

DAFTAR PUSTAKA

- [1] D. A. S. Ariyanto, "Sains dan Teknologi dalam Perkembangan Peradaban Manusia," hlm. 3.
- [2] C. Huang, "Clinical features of patients infected with 2019 novel coronavirus in Wuhan, China," 2020, doi: 10.1016/S0140-6736(20)30183-5.
- [3] "Diumumkan Awal Maret, Ahli: Virus Corona Masuk Indonesia dari Januari."
<https://www.kompas.com/sains/read/2020/05/11/130600623/diumumkan-awal-maret-ahli--virus-corona-masuk-indonesia-dari-januari> (diakses Mar 08, 2021).
- [4] K. C. Media, "New Normal, WHO Tekankan Protokol Kesehatan dan Jarak Sosial Cegah Penularan Corona Halaman all," *KOMPAS.com*, Mei 29, 2020.
<https://www.kompas.com/sains/read/2020/05/29/170200923/new-normal-who-tekankan-protokol-kesehatan-dan-jarak-sosial-cegah> (diakses Mar 09, 2021).
- [5] G. Giralddi, R. Silva, dan J. Oliveira, "Introduction to Virtual Reality."
- [6] M. Lee, S. Lee, M. Jeong, dan H. Oh, "Quality of Virtual Reality and its Impact on Behavioral Intention," 2020.
- [7] "UM-VRL: Virtual Reality: A Short Introduction."
<http://www.umich.edu/~vrl/intro/> (diakses Nov 06, 2020).
- [8] T. Mazuryk dan M. Gervautz, "History, Applications, Technology and Future," *Virtual Reality*, hlm. 72.
- [9] P. Bun, F. Gorski, D. Grajewski, R. Wichniarek, dan P. Zawadzki, "Low – Cost Devices Used in Virtual Reality Exposure Therapy," *Procedia Computer Science*, vol. 104, hlm. 445–451, 2017, doi: 10.1016/j.procs.2017.01.158.
- [10] T. Hilfert dan M. König, "Low-cost virtual reality environment for engineering and construction," *Vis. in Eng.*, vol. 4, no. 1, hlm. 2, Des 2016, doi: 10.1186/s40327-015-0031-5.
- [11] S. Choi, K. Jung, dan S. D. Noh, "Virtual reality applications in manufacturing industries: Past research, present findings, and future directions," *Concurrent Engineering*, vol. 23, no. 1, hlm. 40–63, Mar 2015, doi: 10.1177/1063293X14568814.
- [12] K. B. Mierle, J. P. Bates, dan U. S. Ci, "(71) Applicant: Google Inc., Mountain View, CA (US)," hlm. 24.
- [13] V. Adrien, N. Marie-Jean, L. Cindy, dan M. 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," 2017.
- [14] T. Nadan, V. Alexandrov, R. Jamieson, dan K. A. Watson, "Is Virtual Reality a Memorable Experience in an Educational Context?," *Int. J. Emerg. Technol. Learn.*, vol. 6, no. 1, hlm. 53–57, Mar 2011, doi: 10.3991/ijet.v6i1.1433.



- [15] D. Kamińska *dkk.*, “Virtual Reality and Its Applications in Education: Survey,” *Information*, vol. 10, no. 10, hlm. 318, Okt 2019, doi: 10.3390/info10100318.
- [16] R. F. Fela, “Understanding ICU Sonic Environment for Nursing Education by Using Auditory Virtual Reality,” Institut Teknologi Bandung, 2018.
- [17] S. S. Utami, N. S. G. Sitorus, R. S. J. Sarwono, J. G. No, N. Chayati, dan Z. A. Rahman, “Audiovisual Perception of Nursing Students in an ICU Virtual Environment,” hlm. 10.
- [18] H. Fauzi, “Virtual Auditory Reality Sebagai Piranti Studi Soundscape di Taman Kearifan Universitas Gadjah Mada,” Universitas Gadjah Mada, Yogyakarta, 2018.
- [19] Y. Rayson, “Penggunaan Eye Tracking Lingkungan Virtual Ruang ICU Rumah Sakit Sebagai Media Pembelajaran Bagi Mahasiswa Keperawatan,” Universitas Gadjah Mada, Yogyakarta, 2020.
