

DAFTAR PUSTAKA

- Aebersold, K., 2019, *Functional vs. Non-functional Testing*, SmartBear, <https://smartbear.com/learn/automated-testing/software-testing-methodologies> (akses tanggal 7 Januari 2020)
- Annas, M. S., Rizal, A., dan Atmaja, R. D., 2017, "Pengenalannya Individu Berdasarkan Gait Menggunakan Sensor Girokop", *Jurnal Nasional Teknik Elektro dan Teknologi Informasi (JNTETI)*, Vol 6(2), hal. 210-214
- Ariefianto, I. G. B. R., Samopa, F., dan Sani, N. A., 2017, "Pengembangan aplikasi peta interaktif tiga dimensi jurusan Teknik Industri Teknologi Sepuluh Nopember Surabaya menggunakan unity3d", *Jurnal Teknik ITS*, Vol 6(2), hal. 545-549
- As'mi, M. A Aulia, 2018, "Gim Pengenalannya Lingkungan Universitas Islam Indonesia Dengan Location Based Augmented Reality Berbasis Android", *Tugas Akhir*, Universitas Islam Indonesia, Yogyakarta.
- Azzari, P., Di Stefano, L., Tombari, F., dan Mattoccia, S., 2008, "Markerless Augmented Reality Using Image Mosaics." *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, hal. 413-420
- Badan Informasi Geospasial, 2015, *Deskripsi Titik Kontrol Geodesi N.0005*.
- Basuki, S., 2014, *Ilmu Ukur Tanah*, Gadjah Mada University Press, Yogyakarta.
- Billen, R., dan Zlatanova, S, 2003, *3D Spatial Relationships Model: A Useful Concept for 3D Cadastre*, Computers Environment and Urban Systems, Vol 27(4), hal. 411-425
- Branch, R. M., 2009, *Instructional Design: The ADDIE Approach*, Springer Science & Business Media, Berlin.
- Byon, Young-Ji, 2011 "GISTMARG: GPS and GIS for Traffic Monitoring and Route Guidance", *Thesis*, University of Toronto, Ontario, Kanada.
- Byon, Young-Ji., dan Liang, S., 2014, "Real-Time Transportation Mode Detection Using Smartphones and Artificial Neural Networks: Performance Comparisons Between Smartphones and Conventional Global Positioning System Sensors" *Journal of Intelligent Transportation Systems*, Vol 18(3), hal. 264-272
- Carmigniani, J., 2011, *Augmented Reality: An Overview* dalam Handbook of Augmented Reality, Springer, New York.
- Cheverst, K., Davies, N., Mitchell, K., Friday, A., dan Efstratiou, C., 2000, "Developing A Context-Aware Electronic Tourist Guide: Some Issues and Experiences", *CHI '00: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 30 April 2000, New York.
- Domhan, T., 2010, *Augmented reality on android smartphones*, Dualen Hochschule BadenWürttemberg, Jerman.

- Disura, 2017, *Candi Prambanan*, <https://3dwarehouse.sketchup.com/model/299aa86c-97f7-4d05-8ab7-8e7d00992182/Prambanan-Temple> (akses tanggal 26 Desember 2018)
- Faiztyan, I. F., Isnanto, R. R., dan Widiyanto, E. D., 2015, “Perancangan dan Pembuatan Aplikasi Visualisasi 3D Interaktif Masjid Agung Jawa Tengah Menggunakan Unity3D.” *Jurnal Teknologi dan Sistem Komputer*, Vol 3(2), hal. 207-212
- Fukuda, T., Zhang, T., & Yabuki, N., 2014, “Improvement of Registration Accuracy of A Handheld Augmented Reality System for Urban Landscape Simulation”, *Frontiers of Architectural Research*, Vol 3(4), hal. 386-397
- Gabriela, D., Stefan, S., dan Aurelian, B., 2010, “Modern Techniques for Evaluation of Spatial Data Quality”, *RevCAD-Journal of Geodesy and Cadastre*, hal. 265-272
- Ghuman, S. S., 2014, “Software Testing Techniques.” *International Journal of Computer Science and Mobile Computing*, Vol 3, hal. 988-993
- Ioannidis, Y., Balet, O., dan Pandermalis, D., 2014, “Tell Me A Story: Augmented Reality Technology in Museums”, <https://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2014/apr/04/story-augmented-reality-technology-museums> (diakses tanggal 25 Desember 2019)
- Karpischek, S., Marforio, C., Godenzi, M., Heuel, S., Michahelles, F., 2009, “SwissPeaks - Mobile Augmented Reality to Identify Mountains”, *Workshop at the International Symposium on Mixed and Augmented Reality 2009*, ISMAR, 19 Oktober 2009, Orlando.
- Kementrian Pendidikan dan Kebudayaan RI, 2009, *Membangun Kembali Prambanan*, Kemendikbud, Jakarta.
- Krogh-Jacobsen, T., 2018, *Introducing Unity 2018.3*, <https://blogs.unity3d.com/2018/12/13/introducing-unity-2018-3> (akses tanggal 26 Desember 2018)
- Kusuma, W., 2016, *Gempa Bumi 2006 Porak- Porandakan Kompleks Candi Prambanan*, <https://regional.kompas.com/read/2016/05/27/08300061/gempa.bumi.2006.porak-porandakan.kompleks.candi.prambanan> (akses tanggal 26 Desember 2018)
- Laksono, D., dan Aditya, T., 2019, “Utilizing A Game Engine for Interactive 3D Topographic Data Visualization”, *ISPRS International Journal of Geo-Information*, Vol. 8, hal 361-379
- Michel, T., Genevès, P., dan Layaïda, N., 2018, “A Method to Quantitatively Evaluate Geo Augmented.” *IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*, 20 Oktober 2018, Munich, Jerman.
- Passaro, V. M. N., Cuccovillo, A., Vaiani, L., Carlo, M. De, dan Campanella, C. E., 2017, Gyroscope Technology and Applications: A Review in the Industrial Perspective. *Sensors*, Basel, 7 Oktober 2017, <https://doi.org/10.3390/s17102284> (diakses tanggal 6 Januari 2020)

- Ramadhan, G. R., 2018, “Pembuatan Realitas Maya Benteng Vredeburg Menggunakan Data Terrestrial Laser Scanner”, *Skripsi*, Universitas Gadjah Mada, Yogyakarta.
- Subirana, J. S., Zornoza, J. M. J., Hernandez-Pajares, M., 2011, *GNSS Signal*, Technical University of Catalonia, Katalunya, Spanyol.
- Sugiyono, 2010, *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Alfabeta, Bandung.
- Syahid, B. A., 2016, “Kendali Quadcopter Menggunakan Remote Control Dengan Frekuensi Radio 2,4 Ghz”, *Laporan Akhir*, Politeknik Negeri Sriwijaya, Palembang.
- Teichrieb, V., Lima, J. P. S. M., Apolinário, E., Farias, T. S. M. C., Bueno, M., Kelner, J., & Santos, I., 2007, “A Survey Of Online Monocular Markerless Augmented Reality”, *International Journal Of Modeling And Simulation For The Petroleum Industry*, Vol 1(1), hal. 1-7
- UNESCO, 2017, *Prambanan Temple Compounds*, <http://whc.unesco.org/en/list/642> (diakses tanggal 6 Januari 2020)