



DAFTAR PUSTAKA

- [1] K. Sugand, P. Abrahams, and A. Khurana, "The anatomy of anatomy: A review for its modernization," *Anatomical Sciences Education*, pp. 83–93, Mar. 2010, doi: 10.1002/ase.139.
- [2] D. Prakosa, "Menggagas Pembelajaran Anatomi pada Kurikulum Berbasis Kompetensi untuk Pendidikan Kedokteran Dasar," *Jurnal Anatomi Indonesia*, Vol 01 No.2, Yogyakarta, Indonesia, 2006, pp. 47-52.
- [3] Admin, "S1 Pendidikan Dokter," 2010. <https://fk.ugm.ac.id/program-s1-pendidikandokter/> (Diakses 12 September 2021).
- [4] R. Rudianawati, A. Harun, Z. Pheobe, "Pengembangan Media Pembelajaran Anatomi Kepala Manusia untuk Fakultas Kedokteran Universitas Gadjah Mada," Dept. of Electrical and Information Engineering, Universitas Gadjah Mada, 2020.
- [5] Y. Alharbi et al., "Three-dimensional Virtual Reality as an Innovative Teaching and Learning Tool for Human Anatomy Courses in Medical Education: A Mixed Methods Study," *Cureus*. 12, 2020, doi: 10.7759/cureus.7085.
- [6] A. Weiler, "Information-Seeking Behavior in Generation Y Student: Motivation, Critical Thinking, and Learning Theory," *The Journal of Academic Librarianship*, vol. 31, no. 1, pp. 46-53, 2005.
- [7] K. A. J. Mohr and E. S. Mohr, "Understanding Generation Z Students to Promote a Contemporary Learning Environment," *Journal on Empowering Teaching Excellence*, vol. 1, no. 1, pp. 84-94, 2016
- [8] MedicineNET, "Medical Definition of Cadaver," 2021. <https://www.medicinenet.com/cadaver/definition.htm> (Diakses 12 September 2021).
- [9] G. C. Burdea and P. Coiffet, *Virtual Reality Technology*, Hoboken, New Jersey: John Wiley & Sons, Inc., 2003.
- [10] Ton, "How Blender started, twenty years ago ..." 2013. <https://code.blender.org/2013/12/how-blender-started-twenty-years-ago/>. (Diakses 12 September 2021).
- [11] Blender.org, "About Blender," 2020. <https://www.blender.org/about/>. (Diakses 12 September 2021).
- [12] J. Ward, "What is a Game Engine?" 2008. https://www.gamecareerguide.com/features/529/features/529/what_is_a_game_.php. (Diakses 12 September 2021).
- [13] Unity User Manual (2019.4 LTS), Unity Technologies. [online]. Available: <https://docs.unity3d.com/Manual/index.html>.
- [14] D. Everett, R. Mcleod, jr., "The Software Development Life Cycle," in *Software Testing: Testing Across the Entire Software Development Life Cycle*, J. Wiley & Sons, 2007, pp. 29-32.
- [15] AgileAlliance.org, "12 Principles Behind the Agile Manifesto," 2020. <https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/>. (Diakses 12 September 2021).
- [16] O. Taiichi, "Evolution of the Toyota Production System," in *Toyota Production System: Beyond Large-Scale Production*, 1 st ed, CRC Press, 1988, pp. 25-29.
- [17] L. Luo, "Software Testing Techniques Technology Maturation and Research Strategies," Institute for Software Research International-Carnegie Mellon University, Pittsburgh, 2010.
- [18] S. Seela, R. Yacke, "64 Essential Testing Metrics for Measuring Quality Assurance Success," 2016. <https://www.tricentis.com/blog/64-essential-testing-metrics-formeasuring-quality-assurance-success/> (Diakses 12 September 2021).