- [20] C. Ford, E. Manegold, dan C. Randall, “Assesing the Feasibility of Implementing Low-Cost Virtual Reality Therapy During Routine Bum Care,” 2017.
- [21] E. D. Innocenti *dkk.*, “Mobile virtual reality for musical genre learning in primary education,” *Computers & Education*, vol. 139, hlm. 102–117, Okt 2019, doi: 10.1016/j.compedu.2019.04.010.
- [22] A. S. Mathur, “Low cost virtual reality for medical training,” dalam *2015 IEEE Virtual Reality (VR)*, Arles, Camargue, Provence, France, Mar 2015, hlm. 345–346. doi: 10.1109/VR.2015.7223437.
- [23] Z. Akhtar, K. Siddique, A. Rattani, S. L. Lutfi, dan T. H. Falk, “Why is Multimedia Quality of Experience Assessment a Challenging Problem?,” *IEEE Access*, vol. 7, hlm. 117897–117915, 2019, doi: 10.1109/ACCESS.2019.2936470.
- [24] D. S. Hands, “A Basic Multimedia Quality Model,” *IEEE Trans. Multimedia*, vol. 6, no. 6, hlm. 806–816, Des 2004, doi: 10.1109/TMM.2004.837233.
- [25] A. R. Avila, Z. A. Momin, J. F. Santos, D. OShaughnessy, dan T. H. Falk, “Feature Pooling of Modulation Spectrum Features for Improved Speech Emotion Recognition in the wild,” *IEEE Trans. Affective Comput.*, hlm. 1–1, 2018, doi: 10.1109/TAFFC.2018.2858255.
- [26] H. T. T. Tran, N. P. Ngoc, C. T. Pham, Y. J. Jung, dan T. C. Thang, “A subjective study on QoE of 360 video for VR communication,” dalam *2017 IEEE 19th International Workshop on Multimedia Signal Processing (MMSP)*, Luton, Okt 2017, hlm. 1–6. doi: 10.1109/MMSP.2017.8122249.
- [27] Y. Sun, A. Lu, dan L. Yu, “Weighted-to-Spherically-Uniform Quality Evaluation for Omnidirectional Video,” *IEEE Signal Process. Lett.*, hlm. 1–1, 2017, doi: 10.1109/LSP.2017.2720693.
- [28] R. Azevedo, N. Birkbeck, F. Simone, I. Janatra, B. Adsumilli, dan P. Frossard, “Visual Distortion in 360-degree Videos,” 2019.
- [29] H. T. T. Tran, C. T. Pham, N. Pham Ngoc, A. T. Pham, dan T. C. Thang, “A Study on Quality Metrics for 360 Video Communications,” *IEICE Trans. Inf. & Syst.*, vol. E101.D, no. 1, hlm. 28–36, 2018, doi: 10.1587/transinf.2017MUP0011.



- [30] J. Wiciak, "Virtual Acoustics in Soundscape Analysis," hlm. 7.
- [31] F. Aletta, J. Kang, dan Ö. Axelsson, "Soundscape descriptors and a conceptual framework for developing predictive soundscape models," *Landscape and Urban Planning*, vol. 149, hlm. 65–74, Mei 2016, doi: 10.1016/j.landurbplan.2016.02.001.
- [32] D. A. Puspagarini, "Studi Soundscape di Taman Kearifan UGM," Universitas Gadjah Mada, 2018. Diakses: Mar 10, 2021. [Daring]. Tersedia pada: <http://etd.repository.ugm.ac.id/penelitian/detail/160996>
- [33] D. Botteldooren, D. Dubois, dan T. C. Andringa, "Understanding urban and natural soundscapes," hlm. 8, 2011.
- [34] A. S. Sudarsono, Y. W. Lam, dan W. J. Davies, "The effect of sound level on perception of reproduced soundscapes," *Applied Acoustics*, vol. 110, hlm. 53–60, Sep 2016, doi: 10.1016/j.apacoust.2016.03.011.
