

DAFTAR PUSTAKA

- [1] Idris Yanto Niode, "Sektor UMKM di Indonesia," [Online]. Available: <https://repository.ung.ac.id/get/kms/9446/Jurnal-Sektor-UM-Di-Indonesia-Profil-Masalah-Dan-Strategi-Pemberdayaan.pdf> [Januari 2009]
- [2] Lili Marlina, "Peluang dan Tantangan UMKM Dalam Upaya Memperkuat Perekonomian Nasional Tahun 2020 Di Tengah Pandemi Covid 19," [Online]. Available: <https://ejournal.borobudur.ac.id/index.php/1/article/view/644>. [2020]
- [3] Sherman, W. R., & Alan B.C., "Understanding Virtual Reality Interface, Application, and Design. USA: Elsevier Science," [Online]. Available: https://id.scribd.com/book/282490829/Understanding-Virtual-Reality-Interface-Application-and-Design?utm_medium=cpc&utm_source=google_search&utm_campaign=3Q_Google_DSA_NB_RoW&utm_term=&utm_device=c&gclid=CjwKCAjw4JWZBhApEiwAtJUN0M2F5GbmPK9Ycjlx6F2EX2EjDaJhZh72M7qzpLehy7ASb8vmo0smdhoC5X0QAvD_BwE. [2002]
- [4] Thierauf, R.J., "Virtual Reality systems for business," [Online]. Available: <https://books.google.co.id/books?id=3hnnCwef-VIC&lpg=PR9&ots=K8khYV11qi&dq=Thierauf%2C%20R.J.%2C%201995.%20Virtual%20reality%20Systems%20for%20Business.%200USA%3A%20Greenwood%20Publishing%20Group%2C%20Inc&lr&hl=id&pg=PR9#v=onepage&q&f=false>. [1995]
- [5] Unity.com, "Create with VR," [Online]. Available: <https://learn.unity.com/course/create-with-vr>. [2022]
- [6] Unity.com, "Play 360 video with Unity," [Online]. Available: <https://learn.unity.com/tutorial/play-360-video-with-a-skybox-in-unity>. [2022]
- [7] S. Muheramtohad, "Peran Lembaga Keuangan Syariah dalam Pemberdayaan UMKM di Indonesia," [Online]. Available: <https://doi.org/10.18326/muqtasid.v8i1.95-113>. [2017]
- [8] Carmine Gallo, "Rahasia Presentasi Steve Jobs : Bagaimana tampil luar biasa hebat di depan setiap *audiens*," [Online]. Available: http://repository.unisba.ac.id/bitstream/handle/123456789/18826/DR.%20Yusuf%20Hamdan%2C%20Drs.%2C%20M.Si_LAPF_Nov%202016_Keterampilan%20Presentasi%20Bisnis%20Dalam%20....pdf?sequence=1&isAllowed=y. [2011]
- [9] Titik Sari, "Presentasi Bisnis," [Online]. Available: <https://files1.simpkb.id/guruberbagi/rpp/160254-1601556924.pdf> [2020].
- [10] Aster Pujaning Ati, "Keterampilan berbicara dalam negosiasi," [Online]. Available: <https://journal.lppmunindra.ac.id/index.php/JABE/article/view/1405/1118>. [2015]
- [11] A. H. Fauzi and A. A. Gozali, "Virtual Reality to Promote Tourism in Indonesia," [Online]. Available: <http://jsiskom.undip.ac.id/index.php/jsk/article/view/86>. [2015]
- [12] Faizal Zuli, "Rancang Bangun Augmented Dan Virtual Reality Menggunakan Algoritma Fast Sebagai Media Informasi 3D Di Universitas Satya Negara Indonesia," J.Algorithm. Log. dan Komputasi, vol.1, no.2, pp. 94-104, 2018.