

DAFTAR PUSTAKA

- [1] P. J.Schmitt, N. Agarwal, and C. J.Prestigiacomo, "From Planes to Brains: Parallels Between Military Development of Virtual Reality Environments and Virtual Neurological Surgery," 2012.
- [2] Y. Sivan, D. Gefen, M. K. Boulos, P. Claudio, and P. Maddalena, "Overview: virtual reality in medicine," *J. Virtual Worlds Res.*, vol. 7, no. 1, pp. 1–34, 2014.
- [3] P. E. Pelargos *et al.*, "Utilizing Virtual and Augmented Reality for Educational and Clinical Enhancements in Neurosurgery," *J. Clin. Neurosci.*, vol. 35, pp. 1–4, 2017.
- [4] F. Newzoo and R. Report, "Preview of the Southeast Asian Games Market Opportunities in the world ' s fastest growing region," 2015.
- [5] Newzoo, "2016 Global Games Market Report," no. June, p. 10, 2016.
- [6] Statista, "Forecast unit shipments of augmented (AR) and virtual reality (VR) headsets from 2016 to 2021 (in millions)," 2016. [Online]. Available: <https://www.statista.com/statistics/653390/worldwide-virtual-and-augmented-reality-headset-shipments/>. [Accessed: 16-Sep-2017].
- [7] B. Caddy, "Vomit Reality: Why VR makes some of us feel sick and how to make it stop," 2016. [Online]. Available: <https://www.wareable.com/vr/vr-headset-motion-sickness-solution-777>.
- [8] Associated Press entertainment staff, "'Star Wars' creator George Lucas says 3-D will rule films," 2011. .
- [9] K. B. dan R. S. Allison, "Cyber (motion) sickness in active stereoscopic 3D gaming," *2013 Int. Conf.*, 2013.
- [10] WebMD, "Motion sickness-topic overview," 1995. [Online]. Available: <http://www.webmd.com/cold-and-flu/ear-infection/tc/motion-sickness-topic-overview>.
- [11] S. Curtis, "Five cures for (digital) motion sickness," 2013. [Online]. Available: <http://www.telegraph.co.uk/technology/10344914/Five-cures-for-digital-motion-sickness.html>. [Accessed: 14-Sep-2017].
- [12] S. Hollister, "Oculus Founders Explain Why You'll Likely Stay Seated In Virtual Reality," 2015. .
- [13] A. Davies, "Oculus Rift Vs. HTC Vive Vs. PlayStation VR," 2016. .

- [14] S. B. and P. A. Watters, "Estimating Cybersickness of Simulated Motion Using the Simulator Sickness Questionnaire (SSQ): A Controlled Study," pp. 486–488, 2009.
- [15] S. Wibirama and K. Hamamoto, "Investigation of visually induced motion sickness in dynamic 3D contents based on subjective judgment, heart rate variability, and depth gaze behavior," *2014 36th Annu. Int. Conf. IEEE Eng. Med. Biol. Soc. EMBC 2014*, pp. 4803–4806, 2014.
- [16] R. A. Utami, "Investigasi Cybersickness pada Video Game Berformat 3D dan Stereoscopic 3D Investigasi Cybersickness Pada Video Game Berformat 3D dan Stereoscopic 3D," Universitas Gadjah Mada, 2016.
- [17] P. W. KUSUMADEWI, "Investigasi Cybersickness pada Pemain dan Penonton Game Berformat Stereoscopic 3D," Universitas Gadjah Mada, 2016.
- [18] I. Kurnia, R. Ferdiana, and H. Adi, "Stimulasi Denyut Jantung dengan Pemutar Musik pada Android," vol. 3, pp. 205–210, 2014.
- [19] K. C. Y. dan R. H. Y. S. C. T. Guo, C. W. Tsoi, Y. L. Wong, "Visually Induced Motion Sickness During Computer Game Playing," in *Contemporary Ergonomics and Human Factors 2013: Proceedings of the international conference on Ergonomics & Human Factors 2013*, 2013.
- [20] S. Davis, K. Nesbitt, and E. Nalivaiko, "Comparing the onset of cybersickness using the Oculus Rift and two virtual roller coasters," *11th Australas. Conf. Interact. Entertain. (IE 2015)*, no. January, pp. 27–30, 2015.
- [21] S. Palmisano, R. Mursic, and J. Kim, "Vection and cybersickness generated by head-and-display motion in the Oculus Rift," *Displays*, vol. 46, pp. 1–8, 2017.
- [22] MyVMC, "Ear anatomy and physiology," *virtualmedicalcentre*, 2017. [Online]. Available: <http://www.myvmc.com/anatomy/ear>. [Accessed: 14-Sep-2017].
- [23] J. J. LaViola, "A discussion of cybersickness in virtual environments," *ACM SIGCHI Bull.*, vol. 32, no. 1, pp. 47–56, 2000.
- [24] H. S. and A. S. Stephan Reichelt, Ralf Haussler, Norbert Leister, Gerald Futterer, "Holographic 3-D Displays - Electro-holography within the Grasp of Commercialization," 2010.
- [25] Aripin, *Pemodelan Karakter Animasi 3D*. 2010.
- [26] NVIDIA Corporation, "Game with Nvisia 3D Vision." [Online]. Available: <http://www.nvidia.com/object/3d-vision-games.html>. [Accessed: 10-Jul-2017].