- [35] J. Sueur dan A. Farina, "Ecoacoustics: the Ecological Investigation and Interpretation of Environmental Sound," *Biosemiotics*, vol. 8, no. 3, hlm. 493–502, Des 2015, doi: 10.1007/s12304-015-9248-x.
- [36] B. Szeremeta dan P. H. T. Zannin, "Analysis and evaluation of soundscapes in public parks through interviews and measurement of noise," *Science of The Total Environment*, vol. 407, no. 24, hlm. 6143–6149, Des 2009, doi: 10.1016/j.scitotenv.2009.08.039.
- [37] G. Mahendranta, "Analisis Sistem Pengolahan dan Karakterisasi Sinyal Respirasi untuk Prediksi Kesehatan Pasien Berbasis Akustik," Universitas Gadjah Mada, 2021.
- [38] L.-P. (Lynn) Lin, S.-C. (Lucy) Huang, dan Y.-C. Ho, "Could virtual reality effectively market slow travel in a heritage destination?," *Tourism Management*, vol. 78, hlm. 104027, Jun 2020, doi: 10.1016/j.tourman.2019.104027.
- [39] I. P. Tussyadiah, D. Wang, T. H. Jung, dan M. C. tom Dieck, "Virtual reality, presence, and attitude change: Empirical evidence from tourism," *Tourism Management*, vol. 66, hlm. 140–154, Jun 2018, doi: 10.1016/j.tourman.2017.12.003.
- [40] S. LaValle, *Virtual Reality*. Finland: Cambridge University Press, 2019.
- [41] P. Hanhart, Y. He, Y. Ye, J. Boyce, Z. Deng, dan L. Xu, "360-Degree Video Quality Evaluation," dalam *2018 Picture Coding Symposium (PCS)*, San Francisco, CA, Jun 2018, hlm. 328–332. doi: 10.1109/PCS.2018.8456255.
- [42] A. Strange, "YouTube's VR 180 and Daydream cameras bring immersive video to traditional creators," *Mashable*. <https://mashable.com/2017/06/23/youtube-daydream-vr-180/> (diakses Mar 12, 2021).
- [43] V. H. Orellana, "10 things I wish I knew before shooting 360 video," *CNET*. <https://www.cnet.com/how-to/360-cameras-comparison-video-things-to-know-before-you-buy/> (diakses Mar 12, 2021).
- [44] "RICOH THETA V - User Guide." https://support.theta360.com/en/manual/v/content/shooting-movie/shooting_movie_02.html (diakses Mar 12, 2021).



- [45] “10 Samsung Gear VR Panoramas from Immersive Media’s 360 Video Player ‘im360VR.’” <https://www.roadtovr.com/10-samsung-gear-vr-panoramas-im360vr/> (diakses Mar 12, 2021).
- [46] “Gyroscope | Definition, Physics, & Uses,” *Encyclopedia Britannica*. <https://www.britannica.com/technology/gyroscope> (diakses Mar 12, 2021).
- [47] “Why is Gyroscope Important for Virtual Reality?,” *Veative Labs*, Okt 17, 2019. <https://www.veative.com/blog/gyroscope-important-virtual-reality/> (diakses Mar 12, 2021).
- [48] “Solar System Exploration: Science & Technology: Technology Features: Brief History of Gyroscopes,” Jul 10, 2015. https://web.archive.org/web/20150710113230/http://solarsystem.nasa.gov/scitech/display.cfm?ST_ID=327 (diakses Mar 13, 2021).
- [49] “What is Light? - An overview of the properties of light,” *Oxford Instruments*. <https://andor.oxinst.com/learning/view/article/what-is-light> (diakses Mar 13, 2021).
- [50] “Lens | optics,” *Encyclopedia Britannica*. <https://www.britannica.com/technology/lens-optics> (diakses Mar 13, 2021).
- [51] “How do lenses work? | What are the different types of lens?,” *Explain that Stuff*, Agu 04, 2008. <http://www.explainthatstuff.com/lenses.html> (diakses Mar 13, 2021).
- [52] “Aberration | optics,” *Encyclopedia Britannica*. <https://www.britannica.com/technology/aberration> (diakses Mar 13, 2021).
