DAFTAR PUSTAKA

Barrow, J., Forker, C., Sands, A., O'Hare, D., & Hurst, W, 2019, Augmented Reality For Enhancing Life Science Education, *VISUAL 2019-The Fourth International Conference On Applications And Systems Of Visual Paradigms*, 1(1), 1–7.

Salawati, T., & Indrawati, N. D., 2015, Tahap Analisis Untuk Pengembangan "ASETARO" Komik Pendidikan Kesehatan Untuk Anak Tentang Bahaya Merokok, *Prosiding Seminar Nasional & Internasional*

Harwati and Widodo, I. D., 2017, Usability Testing for Android Based Application jogja Smart Tourism, *IOP Conference Series: Materials Science and Engineering*, 215(1).

Wu, H.-K., Lee, S. W.-Y., Chang, H.-Y., & Liang, J.-C., 2013, Current status, opportunities and challenges of augmented reality in education. *Computers & Education*, 62, 41–49.

Bacca, J., Baldiris, S., Fabregat, R., Kinshuk., Graf, S., 2015, Mobile Augmented Reality in Vocational Education and Training, *Procedia Computer Science*, 75(Vare), pp. 49–58.

Akçayır, M. and Akçayır, G., 2017, Advantages and challenges associated with augmented reality for education: A systematic review of the literature', *Educational Research Review*, 20, pp. 1–11. doi: 10.1016/j.edurev.2016.11.002.

AlRoobea, R. dan Mayhew, P.J., 2014, How many Paricipants are Really Enough for Usability Studies?, Proceedings of Science and Information Conference, Hal. 48-56.

Azuma, R., Wither, J and Tsai, Y. T., 2011, Indirect Augmented Reality, Computers and Graphics (Pergamon), doi: 10.1016/j.cag.2011.04.010.

Azuma, Ronald., Baillot, Yohan., Behringer, Reinhold., Feiner, Steven., Julier, Simon., MacIntyre, Blair., 2001, Recent Advances in Augmented Reality, Jurnal Penelitian. Hughes Research Laboratories.

Giraldi, Gilson., Silva, Rodrigo., Rodrigues, Paulo., Júnior, José., Cunha, Gerson., 2005, Augmented Reality for Engineering Applications : Dinamic Fusion of Data Sets and Real World, Jurnal Peneltian. Universidade Estacio de Sa.

Suharso, Aries., 2012, Model Pembelajaran Interaktif Bangun Ruang 3d Berbasis Augmented Reality, Jurnal Penelitian Universitas Singaperbangsa Karawang.

Derakhshani, Dariush & Munn, Randi L., 2008, Introducing 3Ds Max, Indianapolis : Wiley Publishing.Inc.

Unity. 2015. The Leading Global Game Industry *Software*. Diakses dari : http://unity3d.com/public-relations. Pada tanggal 25 November 2020.

Unity, 2015, Unity Documentation. Diakses dari : http://docs.unity3d.com/Manual/, 25 November 2019.

Azuma, Ronald T. (1997). A Survey of Augmented Reality. Jurnal Penelitian. Hughes Research Laboratories.

Putri, I.K., Wijoyo, S.H., Mursityo, Y.T., 2019, Analisis Usability dan Pengalaman Penggunan Pada Aplikasi pemesanan Budget Hotel Menggunakan User Experience Questionnaire (UEQ) (Studi Kasus Pada Airy Rooms), *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*,Vol. 3, No. 7, hal 6748-6756.

UEQ Team, 2018, User Experience Questionnaire, https://www.ueq-online.org/, (online accessed, 23 May 2020).

Laugwitz, B., Schrepp, M., Held, T., 2008, Construction and evaluation of a user experience questionnaire, *In: Holzinger, A. (Ed.): USAB 2008*, LNCS 5298, pp. 63-76

Santoso, H.B., Schrepp, M., Isal, R.Y.K., Utomo, A.Y., Priyogi, B., 2016, Measuring User Experience of the Student-Centered e-Learning Environment, *The Journal of Educators Online*, Vol.13, No. 1.

Bangor, A., Kortum, P., Miller, J., 2009, Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale, *Journal of Usability Studies*, Vol. 4, Hal. 114-123.

Brooke, J., 2013, SUS : A Retrospective, *Journal of Usability Studies*, Vol. 8, Hal. 29-40

Sharfina, Z. dan Santoso, H.B., 2016, AN Indonesian Adaptation of the System Usability Scale (SUS), *ICACSIS*, hal 145-148.

ISO 9241-11, 1998, Ergonomics of human-system interaction - Part 11 : Usability : Definition and concept.

ISO 9241-210, 2009, Ergonomics of human system interaction - Part 210 : Human-centered design for interactive systems.

Schrepp, M., Hinderks, A., Thomaschewski, J., 2017, Construction of a Benchmark for the User Experience Questionnaire (UEQ), *International Journal of Interactive Multimedia and Artificial Intelligence*, Vol. 4, No. 4.

Schrepp, M., Cota, M.P., Thomaschewski, J., Goncalves, R., 2019, User Experience Questionaire Handbook.

Wang, C. H., Chiang, Y. C. and Wang, M. J., 2015, Evaluation of an Augmented Reality Embedded On-line Shopping System, *Procedia Manufacturing*, 3(Ahfe), pp. 5624–5630.

Herlandy, P. B., Ismanto, E. and Satria, A., 2019, Simulasi Pengenalan dan Instalasi PC berbasis Augmented reality dengan Metode Single marker, *Journal of Education Informatic Technology and Science*, 1(2), pp. 85–96.

Martin-Gonzalez, A., Chi-Poot, A. and Uc-Cetina, V., 2016, Usability evaluation of an augmented reality system for teaching Euclidean vectors, *Innovations in Education and Teaching International*, 53(6), pp. 627–636.