WiFi positioning system for Android-based smartphone. *2010 International Conference on Information and Communication Technology Convergence, ICTC 2010*, 319–320. <https://doi.org/10.1109/ICTC.2010.5674691>
- Steudler, D., Rajabifard, A., & Williamson, I. P. (2004). Evaluation of land administration systems. *Land Use Policy*, 21(4), 371–380. <https://doi.org/10.1016/j.landusepol.2003.05.001>

- Tolani, A. (2023, February). Why Augmented Reality Is One Of The Most Promising Experimental Technologies Of This Decade. *Forbes*.
<https://www.forbes.com/sites/forbestechcouncil/2023/02/06/why-augmented-reality-is-one-of-the-most-promising-experimental-technologies-of-this-decade/?sh=424d5333c853>
- UN-ECE. (1996). Land Administration Guidelines. In *United Nations*.
<http://www.unece.org/fileadmin/DAM/hlm/documents/Publications/land.administration.guidelines.e.pdf>
- UN-HABITAT. (2011). *Land and Property Tax*.
- Peraturan Walikota Yogyakarta Nomor 118 Tahun 2021 tentang Rencana Detail Tata Ruang Kota Yogyakarta Tahun 2021-2041, (2021).
- Waskito, & Arnowo, H. (2017). *Pertanahan, Agraria, dan Tata Ruang* (Edisi Pert). Kencana.
- Wegner, P. (1990). Concepts and paradigms of object-oriented programming. *ACM SIGPLAN OOPS Messenger*, 1(1), 7–87. <https://doi.org/10.1145/382192.383004>
- Wijayanti, E. N., & Sutanta, H. (2020). Visualisasi 3D Rencana Detail Tata Ruang. *Elipsoida*, 3(2), 125–134.
- Williamson, I. (2001). The Evolution of Modern Cadastres. *FIG Working Week, Seoul, Korea 6-11 May 2001*. <https://doi.org/10.1056/nejm193106112042402>
- Williamson, I., Enemark, S., Wallace, J., & Rajabifard, A. (2009). *Land Administration for Sustainable Development Sustainable Development*.
- Xie, L., Wang, C., Bu, Y., Sun, J., Cai, Q., Wu, J., & Lu, S. (2019). TaggedAR: An RFID-Based approach for recognition of multiple tagged objects in augmented reality systems. *IEEE Transactions on Mobile Computing*, 18(5), 1188–1202. <https://doi.org/10.1109/TMC.2018.2857812>