DAFTAR PUSTAKA

[1]   L. J. Najjar, "Multimedia information and learning," *JI. Educ. Multimed. Hypermedia*, vol. 5, pp. 129–150, 1996.

[2]   R. T. Azuma, "A Survey of Augmented Reality," *Teleoperators Virtual Environ. 6, 4*, vol. 4, no. August, pp. 355–385, 1997.

[3]   H. Mi Alfath, F. Halim, and Gunawan, "PENGEMBANGAN APLIKASI PEMBELAJARAN GLOBE (BOLA DUNIA) INTERAKTIF BERBASIS AUGMENTED REALITY PADA PLATFORM ANDROID," pp. 1–10, 2015.

[4]   C. Woodward, M. Hakkarainen, O. Korkalo, T. Kantonen, M. Aittala, K. Rainio, and K. Kähkönen, "Mixed Reality for Mobile Construction Site Visualization and Communication," *Proc. 10th Int. Conf. Constr. Appl. Virtual Real.*, no. October 2015, pp. 35–44, 2010.

[5]   A. Mulloni, H. Seichter, and D. Schmalstieg, "Handheld augmented reality indoor navigation with activity-based instructions," *13th Int. Conf. Hum. Comput. Interact. with Mob. Devices Serv. - MobileHCI '11*, pp. 211–220, 2011.

[6]   A. O. Alkhamisi and M. M. Monowar, "Rise of Augmented Reality : Current and Future Application Areas," *Int. J. Internet Distrib. Syst.*, vol. November, no. 1, pp. 25–34, 2013.

[7]   J. Paredes and A. Simonetti, "Vuforia v1.5 SDK. Analysis and evaluation of capabilities," *UP Commons*, no. March, 2013.

[8]   "Qualcomm Vuforia Developer Portal." [Online]. Tersedia: https://ui-dev2.vuforia.com/resources/dev-guide/getting-started. [Accessed: 07-Nov-2015].

[9]   "Recommended Attributes of a User Defined Target." [Online]. Tersedia: https://developer.vuforia.com/library/articles/Best_Practices/Recommended-User-Defined-Target-Attributes. [Accessed: 09-Nov-2015].

[10]   W.-M. Lee, *Beginning Android Application Development*. Indianapolis, Indiana: Wiley Publishing,Inc., 2011.

[11]   "Codenames, Tags, and Build Numbers." [Online]. Tersedia: https://source.android.com/source/build-numbers.html. [Accessed: 20-Nov-2015].

[12]   M. Brightman, *The SketchUp Workflow for Architecture*. New Jersey: Wiley Publishing,Inc., 2013.

[13]   "Unity Public Relations." [Online]. Tersedia: https://unity3d.com/public-relations. [Accessed: 25-Jul-2016].

[14]   "Unity Documentation." [Online]. Tersedia: https://docs.unity3d.com/Manual/nav-NavigationSystem.html. [Accessed: 25-Jul-2016].

[15]   R. S. Pressman, *Software Engineering A Practitioner's Approach*, 7th ed. New York: McGraw-Hill, 2010.

[16]   J. Rumbaugh, I. Jacobson, and G. Booch, *The Unified Modeling Language Reference Manual*, 2nd ed. Canada: Addison-Wesley, 2004.

[17]   A. Dennis, B. H. Wixom, and R. M. Roth, *System Analysis & Design*, 5th ed. John Wiley & Sons, Inc., 2012.