

DAFTAR PUSTAKA

- Agus Eka, P. (2014). *Sistem Informasi dan Implementasinya*. Bandung: Informatika.
- Ardhianto, Eka (2012). *Augmented Reality Objek 3 Dimensi dengan Perangkat Artoolkit dan Blender*. Semarang. Universitas Stikubank.
- Azuma, Ronald T. (1997). *A Survey of Augmented Reality*. California. *Hughes Research Laboratories*.
- Billingham, M. (2002). *Augmented Reality in Education*. Seattle. New Horizon for learning.
- Friedrich, W. (2004). *Augmented Reality for Development, Production and Service*. Nuremberg. Siemens AG, *Automation and Drives Advanced Technologies and Standards*.
- Hirzer, M. (2008). *Marker Detection for Augmented Reality Applications*. Austria. Graz University of Technology.
- Muliyawan, A. (2003). *Penekanan Desain Arsitekur Morphosis*. Semarang. Universitas Diponegoro.
- Nugraha, I. S. (2009). *Pemanfaatan Augmented Reality Untuk Pembelajaran Pengenalan Alat Musik Piano*.
- Van Krevelen, D.W.F. (2007). *Augmented Reality: Technologies, Applications, and Limitations*. Amsterdam. *Department of Computer Science*.
- Yuen, S. Chi-yin (2011). *Augmented Reality: An Overview and Five Directions for AR in Education*. National Kaohsiung Normal University.