- [53] K. T. May 05 dan 2016, “How the Human Eye Works,” *livescience.com*. <https://www.livescience.com/3919-human-eye-works.html> (diakses Mar 14, 2021).
- [54] “Explained: How does VR actually work?,” *Wearable*, Des 26, 2017. <https://www.wearable.com/vr/how-does-vr-work-explained> (diakses Mar 14, 2021).
- [55] M. R. Watson dan J. T. Enns, “Depth Perception,” dalam *Encyclopedia of Human Behavior (Second Edition)*, V. S. Ramachandran, Ed. San Diego: Academic Press, 2012, hlm. 690–696. doi: 10.1016/B978-0-12-375000-6.00130-0.
- [56] “Depth Perception,” *American Academy of Ophthalmology*, Mar 23, 2018. <https://www.aao.org/eye-health/anatomy/depth-perception> (diakses Mar 14, 2021).
- [57] “Depth Perception,” *Vivid Vision*. https://www.seevividly.com/info/Binocular_Vision/Visual_Skills/Depth_Perception (diakses Mar 14, 2021).
- [58] Facebook dan Twitter, “Monocular Cues for Depth Perception,” *Verywell Mind*. <https://www.verywellmind.com/what-are-monocular-cues-2795829> (diakses Mar 14, 2021).
- [59] “Movement perception | process,” *Encyclopedia Britannica*. <https://www.britannica.com/science/movement-perception> (diakses Mar 16, 2021).



- [60] B.-S. Hadad, S. Schwartz, D. Maurer, dan T. L. Lewis, "Motion perception: a review of developmental changes and the role of early visual experience," *Front. Integr. Neurosci.*, vol. 9, 2015, doi: 10.3389/fnint.2015.00049.
- [61] S. Somisetty dan J. M Das, "Neuroanatomy, Vestibulo-ocular Reflex," dalam *StatPearls*, Treasure Island (FL): StatPearls Publishing, 2021. Diakses: Mar 16, 2021. [Daring]. Tersedia pada: <http://www.ncbi.nlm.nih.gov/books/NBK545297/>
- [62] M. Fetter, "Vestibulo-ocular reflex," *Dev Ophthalmol*, vol. 40, hlm. 35–51, 2007, doi: 10.1159/000100348.
- [63] "File:Vestibulo-ocular reflex.png - Wikimedia Commons." https://commons.wikimedia.org/wiki/File:Vestibulo-ocular_reflex.PNG (diakses Mar 16, 2021).
- [64] R. M. Steinman, Z. Pizlo, dan F. J. Pizlo, "Phi is not beta, and why Wertheimer's discovery launched the Gestalt revolution," *Vision Research*, vol. 40, no. 17, hlm. 2257–2264, Agu 2000, doi: 10.1016/S0042-6989(00)00086-9.
- [65] "Understanding Stroboscopic Effect." xicato.com.
- [66] "Colour - The perception of colour | Britannica." <https://www.britannica.com/science/color/The-perception-of-colour> (diakses Mar 17, 2021).
- [67] "The Perception Of Color." <https://light-measurement.com/perception-of-color/> (diakses Mar 17, 2021).
- [68] O. College, *English: Illustration from Anatomy & Physiology, Connexions Web site.* <http://cnx.org/content/col11496/1.6/>, Jun 19, 2013. 2013. Diakses: Mar 17, 2021. [Daring]. Tersedia pada: https://commons.wikimedia.org/wiki/File:1416_Color_Sensitivity.jpg
- [69] SharkD, *Comparison of the HSL and HSV color spaces when mapped to a cylinder, with corner cut-away shown.* 2008. Diakses: Mar 17, 2021. [Daring]. Tersedia pada: https://commons.wikimedia.org/wiki/File:HSL_HSV_cylinder_color_solid_comparison.png
- [70] A. Pavitra, M. Aathilingam, dan S. M. Prakash, "Multimedia and its Application," hlm. 7.
- [71] D. Andika, "Definisi dan Pengertian Multimedia," *IT-Jurnal.com*, Sep 14, 2015. <https://www.it-jurnal.com/definisi-dan-pengertian-multimedia/> (diakses Mar 17, 2021).
