

DAFTAR PUSTAKA

- [1] G. Taxén, S.-O. Hellström, and H. Tobiasson, "THE WELL OF INVENTIONS – LEARNING, INTERACTION AND PARTICIPATORY DESIGN IN MUSEUM INSTALLATIONS".
- [2] J. H. Falk and L. D. Dierking, *The Museum Experience*, 0 ed. Routledge, 2016. doi: 10.4324/9781315417899.
- [3] S. Bitgood, "An Analysis of Visitor Circulation: Movement Patterns and the General Value Principle," *Curator Mus. J.*, vol. 49, no. 4, pp. 463–475, Oct. 2006, doi: 10.1111/j.2151-6952.2006.tb00237.x.
- [4] M. Trunfio, T. Jung, and S. Campana, "Mixed reality experiences in museums: Exploring the impact of functional elements of the devices on visitors' immersive experiences and post-experience behaviours," *Inf. Manage.*, vol. 59, no. 8, p. 103698, Dec. 2022, doi: 10.1016/j.im.2022.103698.
- [5] "Mixed Reality in Virtual 3D Exhibitions and Digital Products," Edsence: Jurnal Pendidikan Sains, vol. 6, no. 1, pp. 32–41, 2024.
- [6] J. Brown, M. Santoso, and P. Wang, "User experiences with Meta Quest 3 passthrough video technology," *Technology, Mind, and Behavior*, 2023. [Online]. Available: <https://www.eurekalert.org/news-releases/1033184>. [Accessed: 13-Jul-2025].
- [7] Y. Tang, K. Au, and Y. Leung, "Comprehending products with mixed reality: Geometric relationships and creativity," *Int. J. Eng. Bus. Manag.*, vol. 10, Jan. 2018, doi: 10.1177/1847979018809599.
- [8] M. Hjelmgren, "How agile is the V model?," *System Verification Blog*, 2020. [Online]. Available: <https://blog.systemverification.com /how-agile-is-the-v-model>. [Accessed: 20-Jul-2025].
- [9] "Exhibition Design: Principles, Trends & Career Guide," AND Academy, 4 Mar. 2025. [Online]. Available: <https://www.andacademy.com/resources /blog/interior-design/exhibition-design-guide/>. [Accessed: 13-Jul-2025].
- [10] Y. Qi, Q. Ni, Q. Xue, J. Wu, and S. Lee, "Analysis of Museum Exhibition Space Optimization Design: Grounded Theory and Analytic Hierarchy Process," *Asia-Pac. J. Conver. Res. Interchange*, vol. 10, no. 9, pp. 439–453, Sep. 2024, doi: 10.47116/apjcri.2024.09.36.

- [11] R. Arthur dan R. Passini, *Wayfinding: People, Signs, and Architecture*, 2nd ed., McGraw-Hill, 1992.
- [12] Universitas Indo Global Mandiri and S. Puspasari, "Pendampingan perancangan ruang pameran museum dr.AK.Gani pada pameran bersama Museum Negeri Sumatera Selatan," *ABSYARA J. Pengabd. Pada Masy.*, vol. 2, no. 2, pp. 239–245, Dec. 2021, doi: 10.29408/ab.v2i2.4322.
- [13] A. Saenong and M. R. Rahman, "Inovasi Mixed Reality Sebagai Media Pembelajaran Dan Pengenalan Kampus Undipa Makassar Berbasis Virtual," vol. 6, no. 2, 2024.
- [14] "Realitas Campuran (Mixed Reality - MR): Memadukan Dunia Nyata dan Virtual," KM Tech, 30-Apr-2025. [Online]. Available: <https://www.kmtech.id/post/realitas-campuran-mixed-reality-mr-memadukan-dunia-nyata-dan-virtual>. [Accessed: 13-Jul-2025].
- [15] D. Setyo, "Digitalisasi Ruang Pameran: Potensi Media Sosial Sebagai Platform Pameran Karya Seni Rupa".
- [16] M. Nakevska, A. Van Der Sanden, M. Funk, J. Hu, and M. Rauterberg, "Interactive storytelling in a mixed reality environment: The effects of interactivity on user experiences," *Entertain. Comput.*, vol. 21, pp. 97–104, Jun. 2017, doi: 10.1016/j.entcom.2017.01.001.
- [17] J. H. Falk and L. D. Dierking, *The museum experience revisited*. Walnut Creek, Calif: Left Coast Press, Inc, 2013.
- [18] A. C. Padmasari, A. T. B. Azizan, M. N. Fadli, and R. F. Salsabila, "Future of Multimedia: Mixed Reality in Virtual 3D Exhibitions and Digital Products".
- [19] S. Sundari, M. A. Adib, and S. Khairani, "Perancangan Aplikasi Mixed Reality Museum Presiden Indonesia Berbasis Android Menggunakan Vuforia," *J. SAINTIKOM J. Sains Manaj. Inform. Dan Komput.*, vol. 23, no. 1, p. 124, Feb. 2024, doi: 10.53513/jis.v23i1.9589.
- [20] R. Skarbez, M. Smith, and M. C. Whitton, "Revisiting Milgram and Kishino's Reality-Virtuality Continuum," *Front. Virtual Real.*, vol. 2, Mar. 2021, doi: 10.3389/frvir.2021.647997.
- [21] "Mixed Reality dalam Headset VR Meta Quest 3," Iptek Digital, 2023. [Online]. Available: <https://iptek.co.id/mixed-reality-dalam-headset-vr-meta-quest-3/>. [Accessed: 08-Des-2024]