- [27] and R. V. M. Poyade, A. Reyes-lecuona, "Influence of Binocular Disparity in Depth Perception Mechanisms in Virtual Environments," pp. 13–22, 2009.
- [28] T. Mazuryk and M. Gervautz, "Virtual Reality History , Applications , Technology and Future History."
- [29] K. G. D. Herlangga, "Virtual Reality dan Perkembangannya," 2016. [Online]. Available: <https://www.codepolitan.com/virtual-reality-dan-perkembangannya>. [Accessed: 17-Aug-2017].
- [30] A. Davies, "Oculus Rift Vs. HTC Vive Vs. PlayStation VR," 2016. [Online]. Available: <http://www.tomshardware.com/reviews/vive-rift-playstation-vr-comparison,4513.html>. [Accessed: 14-Sep-2017].
- [31] S. Blaustein, "The Emerging Virtual Reality Landscape: a Primer," *Bertelsmann Digital Media Investments*, 2015.
- [32] B. Mendiburu, *3D movie making: stereoscopic digital cinema from script to screen*. New York and London: Focal Press, 2012.
- [33] and H. K. A. V. De Silva, G. S. Member, A. Fernando, S. Member, S. Worrall, "Sensitivity Analysis of the Human Visual System for Depth Cues in Stereoscopic 3-D Displays," vol. 13, pp. 498–506, 2011.
- [34] K. N. dan E. N. S. Davis, "A Systematic Review of Cybersickness," in *Proceedings of the 2014 Conference on Interactive Entertainment*, 2014.
- [35] R. S. Kennedy *et al.*, "Simulator Sickness Questionnaire : An Enhanced Method for Quantifying Simulator Sickness Simulator Sickness Questionnaire : An Enhanced Method for Quantifying Simulator Sickness," vol. 8414, no. December, 2016.
- [36] R. S. Kennedy, J. Drexler, and R. C. Kennedy, "Research in visually induced motion sickness," *Appl. Ergon.*, vol. 41, no. 4, pp. 494–503, 2010.
- [37] "Simulator Sickness Questionnaire (SSQ)." [Online]. Available: w3.uqo.ca/cyberpsy/docs/qaires/ssq/SSQ_va.pdf. [Accessed: 14-Sep-2017].
- [38] S. Wibirama, "Study on 3D Gaze Measurement and Its Application to Analyze Visually Induced Motion Sickness in Stereoscopic Environment 指導濱本和彦教授東海大学大学院総合理工学研究科総合理工学専攻SUNU WIBIRAMA," 2014.
- [39] Elite HRV, "Is a higher HRV always 'better'?", 2016. [Online]. Available: <https://elitehrv.com/faq>. [Accessed: 01-Jan-2017].
- [40] J. Moore, "Normative Elite HRV Scores by Age and Gender," 2016. [Online]. Available: <https://elitehrv.com/normal-heart-rate-variability-age-gender>. [Accessed: 01-Jan-2017].