- [72] "An introduction to the Principles of Video 101," *HiDEF NJ*. <https://www.hidefnj.com/video> (diakses Mar 17, 2021).
- [73] J. Hong, J. He, B. Lam, R. Gupta, dan W.-S. Gan, "Spatial Audio for Soundscape Design: Recording and Reproduction," *Applied Sciences*, vol. 7, no. 6, hlm. 627, Jun 2017, doi: 10.3390/app7060627.
- [74] J. Huopaniemi, L. Savioja, T. Lokki, dan R. Väänänen, "Virtual acoustics — Applications and technology trends," dalam *2000 10th European Signal Processing Conference*, Sep 2000, hlm. 1–8.
- [75] T. Lokki dan L. Savioja, "Virtual Acoustics," dalam *Handbook of Signal Processing in Acoustics*, D. Havelock, S. Kuwano, dan M. Vorländer, Ed.



- New York, NY: Springer, 2008, hlm. 761–771. doi: 10.1007/978-0-387-30441-0_39.
- [76] L. Maffei, M. Masullo, A. Pascale, G. Ruggiero, dan V. P. Romero, “Immersive virtual reality in community planning: Acoustic and visual congruence of simulated vs real world,” *Sustainable Cities and Society*, vol. 27, hlm. 338–345, Nov 2016, doi: 10.1016/j.scs.2016.06.022.
 - [77] “Shop for high quality audio recording products for Court Reporting, amateur and professional recordists and more! Expert product advice and free technical support.” <https://www.soundprofessionals.com/cgi-bin/gold/category.cgi?category=binauralcardioid> (diakses Mar 18, 2021).
 - [78] B. Rafaely, *Fundamentals of Spherical Array Processing*. Springer, 2015.
 - [79] R. Priemer, *Introductory Signal Processing*. World Scientific, 1991.
 - [80] “Definition of Signal.” <https://www.merriam-webster.com/dictionary/signal> (diakses Mar 19, 2021).
 - [81] “IEEE Xplore: IEEE Transactions on Signal Processing.” <https://ieeexplore.ieee.org.ezproxy.ugm.ac.id/xpl/RecentIssue.jsp?punumber=78> (diakses Mar 19, 2021).
 - [82] “Audio Signal Processing- Understanding Digital & Analog Audio Signal Processing,” *PathPartnerTech*, Sep 22, 2020. <https://www.pathpartnertech.com/audio-signal-processing-understanding-digital-analog-audio-signal-processing/> (diakses Mar 19, 2021).
 - [83] “Definition of Audio.” <https://www.merriam-webster.com/dictionary/audio> (diakses Mar 19, 2021).
 - [84] “Audio Processing.” <https://www.dspguide.com/ch22.htm> (diakses Mar 19, 2021).
 - [85] online-metadata.com, “What Are Audio Channels?,” *What Are Audio Channels?* <https://www.metadata2go.com/file-info/channels> (diakses Mar 19, 2021).
 - [86] “Sample Rates - Audacity Manual.” https://manual.audacityteam.org/man/sample_rates.html (diakses Mar 19, 2021).
 - [87] micropyramid, “Understanding Audio Quality: Bit Rate, Sample Rate - Micropyramid.” <https://micropyramid.com/blog/understanding-audio-quality-bit-rate-sample-rate/> (diakses Mar 19, 2021).
 - [88] “Sample Format - Bit Depth - Audacity Manual.” https://manual.audacityteam.org/man/sample_format_bit_depth.html (diakses Mar 19, 2021).
 - [89] “Microphone Definition.” <https://techterms.com/definition/microphone> (diakses Mar 19, 2021).
 - [90] “The Different Types Of Microphones Explained.” <https://www.dawsons.co.uk/blog/the-different-types-of-microphones-explained> (diakses Mar 19, 2021).
 - [91] “Directivity.” <https://www.sfu.ca/sonic-studio-webdav/handbook/Directivity.html> (diakses Mar 19, 2021).



