**DAFTAR PUSTAKA**

Aslah, T.Y., Wowor, H.F., & Tulenan, V. (2017). Perancangan Animasi 3D Objek Wisata Museum Budaya Watu Pinawetengan. *E-Journal 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., Sentinuwo, 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.

Fitriani. S. (2011). *Promosi Kesehatan*. (1st ed.). Yogyakarta: Graha Ilmu.

Google ARCore. (2022). ARCore Documentation. 26 Agustus 2022. [https://developers.google.com/ar](https://developers.google.com/ar/develop)

Grady, J. O. (2014). *System Requirements Analysis.* [(2nd ed.)](https://www.sciencedirect.com/book/9780124171077/system-requirements-analysis). 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., & Sukmmandhani, 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 Augemnted Reality (AR) dan Virtual Reality (VR) dengan Unity 3D*. Jakarta: PT. Elex Media Komputindo.

Pressman, R.S., & Maxim, B.R. (2015). *Sofware egnineering: 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 Mencap 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.

Remolar, I, Rebollo, C., & Fernádez-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](https://books.google.co.id/books?id=HgE9EAAAQBAJ&printsec=frontcover&hl=id)*. 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/.

**LAMPIRAN**

1. **Hasil Tes Bebas Plagiarisme**

****