DAFTAR PUSTAKA

[1]   B. Nurcahya, "UGM Bertekad Wujudkan Kampus Biru," Kedaulatan Rakyat, Yogyakarta, hlm. 8, 04-Apr-2016

[2]   H. Hanan, "Open Space as Meaningful Place for Students in ITB Campus," Procedia - Soc. Behav. Sci., vol. 85, hlm. 308-317, Sep 2013

[3]   Aletta, F. J. Kang.; O Axelsson, "Soundscape descriptors and a conceptual framework for developing predictive soundscape models," Lansc. Urban Plan. 2016, 149, 65-74

[4]   Dyah Ayu Puspagarini, Sentagi S.U, dan A. S. Sudarsono, "Studi Soundscape di Taman Kearifan (Wisdom Park) UGM". 2018

[5]   Choi, Sangsu, Kiwook Jung, and Sang Do Noh "Virtual reality applications in manufacturing industries: Past research, present findings, and future direction. "Concurrent Engineering (2015): 106329X14568814

[6]   Verhulst Adrien, Normand Marie-Jean, Lombart Cindy, Moreau Guillaume, "A Study on the Use of an Immersive Virtual Reality Store to Investigate Consumer Perceptions and Purchase Behavior toward Non-standard Fruits and Vegetables" IEEE. March 2017

[7]   T.P Grantcharov, V.B Kristiansen, J.Bendix, L.Bardram, J.Rosenberg, P. Funch Jensen, "Randomized Clinical Trial of Virtual Reality Simulation for Laparoscopic Skills Training". British Journal of Surgery : Vol 91 no 2. hlm 146-150, February 2004

[8]   Olasov Barbara, F larry, Kooper Rob, Opdyke Dan, S James, Nort Max "Effectiveness of Computer Generated (Virtual Reality) Graded Exposure in the Treatment of Acrophobia". Am J Psychiatry 1 52:4, April 1995.

[9]   Seki Yoshikazu, Sato Tetsuji."A Training System of Orientation and Mobility for Blind People Using Acoustic Virtual Reality". IEEE

Transaction on Neural System and Rehabilitation Engineering, Vol ; 19 no. 1. February 2011.

[10] Fela, R. F, "Understanding ICU Sonic Environment for Nursing Education by Using Auditory Virtual Reality," Master's Program Thesis, ITB. 2018

[11] Jerzy Wiciak, Pawel Maecki, dan Daniel Tokarczyk. "Virtual Acoustic in Soundscape Analysis," Euro Regio 13-15 Jun 2016 Porto, Portugal

[12] Joo Young Hong, Jianjun He, Bhan Lam, Rishabh Gupta dan Woon-Seng Gan, "Spatial Audio for Soundscape Design Recording and Reproduction," Appl. Sci, 7, 627, 2017

[13] W. Yang dan J. Kang, "Acoustic comfort evaluation in urban open public spaces," Appl. Acoust., vol. 66, no. 2, hlm. 211-229, Feb 2005

[14] A. S. Sudarsono, Y. W. Lam, dan W. J. Davies, "The effect of sound level on perception of reproduced soundscapes," Appl. Acoust., vol. 110, hlm. 53-60, Sep 2016

[15] J. Sueur dan A. Farina, "Ecoacoustics: the Ecological Investigation and Interpretation of Environmental Sound," Biosemiotics, vol. 8, no. 3, hlm. 493-502, Des 2015.

[16] B. Szeremeta dan P. H. T. Zannin, "Analysis and Evaluatio of Soundscape in Public Parks through Interviews and Measurement of noise," Sci. Total Environ., vol. 407, no. 24, hlm. 6143-6149, Des 2009

[17] O. Axelsson, M. E. Nilson, dan B. Berglund, "A Principal Components Model of Soundscape Perception," J. Acoust. Soc. Am., vol. 128, no. 5, hlm.. 2836-2846, Nov 2010.