- [92] Galak76, *logarithmic polar pattern of cardioid characteristics*. Diakses: Mar 19, 2021. [Daring]. Tersedia pada: https://commons.wikimedia.org/wiki/File:Polar_pattern_cardioid.png
- [93] Galak76, *logarithmic polar pattern of figure eight characteristics, SVG*. Diakses: Mar 19, 2021. [Daring]. Tersedia pada: https://commons.wikimedia.org/wiki/File:Polar_pattern_figure_eight.svg
- [94] Galak76, *logarithmic polar pattern of omnidirectional characteristic*. Diakses: Mar 19, 2021. [Daring]. Tersedia pada: https://commons.wikimedia.org/wiki/File:Polar_pattern_omnidirectional.png
- [95] A. M. Tekalp, *Digital Video Processing*. United State of America, 1995.
- [96] "Definition of Video." <https://www.merriam-webster.com/dictionary/video> (diakses Mar 19, 2021).
- [97] "Ricoh THETA V 360 4K Spherical VR Camera | Shopee Indonesia." <https://shopee.co.id/Ricoh-THETA-V-360-4K-Spherical-VR-Camera-i.71428170.7936356160> (diakses Mar 19, 2021).
- [98] "Rent virtual reality hero 360 video gear Pro10HD 360° video gear." <https://www.csirentals.com/virtual-reality-360-video-10-gopro-kit/> (diakses Mar 19, 2021).
- [99] "Time Domain Analysis vs Frequency Domain Analysis: A Guide and Comparison." <https://resources.pcb.cadence.com/blog/2020-time-domain-analysis-vs-frequency-domain-analysis-a-guide-and-comparison> (diakses Mar 19, 2021).
- [100] "Audio Signal Filtering - Rhea." https://www.projectrhea.org/rhea/index.php/Audio_Signal_Filtering (diakses Mar 19, 2021).
- [101] A. Sachdev, "Spatial and Frequency Domain — Image Processing," *Medium*, Okt 02, 2019. <https://medium.com/vithelper/spatial-and-frequency-domain-image-processing-83ffa3fc7cbc> (diakses Mar 19, 2021).
- [102] "The Fourier Transform." <https://www.thefouriertransform.com/transform/fourier.php#introduction> (diakses Apr 13, 2021).
- [103] "Introduction to the Fourier Transform." <https://lipsa.swarthmore.edu/Fourier/Xforms/FXformIntro.html> (diakses Apr 13, 2021).
- [104] M. H. Perrot, "Fourier Series and Fourier Transform." [Daring]. Tersedia pada: <http://web.mit.edu/6.02/www/s2007/lec3.pdf>
- [105] "The Discrete Fourier Transform." <http://www.dspguide.com/ch8.htm> (diakses Apr 13, 2021).
- [106] "The Fast Fourier Transform." <http://www.dspguide.com/ch12.htm> (diakses Apr 13, 2021).
- [107] C. Maklin, "Fast Fourier Transform," *Medium*, Des 29, 2019. <https://towardsdatascience.com/fast-fourier-transform-937926e591cb> (diakses Apr 13, 2021).
- [108] "Basic Signal Operations in DSP: Time Shifting, Time Scaling, and Time Reversal - Technical Articles." <https://www.allaboutcircuits.com/technical-articles/>



- articles/basic-signal-operations-in-dsp-time-shifting-time-scaling-and-time-reversal/ (diakses Apr 13, 2021).
- [109] Electrical4U, "Basic Signal Operations | Electrical4U," <https://www.electrical4u.com/>. <https://www.electrical4u.com/basic-signal-operations/> (diakses Apr 13, 2021).
- [110] P. F. Heil, "Basic Statistics for the Behavioral Sciences," *Technometrics*, vol. 22, no. 2, hlm. 280–280, Mei 1980, doi: 10.1080/00401706.1980.10486151.
- [111] T. Rinker, "On the Treatment of Likert Data," hlm. 17.
- [112] "HP Notebook - 14-ck0006tx Product Specifications | HP® Customer Support." <https://support.hp.com/id-en/document/c06042803#AbT0> (diakses Jan 14, 2021).
