



DAFTAR PUSTAKA

- [1] "Daftar Profil Museum se-Indonesia," Asosiasi Museum Indonesia,[*Online*]. <http://asosiasimuseumindonesia.org/anggota.html> diakses pada 8 September 2015
- [2] "Data Jumlah Pengunjung Museum di Indonesia Tahun 2006-2008," Pusat Pengelolaan Data dan Sistem Jaringan Depbudpar, 2009
- [3] A.R.Yudiantika, Pengembangan Metode *Visualisasi Kuis Bergerak Augmented Reality Berbasis Pelacakan Tanpa Penanda Untuk Aplikasi Pembelajaran Museum*, Yogyakarta 2015
- [4] X. Luo. From Augmented Reality to Augmented Computing: A Look at Cloud-Bergerak Convergence. In Proceedings of the International Symposium on Ubiquitous Virtual Reality (ISUVR09), Gwangju, South Korea, July 2009.
- [5] A.Y. Susan et al. Using augmented reality and knowledge-building scaffolds to improve learning in a science museum 2012
- [6] A. C. Haugstvedt ang J. Krogstie, "Bergerak augmented reality for cultural heritage: A technology acceptance study," in IEEE International Symposium on Mixed and Augmented Reality, Atlanta, 2012.
- [7] Szymanski, M., Aoki, P., Grinter, R., Hurst, A., Thornton, J., & Woodruff, A. (2008). Sotto Voce: Facilitating social learning in a historic house. Computer Supported Cooperative Work, 17, 5–34.
- [8] H. Jim. "Bergerak augmented reality applications for library services", New Library World, 2012.
- [9] N. Lyndon. "SmartReality: Integrating the *Web* into Augmented Reality", Austria, 2012.
- [10] B. Petros." A *Web Service Platform* for Building Interoperable Augmented Reality Solutions", Finland, 2010.
- [11] Layar Augmented Reality Browser, [*Online*]. Available: <http://layer.com/> diakses pada 8 September 2015.



- [12] Wikitude World Browser, [Online]. Available: <http://www.wikitude.org/> diakses pada 8 September 2015.
- [13] R. T. Azuma, "A survey of augmented reality.", "Presence, vol. 6, no. 4, 1997.
- [14] Milgram, P. dalam jurnal Evaluation strategies for bergerak museum guides: a theoretical framework 2006.
- [15]"Building for devices". Android Open Source Project. Diakses tanggal 2015-10-15.
- [16]"Metaio Developer Portal," 8 September 2015. [Online]. Available: <http://dev.metaio.com>
- [17] "Metaio Developer Portal," 8 September 2015. [Online]. Available: <http://dev.metaio.com>
- [18] R. S. Pressman, Software Engimeer. A practitioner's Approach 7th Ed., New York:Mc Graw Hill, 2010.
- [19] Kroenke, M.D., Database Processing, Prentice Hall International, Inc., 1998.
- [20] "Web Services Architecture Working Group," 2004.
- [21] "Web-service-soap-vs-rest-mana-yang-lebih-baik". [Online]. <http://www.adityarizki.net/2012/06/web-service-soap-vs-rest-mana-yang-lebih-baik/> diakses pada 21 September 2015.
- [22]"Introducing JSON". [Online]. <http://www.json.org/> diakses pada 13 Oktober 2015.
- [23] "Axioo Neon CNC 5F20". [Online]. http://pricebook.co.id/Axioo-Neon-CNC-5F20/2/PD_00000957 diakses pada 13 Oktober 2015.
- [24] "Redmi Note". [Online]. <http://www.mi.com/id/note/> diakses pada 13 Oktober 2015.
- [25] "Account Details Overview". [Online]. http://000.webhost.com/panel/view_account_details.php/ diakses pada 13 Oktober 2015.
- [26] B. Pati., "A model for evaluating the effectiveness of software engineering virtual labs", India, 2012.
- [27] Ian Molyneaux., The Art of Application Performance Testing Help for Programmers and Quality Assurance., O'Reilly Media., 2009.



**PEMANFAATAN TEKNOLOGI WEB SERVICE PADA APLIKASI KUIS INTERAKTIF BERBASIS
AUGMENTED REALITY**

RIZALDI SATRYA HERLA, Bimo Sunarfri Hantono, S.T., M.Eng. ; Selo, S.T.,M.T., M.Sc., Ph.D.

UNIVERSITAS
GADJAH MADA

Universitas Gadjah Mada, 2015 | Diunduh dari <http://etd.repository.ugm.ac.id/>