- [22] "Perkembangan Headset Mixed Reality Lengkap Hingga Saat Ini," MonsterAR, 2024. [Online]. Available: <https://monsterar.net/2024/10/24/rangkuman-headset-mixed-reality-lengkap/>. [Accessed: 08-Des-2024].
- [23] A. Davoudian, L. Chen, and M. Liu, "A Survey on NoSQL Stores," *ACM Comput. Surv.*, vol. 51, no. 2, pp. 1–43, Mar. 2019, doi: 10.1145/3158661.
- [24] H. Syahputra, M. Saputra, and B. C. Wijaya, "Implementasi Perbandingan dan Optimalisasi Teknik 3D Rendering pada Objek Animasi Profil Fakultas Teknik Universitas Gajah Putih Takengon," vol. 4, no. 4, 2022.
- [25] M. Huber, M. Schlegel, and G. Klinker, "Application of Time-Delay Estimation to Mixed Reality Multisensor Tracking," vol. 11, no. 3, 2014.
- [26] Meta Quest Help, "Manage spatial data sharing on Meta Quest," Meta, 21-Mar-2024. [Online]. Available: <https://www.meta.com/help/quest/625635239532590/>. [Accessed: 12-Des-2024].
- [27] R. Rasyida and E. A. Nurdin, "Pembelajaran Berbasis Metaverse – Virtual Reality Menggunakan Spatial.io dengan Model Discovery Learning untuk Meningkatkan Pemahaman dan Minat Siswa," vol. 7, 2023.
- [28] M. R. Hakim, R. Dijaya, and S. Busono, "PERANCANGAN APLIKASI AUGMENTED REALITY UNTUK VISUALISASI MODEL 3 DIMENSI DESIGN PACKAGING PRODUK," *JIPi J. Ilm. Penelit. Dan Pembelajaran Inform.*, vol. 8, no. 3, pp. 947–958, Aug. 2023, doi:10.29100/jipi.v8i3.4017.
- [29] X. Tan and W. Cui, "Production scheduling problem under peak power constraint," in *2020 IEEE Sustainable Power and Energy Conference (iSPEC)*, Chengdu, China: IEEE, Nov. 2020, pp. 2083–2088. doi: 10.1109/ispec50848.2020.9351234.
- [30] Microsoft, "Interaction fundamentals - Mixed Reality," 2023. [Online]. Available: <https://learn.microsoft.com/id-id/windows/mixed-reality/design/interaction-fundamentals>. [Accessed: 27-Des-2024].
- [31] A. Yuniarti, S. Kom, M. Comp, R. R. Hariadi, and S. Kom, "GESTUR TANGAN SEBAGAI INTERAKSI DAN KONTROL DALAM REALITAS VIRTUAL MENGGUNAKAN GOOGLE CARDBOARD DAN LEAP MOTION".
- [32] F. Kennel-Maushart, R. Poranne, and S. Coros, "Interacting with Multi-Robot Systems via Mixed Reality," in *2023 IEEE International Conference on Robotics and Automation (ICRA)*, London, United

- Kingdom: IEEE, May 2023, pp. 11633–11639. doi: 10.1109/icra48891.2023.10161412.
- [33] A. Alhakamy and M. Tuceryan, “Real-time Illumination and Visual Coherence for Photorealistic Augmented/Mixed Reality,” *ACM Comput. Surv.*, vol. 53, no. 3, pp. 1–34, May 2021, doi: 10.1145/3386496.
 - [34] I. P. Fairuz Wiwanata, B. S. D. Nugraha, and H. Pradibta, “Perancangan Aplikasi Game Berbasis Virtual Reality Dengan Tema Sejarah,” *MULTINETICS*, vol. 7, no. 2, pp. 113–123, Nov. 2021, doi: 10.32722/multinetics.v7i2.4234.
 - [35] Unity Technologies, “XR Interaction Toolkit,” Unity Documentation, 2021. [Online]. Available: <https://docs.unity3d.com/Packages/com.unity.xr.interaction.toolkit@2.6/manual/index.html>. [Accessed: 05-Jan-2025].
 - [36] G. Valsecchi, R. Grandia, and M. Hutter, “Quadrupedal Locomotion on Uneven Terrain With Sensorized Feet,” *IEEE Robot. Autom. Lett.*, vol. 5, no. 2, pp. 1548–1555, Apr. 2020, doi: 10.1109/lra.2020.2969160.
 - [37] Immersive Learning News, “Meta Reveals Hand-Tracking 2.0 For The Meta Quest 2,” 2022. [Online]. Available: <https://www.immersivelearning.news/2022/04/28/meta-reveals-hand-tracking-2-0-for-the-meta-quest-2/>. [Accessed: 05-Jan-2025].
 - [38] Cyberogism, “Real-time collaboration in Figma is facilitated through a web-based platform that requires no installation... Each participant’s cursor is visible to others...,” *Cyberogism.com*. [Online]. Available: <https://cyberogism.com/figma-collaborative-design/>. [Accessed: 07-Jan-2025].