

## DAFTAR PUSTAKA

- [1] R. Azuma and R. Azuma, "A survey of augmented reality," *Presence Teleoperators Virtual Environ.*, vol. 6, no. 4, pp. 355–385, 1997.
- [2] Sarjiyanto, "Pembentukan Museum Arkeologi Indonesia," Universitas Indonesia, 2010.
- [3] C. Jing, G. Junwei, and W. Yongtian, "Mobile Augmented Reality System For Personal Museum Tour Guide Applications," pp. 262–265, 2011.
- [4] V. Jevremovic and S. Petrovski, "MUZZEUM - Augmented Reality and QR codes enabled mobile platform with digital library, used to Guerrilla open the National Museum of Serbia," *Proc. 2012 18th Int. Conf. Virtual Syst. Multimedia, VSMM 2012 Virtual Syst. Inf. Soc.*, pp. 561–564, 2012.
- [5] C. Wang, "3D Augmented Reality Mobile Navigation System Supporting Indoor Positioning Function," pp. 64–68, 2012.
- [6] C. C. Bao and R. Chang, "Multimedia augmented reality information system for museum guidance," 2013.
- [7] M. Ramirez, E. Ramos, O. Cruz, J. Hernandez, E. Perez-Cordoba, and M. Garcia, "Design of interactive museographic exhibits using Augmented reality," *CONIELECOMP 2013, 23rd Int. Conf. Electron. Commun. Comput.*, pp. 1–6, 2013.
- [8] Sutrima, Palgunadi, M. Yunianto, Sutanto, and F. A. Purnomo, "Evaluasi Penggunaan Aplikasi Museum Sangiran Berbasis Augmented Reality Dalam Menarik Minat Pengunjung," pp. 1–6, 2014.
- [9] I. P. Sari, "Perancangan Sistem Pemandu Pengunjung Museum Berbasis Augmented Reality," Universitas Gadjah Mada, 2014.
- [10] "Wamen Pendidikan Dan Kebudayaan Resmikan Museum Sangiran," *Sragen News*, 2011. [Online]. Available: <http://www.sragenkab.go.id/berita/berita.php?id=8985>. [Accessed: 01-Aug-2015].
- [11] A. Rafiq, "Anies Sayangkan Tingkat Kunjungan ke Situs Sangiran Rendah," 2015. [Online]. Available: <https://m.tempo.co/read/news/2015/02/27/079645684/anies-sayangkan-tingkat-kunjungan-ke-situs-sangiran-rendah>. [Accessed: 26-Feb-2016].

- [12] S. ukovi , M. Gattullo, F. Pankratz, and G. Devedži , “*Marker Based vs . Natural Feature Tracking Augmented Reality Visualization of the 3D Foot Phantom,*” pp. 24–31, 2015.
- [13] A. Ufkes and M. Fiala, “*A Markerless Augmented Reality System for Mobile Devices,*” pp. 226–233, 2013.
- [14] J. Mooser, S. You, U. Neumann, and Q. Wang, “Applying robust structure from motion to *markerless* augmented reality,” *2009 Work. Appl. Comput. Vis.*, pp. 1–8, 2009.
- [15] Widiyanto, *Nafas Sangiran Nafas Situs-Situs Hominid*. Sragen: Balai Pelestarian Situs Manusia Purba Sangiran, 2011.
- [16] Widiyanto, *Sangiran Menjawab Dunia*. Sragen: Balai Pelestarian Situs Manusia Purba Sangiran, 2009.
- [17] Widiyanto, *Jejak Langkah Setelah Sangiran*. Sragen: Balai Pelestarian Situs Manusia Purba Sangiran, 2010.
- [18] L. Madden, “Augmented Reality Browsers for Smartphones: Programming for JUNAIO, LAYAR, and WIKITUDE,” *Wiley Publ. Inc*, vol. vol. 1, no. First Edition, 2012.
- [19] V. Geroimenko, “Augmented Reality Technology and Art: The Analysis and Visualization of Evolving Conceptual Models,” *IEEE*, pp. 445 – 453, 2012.
- [20] S. Lazuardy, “Augmented Reality: Masa Depan Interaktivitas,” *kompas.com*, Jakarta, 09-Apr-2012.
- [21] Akanksha, “Developing Android Augmented Reality Applications,” <http://developeriq.in/>, 2014. [Online]. Available: <http://developeriq.in/articles/2014/sep/25/developing-android-augmented-reality-applications/>. [Accessed: 25-Feb-2016].
- [22] Vuforia, “Pricing Overview, *Vuforia Developer Portal*,” <https://developer.vuforia.com>, 2016. [Online]. Available: <https://developer.vuforia.com/pricing>. [Accessed: 25-Feb-2016].
- [23] Vuforia, “Developing *Vuforia* Apps Using a Graphical Workflow,” <https://developer.vuforia.com>, 2016. [Online]. Available: <https://developer.vuforia.com/library/articles/Solution/Vuforia-Unity->

