

## DAFTAR PUSTAKA

---

- [1] K. Ahir, K. Govani, R. Gajera, and M. Shah, "Application on Virtual Reality for Enhanced Education Learning, Military Training and Sports," *Augment. Hum. Res.*, vol. 5, no. 1, pp. 1–9, 2020, doi: 10.1007/s41133-019-0025-2.
- [2] D. Maxwell, E. Oster, and S. Lynch, "Evaluating the Applicability of Repurposed Entertainment Virtual Reality Devices for Military Training," *MODSIM World*, no. 0028, pp. 1–10, 2018, [Online]. Available: [http://www.modsimworld.org/papers/2018/MODSIM\\_2018\\_Paper\\_not\\_required\\_for\\_a\\_28.pdf](http://www.modsimworld.org/papers/2018/MODSIM_2018_Paper_not_required_for_a_28.pdf)
- [3] C. Anthes, R. J. Garcia-Hernandez, M. Wiedemann, and D. Kranzlmuller, "State of the art of virtual reality technology," in *2016 IEEE Aerospace Conference*, Mar. 2016, pp. 1–19. doi: 10.1109/AERO.2016.7500674.
- [4] G. A. Mutiara *et al.*, "Integrated Sensor-Based Smart Mannequin for Injury Detection in Armored Vehicle," *Int. J. Saf. Secur. Eng.*, vol. 13, no. 4, pp. 625–633, Sep. 2023, doi: 10.18280/ijssse.130404.
- [5] U. Sukmada, R. Oktovianus Bura, R. Dj. Andreas Navalino, and E. Ruswidia Sari, "Development of Automated Biometrics Systems for Stockpile Management of Weapons and Weapons Safety," *Int. J. Educ. Soc. Sci. Res.*, vol. 05, no. 03, pp. 155–168, 2022, doi: 10.37500/ijessr.2022.5310.
- [6] R. K. J. De Silva, T. D. Rupasinghe, and P. Apeageyi, "A collaborative apparel new product development process model using virtual reality and augmented reality technologies as enablers," *Int. J. Fashion Des. Technol. Educ.*, vol. 12, no. 1, pp. 1–11, Jan. 2019, doi: 10.1080/17543266.2018.1462858.
- [7] K. Smparounis, D. Mavrikios, M. Pappas, V. Xanthakis, G. P. Vigano, and K. Pentenrieder, "A virtual and augmented reality approach to collaborative product design and demonstration," *2008 IEEE Int. Technol. Manag. Conf. ICE 2008*, 2016.
- [8] C.-H. Chu, D. K. Baroroh, J.-K. Pan, and S.-M. Chen, "An Exemplary Case of Industrial Metaverse: Engineering Product Demonstration Using Extended Reality Technologies," *Int. J. Precis. Eng. Manuf. Technol.*, vol. 1, no. 2, pp. 243–250, 2023, doi: 10.57062/ijpem-st.2023.0038.
- [9] K.-W. Su, S.-C. Chen, P.-H. Lin, and C.-I. Hsieh, "Evaluating the user interface and experience of VR in the electronic commerce environment: a hybrid approach," *Virtual Real.*, vol. 24, no. 2, pp. 241–254, Jun. 2020, doi: 10.1007/s10055-019-00394-w.
- [10] S. Zhou, W. Zheng, Y. Xu, and Y. Liu, "Enhancing User Experience in VR Environments through AI-Driven Adaptive UI Design," *J. Artif. Intell. Gen. Sci. ISSN3006-4023*, vol. 6, no. 1, pp. 59–82, Sep. 2024, doi: 10.60087/jaigs.v6i1.230.
- [11] E. F. Yehdeya, C. H. Primasari, T. A. Purnomo Sidhi, Y. P. Wibisono, D. B. Setyohadi, and M. Cininta, "Analisis User Interface (UI) Dan User Experience (UX) Sudut Elevasi Pemukul Gamelan Metaverse Virtual Reality Menggunakan User Centered Design (UCD)," *JIKO (Jurnal Inform. dan Komputer)*, vol. 7, no. 1, p. 137, Feb. 2023, doi: 10.26798/jiko.v7i1.757.

