
Daftar Pustaka

- [1] “Sekolah menengah pertama”. Wikipedia, 2020. [Online]. Available : https://id.wikipedia.org/wiki/Sekolah_menengah_pertama. [Accessed 16 Desember 2020].
- [2] “Pentingnya Pelajari Sejarah Para Pahlawan Menurut Arkeolog UI”. NUonline, 2019. [Online]. Available : <https://www.nu.or.id/post/read/104435/pentingnya-pelajari-sejarah-para-pahlawan-menurut-arkeolog-ui>. [Accessed 16 December 2020].
- [3] Schiavi, B., Gechter, F., Gechter, C. and Rizzo, A., 2018, March. Teach me a story: an augmented reality application for teaching history in middle school. In *2018 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)* (pp. 679-680). IEEE.
- [4] Noh, Z., Sunar, M.S. and Pan, Z., 2009, August. A review on augmented reality for virtual heritage system. In *International conference on technologies for E-learning and digital entertainment* (pp. 50-61). Springer, Berlin, Heidelberg.
- [5] C. Abras, D. Maloney-Krichmar, and J. Preece, “User-centered design,” *Encycl. Human-Computer Interact.*, vol. 37, no. 4, pp. 445– 456, 2004.
- [6] Hasim. Wahid, Sunu Wibirama, Hanung A. Nugroho. 2019. Redesign of E-Participation using User-Centered Design Approach for Improving User Experience. Yogyakarta:ICOIACT.
- [7] Alathas, Hadi. “Bagaimana Mengukur Kebergunaan Produk dengan System Usability Scale (SUS) Score”. Kelasux, 2018. [Online]. Available : <https://medium.com/kelasux/bagaimana-mengukur-kebergunaan-produk-dengan-system-usability-scale-sus-score-2d6843ca780a#:~:text=Apa%20itu%20System%20Usability%20Scale,untuk%20menguji%20sistem%20elektronik%20kantor>.
- [8] Finstad, K. (2006). The system usability scale and non-native English speakers. *Journal of usability studies*, 1(4), 185-188.
- [9] G, Indeed Career. “What is a User Interface? Definition, Types and User Interface Example”. Indeed, 2020. [Online]. Available:[https://www.indeed.com/career-advice/career-development/user-interface#:~:text=The%20user%20interface%20\(UI\)%20is,to%20receive%20maximum%20desired%20outcome](https://www.indeed.com/career-advice/career-development/user-interface#:~:text=The%20user%20interface%20(UI)%20is,to%20receive%20maximum%20desired%20outcome). [Accessed 01 Desember 2020].
- [10] Hidayati, Khairina F. “Kupas Tuntas Soal User Persona dan Manfaatnya untuk Desain Produk”. Glints, 2021. [Online]. Available : <https://glints.com/id/lowongan/user-persona-adalah/#.YgMqMr1Bzt8>.
- [11] Clear, James. “Mental Models: Learn How to Think Better and Gain a Mental Edge”. James Clear, 2020. [Online]. Available : <https://jamesclear.com/mental-models>.
- [12] Santos, M. E. C., Polvi, J., Taketomi, T., Yamamoto, G., Sandor, C., & Kato, H. (2015). Toward standard usability questionnaires for handheld augmented reality. *IEEE computer graphics and applications*, 35(5), 66-75.
- [13] Sasmito, Ginanjar Wiro, and M. Nishom. "Usability Testing based on System Usability Scale and Net Promoter Score." *2019 International Seminar on Research of Information Technology and Intelligent Systems (ISRITI)*. IEEE, 2019.
- [14] Kaya, Aycan, Reha Ozturk, and Cigdem Altin Gumussoy. "Usability measurement of mobile applications with system usability scale (SUS)." *Industrial engineering in the big data era*. Springer, Cham, 2019. 389-400.