

DAFTAR PUSTAKA

- [1] H. B. X, "Laporan Keterangan Pertanggungjawaban DIY," Gubernur Daerah Istimewa Yogyakarta, Yogyakarta, 2019.
- [2] bpcbbanten, "Pengertian Cagar Budaya berdasarkan Undang-Undang Cagar Budaya," Balai Pelestarian Cagar Budaya Banten, Direktorat Jenderal Kebudayaan Republik Indonesia, 4 Maret 2019. [Online]. Available: <https://kebudayaan.kemdikbud.go.id/bpcbbanten/pengertian-cagar-budaya-berdasarkan-undang-undang-cagar-budaya/>. [Accessed 27 Juli 2019].
- [3] gudegnet, "gudegnet | gudang info kota jogja," 28 Januari 2016. [Online]. Available: <https://www.gudeg.net/read/5227/mayoritas-bangunan-cagar-budaya-di-diy-rusak.html>. [Accessed 28 Juli 2019].
- [4] D. P. K. Yogyakarta, "Dinas Pariwisata Kota Yogyakarta," 2019. [Online]. Available: <https://pariwisata.jogjakota.go.id/resources/download/renja-dinas-pariwisata-kota-jogja-tahun-2019-12.pdf>. [Accessed 7 Juni 2019].
- [5] S. Haryanto, A. N. F and H. J. Waluyo, "Pengembangan Media Pembelajaran Sejarah Berbasis Media Audio Visual Situs Purbakala Pugung Raharjo Untuk Meningkatkan Kesadaran Sejarah Siswa Kelas X SMA Negeri 1 Kotagajah," *Jurnal Ilmiah Dikdaya*, vol. 6, no. 1, pp. 29-45, 2016.
- [6] C. A. Ongoro and J. Mwangoka, "Using Game-Based Approach to Enhance Language Learning for Preschoolers in Tanzania," in *Pan African International Conference on Science, Computing and Telecommunications*, 2014.
- [7] T. M. Connolly, E. A. Boyle, E. MacArthur, T. Hainey and J. M. Boyle, "A systematic literature review of empirical evidence on computer games and serious games," *Computers & Education*, pp. 661-686, 2012.
- [8] R. N. Landers, "Developing a Theory of Gamified Learning: Linking Serious Games and Gamification of Learning," *Simulation & Gaming*, vol. 45, no. 6, pp. 752-768, 2014.
- [9] C.-H. Cheng and C.-H. Su, "A Game-based learning system for improving student's learning effectiveness in system analysis course," *Procedia - Social and Behavioural Sciences* 31, pp. 669-675, 2012.
- [10] N. Buphasuwan, N. Rattanachotparnich, S. Kaewkum and P. Tangworakittaworn, "Serious Game Learning for Novice Practitioners in Psychomotor Domain," in *2016 Fifth ICT International Student Project Conference (ICT-ISPC)*, Nakhon Pathom, Thailand, 2016.
- [11] M. Brayshaw and N. Gordon, "Using Motivation Derived from Computer Gaming in the Context of Computer Based Instruction," in *SAT Computing Conference 2016*, London, UK, 2016.
- [12] C. P, "Enhancing Workplace Motivation through Gamification: Transferrable Lessons from Pedagogy," 2016.