- [12] Z. Khan, V. Chellappa, H. Kong, and G. Ginda, "Virtual Reality ( VR ) User Interfaces : Guidelines for Human Factors and Ergonomic Design," pp. 1–6, 2024, doi: 10.46254/EU07.20240127.
- [13] V. I. Azarenkov and D. O. Svintsova, "Analysis of Trends in Ui/Ux Interface Development and Their Impact on Future User Experience," *Поліграфічні, Мультимедійні Та Web-Технології Тези Доп*, p. 145, 2023.
- [14] G. Goel, P. Tanwar, and S. Sharma, "UI-UX Design Using User Centred Design (UCD) Method," in *2022 International Conference on Computer Communication and Informatics (ICCCI)*, Jan. 2022, pp. 1–8. doi: 10.1109/ICCCI54379.2022.9740997.
- [15] S. Adam, "Desain Interaksi Berbasis User Experience pada Mobile Application : Suatu Tinjauan Literatur," *Automata*, vol. 1, no. 2, 2020.
- [16] I. A. Endarto and Martadi, "Analisis Potensi Implementasi Metaverse Pada Media Edukasi Interaktif," *J. Barik*, vol. 4, no. 1, pp. 37–51, 2022, [Online]. Available: <https://ejournal.unesa.ac.id/index.php/JDKV/>
- [17] A. Rachman, B. S. Salim, A. Sodik, J. Iswanto, A. R. Vanchapo, and M. A. Manuhutu, "Pemodelan User Interface dan User Experience Menggunakan Design Thinking," *J. Pendidik. Tambusai Fak. Ilmu Pendidik. Univ. Pahlawan*, vol. 7, no. 2, pp. 9288–9288, 2023, [Online]. Available: <https://www.jptam.org/index.php/jptam/article/view/7807>
- [18] J. Radianti, T. A. Majchrzak, J. Fromm, and I. Wohlgenannt, "A systematic review of immersive virtual reality applications for higher education: Design elements, lessons learned, and research agenda," *Comput. Educ.*, vol. 147, no. July 2019, p. 103778, 2020, doi: 10.1016/j.compedu.2019.103778.
- [19] R. Hartono and T. I. Ramadhan, "Implementasi Metode User Centered Design (UCD) dengan Framework Kanban dalam Membangun Desain Interaksi," *J. Algoritma.*, vol. 19, no. 2, pp. 823–831, 2022, doi: 10.33364/algoritma/v.19-2.1203.
- [20] S. Bødker, *Through the Interface*. Boca Raton: CRC Press, 2021. doi: 10.1201/9781003063971.
- [21] A. Blair-Early and M. Zender, "User Interface Design Principles for Interaction Design," *Des. Issues*, vol. 24, no. 3, pp. 85–107, Jan. 2008, [Online]. Available: <http://www.jstor.org/stable/25224185>
- [22] J. Ruiz, E. Serral, and M. Snoeck, "Unifying Functional User Interface Design Principles," *Int. J. Human–Computer Interact.*, vol. 37, no. 1, pp. 47–67, Jan. 2021, doi: 10.1080/10447318.2020.1805876.
- [23] A. Borriraklert and S. Kiattisin, "User Experience Design (UXD) Competency Model: Identifying Well-Rounded Proficiency for User Experience Designers in the Digital Age," *Arch. Des. Res.*, vol. 34, no. 3, pp. 61–79, Aug. 2021, doi: 10.15187/adr.2021.08.34.3.61.
- [24] N. Husseny, T. Abdellatif, and R. Nakhil, "Improving the Websites User Experience (UX) Through the Human-Centered Design Approach (An Analytical Study Targeting Universities Websites in Egypt)," *J. Des. Sci. Appl. Arts*, vol. 2, no. 2, pp. 24–31, Jun. 2021, doi: 10.21608/jdsaa.2021.29802.1029.
- [25] P. Saariluoma and J. P. P. Jokinen, "Emotional Dimensions of User Experience: A User Psychological Analysis," *Int. J. Hum. Comput. Interact.*, vol. 30, no. 4, pp. 303–320, Apr. 2014, doi: 10.1080/10447318.2013.858460.
- [26] H. Kharoub, M. Lataifeh, and N. Ahmed, "3D user interface design and usability for immersive