Development-for-Beginners. [Accessed: 25-Feb-2016].

- [24] Vuforia, “Natural Features and Image Ratings,” <https://developer.vuforia.com>, 2016. [Online]. Available: <https://developer.vuforia.com/library/articles/Solution/Natural-Features-and-Ratings>. [Accessed: 25-Feb-2016].
- [25] T. Kohout, “Mobile iOS client for the CTU Navigator,” Czech Technical University in Prague.
- [26] Vuforia, “How To Evaluate a Target Image in Grayscale,” <https://developer.vuforia.com>, 2016. [Online]. Available: <https://developer.vuforia.com/library/articles/Solution/Image-Target-Enhancement-Grayscale-Histogram-Quality-Indicator>. [Accessed: 23-Feb-2016].
- [27] P. Citra, “Histogram Equalisation,” [pengolahancitra.com](http://pengolahancitra.com), 2016. [Online]. Available: [http://pengolahancitra.com/index.php?option=com\\_content&task=view&id=30&Itemid=26](http://pengolahancitra.com/index.php?option=com_content&task=view&id=30&Itemid=26). [Accessed: 25-Feb-2016].
- [28] B. F. Ryan, T. A., Joiner, B. L. and Ryan, “The Minitab Student Handbook,” *Duxbury Press*, 1976. [Online]. Available: <http://dieter.plaetinck.be/post/histogram-statsd-graphing-over-time-with-graphite/>. [Accessed: 25-Feb-2016].
- [29] M. Hanmandlu, “An Optimal Fuzzy System for Color Image Enhancement,” *IEEE*, vol. 15, no. 10, pp. 2956–2966, 2006.
- [30] G. Glovision, “Korelasi Resolusi Dan Ukuran Layar Dengan Jarak Pandang,” <http://www.glovisioncctv.com/>, 2015. [Online]. Available: <http://www.glovisioncctv.com/2015/05/korelasi-resolusi-dan-ukuran-layar.html>. [Accessed: 26-Feb-2016].
- [31] B. F. Santabudi, “Memahami Arti Resolusi Dalam Gambar Digital,” [fotografidesain.com](http://fotografidesain.com), 2016. [Online]. Available: <http://fotografidesain.com/resolusi-gambar-digital/>. [Accessed: 18-Feb-2016].
- [32] A. S. Ibañez and J. P. Figueras, “Vuforia v1.5 SDK: Analysis and evaluation of capabilities,” 2013.
- [33] M. Sweeney, M. Maguire, and B. Shackel, “valuating user-computer

interaction: a framework,” *Int. J. Man-Mach. Stud.*, vol. 38, no. 4, pp. 689–711, 1993.

- [34] Sugiyono, *Metode Penelitian Administrasi*. Bandung: Alfabeta, 2007.
- [35] S. Rainsch, “Dynamic Strategic Analysis: Demystifying Simple Success Strategies,” Wiesbaden: Wiesbaden: Deutscher Universitasts-Verlag, 2004, p. 167.