- [13] A.-M. K., "Influence of Gamification on Student Motivation in the Educational Process in Courses of Different Fields," 2018.
- [14] T. Miyashita, "An Augmented Reality Museum Guide," 2008.
- [15] C. A. Eleftheria, P. Charikleia, C. G. Iason, T. Athanasios and T. Dimitrios, "An Innovative Augmented Reality Educational Platform Using Gamification to Enhance Lifelong and Cultural Education," in *IISA*, Priaeus, Greece, 2013.
- [16] R. Safitri, D. S. Yustra, D. Hermawan, E. Ripmiatin and W. Pradani, "Mobile Tourism Application Using Augmented Reality," in *2017 5th International Conference on Cyber and IT Service Management (CITSM)*, Denpasar, Indonesia, 2017.
- [17] M.-Y. Wu, S.-R. Tsai, J.-C. Wang and Y.-C. Chuang, "A Pac-Man Game on Campus Using GPS Location Information and Shortest Path Algorithm," in *IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, Tainan, Taiwan, 2010.
- [18] P. N. Lumpoon and P. Thiengburanathum, "Effects of Integrating a Mobile Game-based Learning Framework in a Cultural Tourism Setting," in *International Conference on Software, Knowledge, Information Management & Application*, 2016.
- [19] H. A. Osman, H. Dong and E. A. Saddik, "Ubiquitous Biofeedback Serious Game for Stress Management," *IEEE*, vol. 4, pp. 1274-1286, 2016.
- [20] P. Cunha, J. Brandao, J. Vasconcelos, F. Soares and V. Carvalho, "Augmented Reality for Cognitive and Social Skills Improvement in Children with ASD," in *13th International Conference on Remote Engineering and Virtual Instrumentation (REV)*, Madrid, Spain, 2016.
- [21] G. Barata, S. Gama, J. Jorge and D. Gocalves, "Engaging Engineering Students with Gamification," *IEEE*, 2013.
- [22] W. M. A. F. W. Hamzah, N. H. Ali, M. Y. M. Saman, M. H. Tusoff and A. Yacob, "Enhancement of the ARCS Model for Gamification of Learning," in *3rd International Conference on User Science and Engineering (i-USER)*, Terengganu, Malaysia, 2014.
- [23] P. Kemdikbud, "Rumah Belajar belajar untuk semua," 2019. [Online]. Available: https://belajar.kemdikbud.go.id/PetaBudaya/Repositorys/cagar_budaya/. [Accessed 29 Juli 2019].
- [24] M. S. Hamid, *Metode Edutainment*, Yogyakarta: Diva Press, 2014.
- [25] D. Pantile, R. Frasca, A. Mazzeo, M. Vetrella and G. Verreschi, "New Technology and Tools for Immersive and Engaging Visitor Experiences in Museums," in *2016 12th International Conference on Signal-Image Technology & Internet-Based System*, Genoa, Italy, 2016.
- [26] S. Hadzic, S. Mumtaz and J. Rodrigue, *Cooperative Game Theory and Its Application in Localization Algorithms*, 2013.
- [27] A. Stolwijk, *Solution Concepts in Cooperative Game Theory*, 2010.
- [28] B. M. Good, S. Loguercio, M. Nanis and A. I. Su, "genegames.org High-

- throughput access to biological knowledge and reasoning through online games," in *IEEE Second Conference on Healthcare Informatics, Imaging and Systems Biology*, LA Jolla, 2012.
- [29] K. Kaneko, Y. Nohara, M. Yamada, Y. Saito and E. Kudo, "A Game-Based Learning Environment Using the ARCS Model at a University Library," in *IIAI 4th International Congress on Advanced Applied Informatics*, 2015.
- [30] A. Cetin, "A 3D Game Based Learning Application in Engineering Education: Powering a Recreational Boat with Renewable Energy Source," in *IEEE*, Ankara, Turkey, 2012.
- [31] D. Nield, "All the Sensors in Your Smartphone, and How They Work," GIZMODO, 23 Juli 2017. [Online]. Available: <https://gizmodo.com/all-the-sensors-in-your-smartphone-and-how-they-work-1797121002>. [Accessed Juli 16 2019].
- [32] G. Ltd., "About GPS," Garmin Ltd., 2017. [Online]. Available: <http://www8.garmin.com/aboutGPS/>. [Accessed 12 Maret 2017].
- [33] B. Schmitz, R. Klemke, M. Specht, M. Hoffmann and R. Klamma, "Developing a Mobile Game Environment to Support Disadvantaged Learners," in *12th IEEE International Conference on Advanced Learning Technologies*, Heerlen, 2012.
- [34] Y. Levski, "Markerless vs. Marker Based Augmented Reality," App Real, [Online]. Available: <https://appreal-vr.com/blog/markerless-vs-marker-based-augmented-reality/>. [Accessed 16 Juli 2019].
- [35] Unity, "Explore Unity," Unity, [Online]. Available: <https://unity3d.com/unity>. [Accessed 16 Juli 2019].
- [36] F. Peng and J. Zhai, "A Mobile Augmented Reality System for Exhibition Hall Based on Vuforia," in *2nd International Conference on Image, Vision and Computing*, Tianjin, China, 2017.
- [37] J. Pirker and C. Gutl, "Iterative Evaluation of a Virtual Three-Dimensional Environment for Start-Up Entrepreneurship in different Application Scenarios," in *IEEE*, Perth, WA Australia, 2012.
- [38] T. P. D. P. DIY, Statistik Kepariwisata DIY 2016, Yogyakarta: Dinas Pariwisata DIY, 2017.
- [39] C. I. Sedano, V. Leendertz, M. Vinni, E. Sutinen and S. Ellis, "Hypercontextualized Learning Games: Fantasy, Motivation, and Engagement in Reality," *Simulation & Gaming* 44(6), pp. 821-845, 2013.
- [40] J. Nielsen, "Why You Only Need to Test with 5 Users," 19 Maret 2000. [Online]. Available: <http://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>.
- [41] Y. Arifin, "Binus University | School of Computer Science," 9 Agustus 2018. [Online]. Available: <http://socs.binus.ac.id/2018/08/09/kenal-dekat-dengan-usability-testing/>. [Accessed 28 Juni 2019].