- VR," *Appl. Sci.*, vol. 9, no. 22, 2019, doi: 10.3390/app9224861.
- [27] Z. Yu and W. Xu, "A meta-analysis and systematic review of the effect of virtual reality technology on users' learning outcomes," *Comput. Appl. Eng. Educ.*, vol. 30, no. 5, pp. 1470–1484, Sep. 2022, doi: 10.1002/cae.22532.
- [28] G. Al Farsi *et al.*, "A Review of Virtual Reality Applications in an Educational Domain," *Int. J. Interact. Mob. Technol.*, vol. 15, no. 22, p. 99, Nov. 2021, doi: 10.3991/ijim.v15i22.25003.
- [29] B. J. Baker, "Virtual reality," in *Encyclopedia of Sport Management*, Edward Elgar Publishing, 2024, pp. 1021–1023. doi: 10.4337/9781035317189.ch599.
- [30] K. R. Pyun, J. A. Rogers, and S. H. Ko, "Materials and devices for immersive virtual reality," *Nat. Rev. Mater.*, vol. 7, no. 11, pp. 841–843, Oct. 2022, doi: 10.1038/s41578-022-00501-5.
- [31] T. Zhan, K. Yin, J. Xiong, Z. He, and S. T. Wu, "Augmented Reality and Virtual Reality Displays: Perspectives and Challenges," *iScience*, vol. 23, no. 8, p. 101397, 2020, doi: 10.1016/j.isci.2020.101397.
- [32] A. Mukhtar B, C. S. Lumingkewas, and A. Rofi'i, "The Implementation of User Centered Design Method in Developing UI/UX," *J. Inf. Syst. Technol. Eng.*, vol. 1, no. 2, pp. 26–31, 2023, doi: 10.61487/jiste.v1i2.13.
- [33] S. Dhandapani, "Integration of User Centered Design and Software Development Process," in *2016 IEEE 7th Annual Information Technology, Electronics and Mobile Communication Conference (IEMCON)*, Oct. 2016, pp. 1–5. doi: 10.1109/IEMCON.2016.7746075.
- [34] J. Gulliksen, B. Göransson, I. Boivie, S. Blomkvist, J. Persson, and Å. Cajander, "Key principles for user-centred systems design," *Behav. Inf. Technol.*, vol. 22, no. 6, pp. 397–409, Nov. 2003, doi: 10.1080/01449290310001624329.
- [35] S. Hong, "A Study on the Utilization of UI/UX Design Education: Focusing on Figma," *Korea Inst. Des. Res. Soc.*, vol. 8, no. 2, pp. 34–43, Jun. 2023, doi: 10.46248/kidrs.2023.2.34.
- [36] V. Spiritsev, "Choosing the optimal environment for visual development of a graphical user interface," *Syst. Technol.*, vol. 1, no. 138, pp. 79–87, Mar. 2022, doi: 10.34185/1562-9945-1-138-2022-07.
- [37] C. Sun, W. Hu, and D. Xu, "Navigation modes, operation methods, observation scales and background options in UI design for high learning performance in VR-based architectural applications," *J. Comput. Des. Eng.*, vol. 6, no. 2, pp. 189–196, Apr. 2019, doi: 10.1016/j.jcde.2018.05.006.
- [38] S. Ottosson, "Virtual reality in the product development process," *J. Eng. Des.*, vol. 13, no. 2, pp. 159–172, Jun. 2002, doi: 10.1080/09544820210129823.
- [39] S. Min, "Application Research of VR Technology in Product Design," *J. Phys. Conf. Ser.*, vol. 1966, no. 1, p. 012028, Jul. 2021, doi: 10.1088/1742-6596/1966/1/012028.
- [40] M. Roupé, P. Bosch-Sijtsema, and M. Johansson, "Interactive navigation interface for Virtual Reality using the human body," *Comput. Environ. Urban Syst.*, vol. 43, pp. 42–50, Jan. 2014, doi: 10.1016/j.compenvurbsys.2013.10.003.