

DAFTAR PUSTAKA

- Aslah, T.Y., Wowor, H.F., & Tulenan, V. (2017). Perancangan Animasi 3D Objek Wisata Museum Budaya Watu Pinawetengan. *E-Jurnal Teknik Informatika*. 11(1).
- Asry, A.I. (2019). Penerapan augmented reality dengan metode markerbased tracking pada maket rumah virtual. *Jurnal Informatika AINET*, 1(2). doi:<https://doi.org/10.26618/ainet.v1i2.2294>
- Balaji, S., & Murugaiyan, M.S. (2012). Waterfall Vs V-Model Vs Agile: A comparative study on SDLC. *International Journal of Information Technology and Business Management*, 2(1), 26-29.
- Bria, M.M.S, Kusuma G.P., & Suryapranata, L.K.P. (2018). Promoting Timor Leste's Tais Cloth Using Mobile Augmented Reality Application. *Procedia Computer Science*, 135, 700-706.
- Buchari, M. Z., Sentiuwo, S. R., & Lantang, O. A. (2015). Rancang Bangun Video Animasi 3 Dimensi Untuk Mekanisme Pengujian Kendaraan Bermotor di Dinas Perhubungan, Kebudayaan, Pariwisata, Komunikasi dan Informasi. *J. Tek. Inform*, 6(1), 1–6. doi:10.35793/jti.6.1.2015.9964.
- Dennis, A., Wixom, B., & Roth, R. (2012). *System analysis and design*. (5th ed.). New Jersey: Wiley.
- Dima, A. M., & Maassen, M. A. (2018). From Waterfall to Agile software: Development models in the IT sector, 2006 to 2018. Impacts on company management. *Journal of International Studies*, 11(2), 315-326. doi:10.14254/2071-8330.2018/11-2/21.
- Djaali, A. (2008). Skala Likert. Yogyakarta: Andi Offset.
- Fitriani. S. (2011). *Promosi Kesehatan*. (1st ed.). Yogyakarta: Graha Ilmu.
- Google ARCore. (2022). ARCore Documentation. 26 Agustus 2022. <https://developers.google.com/ar>
- Grady, J. O. (2014). *System Requirements Analysis*. (2nd ed.). Amsterdam: Elsevier.
- Handy & Susilo, J. (2014). Aplikasi Pengujian White-Box Ibii Online Judge. *Jurnal Informatika Dan Bisnis*, 3, 56–68.
- Jogiyanto, H.M. (2005). *Analisa dan Desain Sistem Informasi: Pendekatan Terstruktur Teori dan Praktik Aplikasi Bisnis*. Yogyakarta: ANDI.

- Kasser, J. (2002). The Cataract Methodology for Systems and Software Acquisition. In Proceedings of the SETE 2002 Conference: *The Five Layers of Systems Engineering and Test and Evaluation*, 32–39.
- Kesim, M., & Ozarslan, Y. (2012). Augmented Reality in Education: Current Technologies and the Potential for Education. *Procedia - Social and Behavioral Sciences*, 47, 297-302. doi:<https://doi.org/10.1016/j.sbspro.2012.06.654>.
- Ketut, N., Dwijendra, N.K.A., & Mahardika, M. (2018). The Influence Of Globalization Of Globalization On The Existence Of Local Culture In Indonesia. *Asian Academic Research Journal of Multidisciplinary*, 5.
- Kidi, N., Kanigoro, B., Salman, A.G., Prasetio, Y.L., Lokaadinugroho, I., & Sukmandhani, A.A. (2017). Android Based Indonesian Information Culture Education Game. *Procedia Computer Science*, 116, 99-106.
- Lesmana, H., Anas, A., & Suhardi. (2021). Rancang Bangun Media Edukasi Pengenalan Hewan Menggunakan Teknologi Augmented Reality Berbasis Android. *Seminar Nasional Teknologi Informasi dan Komputer*.
- Mulyana, D. (2005), *Ilmu komunikasi suatu pengantar*. Bandung: Remaja Rosdakarya.
- Notoatmodjo, S. (2003). *Pendidikan Dan Perilaku Kesehatan*. Jakarta: Rineka Cipta.
- Pamoedji, A.K., Maryuni, & Sanjaya, R. (2017). *Mudah Membuat Game Augmented Reality (AR) dan Virtual Reality (VR) dengan Unity 3D*. Jakarta: PT. Elex Media Komputindo.
- Pressman, R.S., & Maxim, B.R. (2015). *Software engineering: a practitioner's approach*. Boston: McGraw-Hill Education.
- Pueng, I, Tulenan, V & Najoan, X.B.N. (2020). Penerapan Teknologi Augmented Reality Untuk Pengenalan Rumah Adat Bolaang Mongondow. *Jurnal Teknik Informatika*, 15(4), 345-356.
- Pusparisa, Y. (2020, 15 September). Pengguna Smartphone diperkirakan Mencapai 89% Populasi pada 2025. 9 April 2022.
<https://databoks.katadata.co.id/datapublish/2020/09/15/pengguna-smartphone-diperkirakan-mencapai-89-populasi-pada-2025>.

- Putri, A.S. (2020, Juni 19). Keragaman Etnik dan Budaya Indonesia. 12 April 2022. <https://www.kompas.com/skola/read/2020/06/19/160000569/keragaman-etnik-dan-budaya-indonesia>.
- Putri, R.S. (2019). Pengembangan Media Pembelajaran Berbasis Android Pada Materi Sistem Koloid Di SMA Negeri 2 Banda Aceh. <http://repository.araniry.ac.id/id/eprint/10021>.
- Remolar, I, Rebollo, C., & Fernández-Moyano, J.A. (2021). Learning History Using Virtual and Augmented Reality. *Computers*, 10(11), 146.
- Rachman, A.N., & Indriasari, M. (2021). Mobile Augmented Reality Pengenalan Sejarah Uand Di Mata Uang Degan Metode Marker Based Tracking. *Institut Teknologi Indonesia*. <http://repository.iti.ac.id/jspui/handle/123456789/887>
- Rosa, A.S., & Shalahuddin, M. (2018). *Rekayasa Perangkat Lunak Terstruktur dan Berorientasi Objek*. Bandung: Informatika Bandung.
- Royce, W. (1970, 26 Agustus). *Managing the Development of Large Software Systems. Proceedings IEEE WESCON*, 1-9.
- Soetam, R. (2011). *Konsep Dasar Rekayasa Perangkat Lunak*. Jakarta: Prestasi Pustaka.
- Sutirna, H. (2021). *Pendidikan Lingkungan Sosial, Budaya Dan Teknologi*. Yogyakarta: Deepublish.
- Syihabudin, B., Andryana, S., & Gunaryati, A. (2020). The introduction of 3D application animal in Indonesia using augemneted reality marker-based tracking method. *Jurnal Mantik*, 3(4).
- Tubbs, S.L., Moss, S., Mulyana, D. (2000). *Human communication: konteks-konteks komunikasi*. Bandung: PT Remaja Rosdakarya.
- Wasson, C.S. (2005). *System Analysis, Design, and Development: Concepts, Principles, and Practices*. (1st ed.). New Jersey: Wiley-Interscience.
- Yudhistira. (2021, 25 Oktober). 5 Merk Hp Terbaik & Terlaris di 2022 (Versi IDC & Canalys). 9 April 2022. <https://www.bhinneka.com/blog/merk-hp-terbaik/>.