- [113] "Mi Global Home." <https://www.mi.com/global/redmi-note-7/specs/> (diakses Jan 14, 2021).
- [114] "Product | Ricoh Theta V." <https://theta360.com/en/about/theta/v.html> (diakses Jan 14, 2021).
- [115] "H6 Audio Recorder," *None*. <https://zoomcorp.com/en/us/handheld-recorders/h6-audio-recorder/> (diakses Jan 14, 2021).
- [116] H. Zone, "Sennheiser - PC 3 CHAT," *Headphone Zone*. <https://www.headphonezone.in/products/sennheiser-pc-3-chat> (diakses Apr 20, 2021).
- [117] "Miniso 3D Stereoscopic Head-wearing VR Glass," *Carousell*. <https://www.carousell.com.my/p/miniso-3d-stereoscopic-head-wearing-vr-glass-197566120/> (diakses Apr 22, 2021).
- [118] "Ricoh Theta V 360 Camera | Shopee Indonesia." https://shopee.co.id/Ricoh-Theta-V-360-Camera-i.84500226.1533872759?gclid=Cj0KCQjwp86EBhD7ARIsAFkgakg75M8pSctVP6xFXtlLue9KMZAmFQiIq2arA1NHAsJ_GCf5UQSLO9QaAvXT EALw_wcB (diakses Mei 21, 2021).
- [119] "User Manual Zoom H6 Handy Recorder with Interchangeable | Search For Manual Online." <https://www.search-manual.com/zoom-h6-handy-recorder-with-interchangeable-microphone-system-and-waterproof-case-kit-320621-manual> (diakses Mei 21, 2021).
- [120] "H6 Handy Recorder User Manual." Zoom Corporation, 2020. [Daring]. Tersedia pada: https://zoomcorp.com/media/documents/E_H6.pdf
- [121] S. S. Utami, "An Acoustical Analysis of Domes Coupled to Rooms, with Special Application to the Darussoloh Mosque, in East Java, Indonesia," hlm. 146.
- [122] A. Dafitri, "Estimasi Daya Serap Pohon Terhadap Emisi Karbondioksida (CO₂) pada Waktu Puncak Lalu Lintas di Jalan Malioboro hingga Jalan Jendral Ahmad Yani Yogyakarta," Universitas Gadjah Mada, 2014.
- [123] N. S. Bruce dan W. J. Davies, "The effects of expectation on the perception of soundscapes," *Applied Acoustics*, vol. 85, hlm. 1–11, Nov 2014, doi: 10.1016/j.apacoust.2014.03.016.
- [124] U. A. Santosa, I. Setiawan, dan B. S. Utomo, "Pengujian Alat Pemanen Energi Akustik Berbasis Loudspeaker Dengan Sumber Kebisingan Acak



- Dari Mesin Kendaraan Bermotor,” *Prosiding SNFA*, vol. 4, hlm. 152, Des 2019, doi: 10.20961/prosidingsnfa.v4i0.35921.
- [125] L. Doelle, *Environmental Acoustics*. 1972.
 - [126] M. S. Anwar, J. Wang, W. Khan, A. Ullah, S. Ahmad, dan Z. Fei, “Subjective QoE of 360-Degree Virtual Reality Videos and Machine Learning Predictions,” *IEEE Access*, vol. 8, hlm. 148084–148099, 2020, doi: 10.1109/ACCESS.2020.3015556.
 - [127] A. Umek dan A. Kos, “Validation of smartphone gyroscopes for mobile biofeedback applications,” *Pers Ubiquit Comput*, hlm. 11, 2016.
 - [128] “Silicon Sensing | MEMS Gyroscopes.” <https://www.siliconsensing.com/technology/mems-gyroscopes/> (diakses Apr 16, 2021).
 - [129] “Fermat’s Principle and Aberrations - ScienceDirect.” <https://www.sciencedirect.com.ezproxy.ugm.ac.id/science/article/pii/B9780126298109500062> (diakses Apr 16, 2021).
 - [130] “astronomical optics, part 4: optical aberrations.” <https://www.handprint.com/ASTRO/ae4.html#curvature> (diakses Apr 16, 2021).

