

DAFTAR PUSTAKA

- [1] A. Zainet. T. N. Damayanti & Y. S. Hariyani, Implementasi Virtual Laboratory Sistem Komunikasi Optik Berbasis *Augmented reality*, Bandung: Telkom University, 2018.
- [2] B. Rosyid, T. N. Damayanti & D. A. Nurmantris, "Pembelajaran Elektromagnetika Terapan Berbasis Augmented reality," *Kasus Sistem Koordinat.*, 2017.
- [3] R. Y. Purba, S. Aulia & A. Gunarso, Penerapan Augmented Reality Sebagai Media Informasi Bank Baterai di PT. Telkom WITEL Bandung, Bandung: Telkom University, 2019.
- [4] R.-r. R. Taufik, T. N. Damayanti & A. H. Fauzi, Perancangan Media Pembelajaran Modulasi Digital (ASK, FSK, BPSK) Berbasis *Augmented reality*, Bandung: Telkom University, 2020.
- [5] I. H. Mul, T. N. Damayanti & A. Hartaman, Pembelajaran Perangkat Komponen Personal Komputer Menggunakan Augmented Reality, Bandung: Telkom University, 2019.
- [6] R. T. Azuma, "A Survey of *Augmented reality*," *Presence: Teleoperators and Virtual Environments*, vol. 6, no. 4, pp. 355-385, Aug. 1997. doi: 10.1162/pres.1997.6.4.355
- [7] E. Ardhianto, "unisbank.ac.id," Juli 2012. [Online]. Available: <http://www.unisbank.ac.id/ojs/index.php/fti1/article/view/1658>. [Accessed 18 Februari 2020].
- [8] D. Paolis, L. Tommaso, M. and A. , Augmented and Virtual Reality: Second International Conference, AVR 2015, Lecce, Italy, August 31 - September 3, 2015, Proceedings, Leece, Italy: Springer International Publishing, 2015.
- [9] C. Totten, Game Character Creation with Blender and Unity, Canada: John Wiley & Sons, Inc., 2012.
- [10] C. e. a. Maulana, Teknik Antena dan Propagasi., Laboratorium Antena & Wireless Communication. [Modul Praktikum],, 2018.
- [11] C. A. Balanis, ANTENNA THEORY ANALYSIS AND DESIGN, New Jersey: John Wiley & Sons, Inc, 2005.