- [41] “Using SPSS: Two-way Repeated-Measures ANOVA,” 2016. [Online]. Available: http://www.lifesci.sussex.ac.uk/home/Zoltan_Dienes/SPSS_2-way_rm.html. [Accessed: 15-Sep-2017].
- [42] Lund Research Ltd, “Two-way repeated measures ANOVA using SPSS Statistics,” 2013. [Online]. Available: <https://statistics.laerd.com/spsstutorials/two-way-repeated-measures-anova-using-spss-statistics.php>. [Accessed: 16-Sep-2017].
- [43] IBM Corp, “IBM SPSS Statistics for Windows.” New York, 2013.
- [44] A. G. Solimini, “Are There Side Effects to Watching 3D Movies? A Prospective Crossover Observational Study on Visually Induced Motion Sickness,” *PLoS One*, vol. 8, no. 2, 2013.
- [45] Oculus VR, “Oculus Rift Pre-Orders Now Open, First Shipments March 28.” [Online]. Available: <https://www3.oculus.com/en-us/blog/oculus-rift-pre-orders-now-open-first-shipments-march-28/>. [Accessed: 14-Sep-2017].
- [46] Digital Trends Staff, “Oculus Rift vs. HTC Vive - Spec Comparison,” 2016.
- [47] K. Orland, “The Ars review: Oculus Rift expands PC gaming past the monitor’s edge,” *Ars Technica*, 2016.
- [48] Oculus Support Center, “What are the minimum and recommended system specifications needed to power Oculus Rift?” [Online]. Available: <https://support.oculus.com/help/oculus/170128916778795/>. [Accessed: 12-Sep-2017].
- [49] Polar, “Polar H7.” [Online]. Available: https://www.polar.com/us-en/products/accessories/H7_heart_rate_sensor. [Accessed: 10-Sep-2017].
- [50] Polar, “A new sleek Polar Beat 2.0.” [Online]. Available: https://support.polar.com/en/updates/a_new_sleek_polar_beat_20. [Accessed: 12-Sep-2017].
- [51] Elite HRV, “Elite HRV Apps.” [Online]. Available: <https://elitehrv.com/app>. [Accessed: 12-Sep-2017].
- [52] Kubios HRV, “For Better Heart Rate Variability Analysis.” [Online]. Available: <http://www.kubios.com/>. [Accessed: 12-Sep-2017].
- [53] R. V. Lenth, *Java Applets for Power and Sample Size [Computer software]*. 2011.
- [54] C. R. W. V. and B. L. Morgan, “Understanding Power and Rules of Thumb for Determining Sample Sizes,” vol. 3, no. 2, 2007.
- [55] B. C. Min, S. C. Chung, Y. K. Min, and K. Sakamoto, “Psychophysiological

evaluation of simulator sickness evoked by a graphic simulator,” *Appl. Ergon.*, vol. 35, no. 6, pp. 549–556, 2004.

- [56] R. L. Rosnow dan R. Rosenthal, “Assessing the effect size of outcome research,” 2008.
- [57] and M. G. L. R. S. Kennedy, N. E. Lane, S. Berbaum, “The International Journal of Aviation Psychology Simulator Sickness Questionnaire\$: An Enhanced Method for Quantifying Simulator Sickness,” vol. no. Februa, pp. 203–220, 2009.
- [58] H. Coolican, “Research Methods and Statistics in Psychology,” New York: Routledge, 2013.
- [59] D. B. K. dan V. C. G. Wu, A. Gupta, V. Gunasekara, K. Pham, ““New Software, ‘OKNdot Test’ for Visual Rehabilitation for Eye Patients,” in *Investigative Ophthalmology & Visual Science*, 2014, pp. 2569–2569.
- [60] M. S. Dennison, A. Z. Wisti, and M. D’Zmura, “Use of physiological signals to predict cybersickness,” *Displays*, vol. 44, pp. 42–52, 2016.
- [61] P. Frank Q. Nuttall, MD, “Body Mass Index Obesity, BMI, and Health: A Critical Review,” vol. 50, no. 3, 2015.
- [62] M. B. Bruce Thomas, “Introduction to Virtual Reality.” Adelaide, p. 10, 2017.