[18] "Unreal Engine 4 VS Unity : Which Game Engine Is Best for You?". Pluralsigh, URL :https://www.pluralsight.com/blog/film-game/unreal-engine-4-vs-unity-game-engine-best. diakses pada 22 Juli 2018

[19] "Introducing Unity 2018.3". Unity Technologies.. *diakses pada 24 Juli 2018*

[20] Nielsen, Frank (2005-02-01), "Surround video : a multihead camera approach". The Visual Computer. 21 (1-2): 92-103

[21] "With Google's new immersive videos, you can feel what it's like to be a ballet dancer". Quartz. diakses pada 21 Agustus 2018

[22] Etherington, Darrel (March 25,2015). "Facebook To Support Spherical Video In News Feed And Oculus,". TechCrunch. diakses pada 21 Agustus 2018

[23] Jump up to "10 things I wish I kenw before shooting 360 video," CNET. CBS Interactive. diakses pada 21 Agustus 2018

[24] Bartlett, B.; Bartlett, J. "Practical recording techniques: the step-by-step approach to professional audio recording; CRC Press: Boca Raton, FL, USA, 2016

[25] Hollerwger. F "An Introduction to Higher Order Ambisonic'. Florian Hollerweger's Website

[26] Berge. S., Barret, M."A new Method for B-Format to Binaural Transcoding. 2010

[27] Huang. Y, Benesty.J "Audio Signal Processing for Next Generation Multimedia Communication System". Kluwer Academic Publisher, Boston 2004

[28] Nachbar, C. Zotter, F. Deleflie, E. Sontachi. A "AmbiX A Suggested Ambisonic Format. 2011

[29] Benesty, J.; Chen, J.; Huang, Y. "Microphone array signal processing," Springer Science & Business Media : Berlin, Germany, 2008; Volume 1.

[30] Rafaely, B "Fundamentals of spherical array processing," Springer: Berlin, Germany, 2015

[31] Truax, B, "Genres and techniques of soundscape composition as develop at Simon Fraser University," Organ. Sound 2002, 7, 5-14.

[32] W. G. Gardner, D. Ph, and M. Avenue, "3D Audio and Acoustic Environment Modeling," pp. 1–9, 1999.

[33] Bosun Xie "Head Related Transfer Function and Virtual Auditory Display" 2nd Ed ISBN-13:978-1-60427-070-2013

[34] Marti Henricksson, Eric."Incorporation of Three Dimensional Audio into Virtual Reality Scenes for an Improved Immersive Experience". Barcelona School of Industrial Engineering. September 2017

[35] Ranjan, R,; Gan, W, "Natural listening over headphones in augmented reality using adaptive filtering techniques". IEE/ACM Trans. Audio Speech Lang. Process 2015, 23, 1988-2002

[36] Hutchinson, Lee."Ask Ars ; I can't Choose between Oculust Rift, HTC Vive. and PlayStation VR!. diakses pada 22 Agustus 2018

[37] "Environmental Noise." Bruel & Kjaer Sound & Vibration Measurement, 2001

[38] L. E. Kinsler, A. R. Frey, A. B. Coppens, dan J. V. Sanders, "Fundamentals of acoustic," Fundam. Acoust. 4th Ed. Lawrence E Kinsler Austin R Frey Alan B coppens James V Sanders Pp 560 ISBN 0-471-84789-5 Wiley-VCH Dec. 1999, hlm. 560, 1999.

[39] Hong, J. Y.; Jeon, J. Y. "Designing sound and visual component for enchancement of urban soundscape. J. Acoust. Soc. Am. 2013, 134, 2026-2036

[40] Blauert J. Spatial hearing with one sound source. In: Spatial Hearing: The Psychophysics of Human Sound Localization. Cambridge, MA: MIT Press, 1997, p. 36–200. [51] G, Heiman,"Basic statistic for the behavioral sciences". Cengange Learning, 2013

[41] "Semantic Differential." tersedia pada http://www.indiana.edu. diakses pada 22 Agustus 2018

[42] D. Bertram, "Likert Scale,".

[43] G. Heiman, Basic statistics for the behavioral sciences. Cengage Learning, 2013

[44] S. Manikandan, "Measures of central tendency: Median and mode," J. Pharmacol. Pharmacother., vol. 2, no. 3, hlm. 214–215, 2011

[45] Ridwan, "Dasar-dasar statistika," Alfabeta; Bandung, 2006

[46] H. Abdi dan L. J. Williams "Principal Component Analysis," Princ, Compon. Anal, hlm, 47.

[47] Konsistensi, "Uji Independent Sample T-Test lengkap," [Daring} http://www.konsistensi.com/2014/03/uji-independent-sample-t-test-lengkap.html, diakses pada 25 September 2018

[48] J. Kang dan B. Schulte-Fortkamp, "Soundscape and the Built Environment". CRC Press, 2016.

[49] Zulganef."Pemodelan Persamaan Struktur dan Aplikasinya Menggunakan Amos 5. Bandung.2006