

DAFTAR PUSTAKA

- [1] R. T. Azuma, "A Survey of Augmented Reality," *Presence: Teleoperators and Virtual Environment*, vol. 6, no. 4, pp. 355-388, 1997.
- [2] A. Rohman, "Media Pembelajaran Rambu Lalu-lintas Berbasis Mobile Augmented Reality," *Scientific Articles of Informatics Students*, vol. 1.1, no. 1, p. 18, 2018.
- [3] C. Supriana, "Media Sosialisasi Rambu-Rambu Lalulintas Dengan Metode Augmented Reality," *Media Jurnal Informatika*, vol. 8, no. 1, p. 9, 2016.
- [4] A. Fauzi, "Aplikasi Pengenalan rambu lalu lintas Menggunakan Augmented Reality Berbasis Android," *Seminar Akhir Periode September 2014*, 2014.
- [5] A. Tinambuna, G. L. Ginting and M. Panjaitan, "Perancangan Aplikasi Rambu-Rambu Lalu Lintas Untuk Anak Usia Dini," *Jurnal Riset Komputer (JURIKOM)*, vol. 5, no. 3, pp. 290-295, 2018.
- [6] R. Taufan, A. Trisnadoli and S. N. Juni, "Pembelajaran Rambu-Rambu Lalu Lintas Menggunakan Eye Tracking," 2016.
- [7] P. M. Ogedebe and P. B. Jacob, "Software Prototyping: A Strategy to Use When User Lacks Data Processing Experience," *ARPEN J. Syst. Softw.*, vol. 2, no. 5, pp. 219-224, 2012.
- [8] C. M. Jacobs, "Managing Latency in Complex Augmented Reality Systems," *Proceedings of the 1997 Symposium on Interactive 3D Graphic*, pp. 49-54, 1997.
- [9] V. Chari, J. M. Sighn and P. J. Narayan, "Augmented reality using over-segmentation," *Center for Visual Information Technology*, 2008.
- [10] A. Nugroho and B. A. Pramono, "Aplikasi Mobile Augmented Reality Berbasis Vuforia dan Unity Pada Pengenalan Objek 3D Dengan Studi KasusGedung M Universitas Semarang," *Jurnal Informatika*, vol. 14, no. 2, 2017.
- [11] I. B. M. Mahendra, "Implementasi Augmented Reality (AR) Menggunakan Unity 3D dan Vuforia SDK," *Jurnal Ilmu Komputer*, vol. IX, 2016.
- [12] R. Roedavan, A. Pratond, R. K. Utoro and A. P. Sujana, "Zetcil: Game Mechanic Framework for Unity Game Engine," *International Journal of Applied Information Technolog*, vol. 03, no. 02, 2019.