

DAFTAR PUSTAKA

- [1] P. Irwandi, A. Erlansari, and R. Effendi, "Perancangan Game First Person Shooter (FPS) 'Boar Hunter' Berbasis Virtual Reality," *J. Rekursif*, vol. 4, no. 1, pp. 68–79, 2016.
- [2] L. G. Lamonge *et al.*, "Rancang Bangun Aplikasi Game Augmented Reality Permainan Tradisional Sulawesi Utara Dodorobe," *J. Tek. Inform.*, vol. 12, no. 1, 2017, doi: 10.35793/jti.12.1.2017.17787.
- [3] Y. E. Windarto, A. B. Prasetijo, and N. Luthfi, "Perancangan Game Tradisional Indonesia Panjat Pinang Berbasis Android Dengan Menggunakan Unity," *J. SAINTEKOM*, vol. 9, no. 2, p. 143, 2019, doi: 10.33020/saintekom.v9i2.92.
- [4] A. Munir, "Pengaruh Permainan Balap Karung dan Egrang terhadap Peningkatan Kepercayaan Diri Anak Usia Dini di PAUD Cahaya Kecamatan Rambutan Kota Tebing Tinggi," *J. Divers.*, vol. 5, no. 2, pp. 86–94, 2019.
- [5] I. D. B. Suryajaya, "Teknik motion capture dalam proses pembuatan animasi 3D menggunakan microsoft kinect," *Semin. Nas. Teknol. Inform. dan Multimed.*, vol. 3, no. 1, pp. 1–5, 2015.
- [6] E. Williams, "AMAZING IMU-BASED MOTION CAPTURE SUIT TURNS YOU INTO A CARTOON," *HACKDAY.com*, 2016. <https://hackaday.com/2016/01/23/amazing-imu-based-motion-capture-suit-turns-you-into-a-cartoon/> (accessed Nov. 10, 2020).
- [7] A. P. Gunawan, H. Subagiyo, and R. T. Wahyuni, "Kontrol Kesetimbangan pada Robot Beroda Dua Menggunakan Pengendali PID dan Complementary Filter," *J. Tek. Elektro dan Komput.*, vol. 1, no. 1, pp. 1–11, 2013.
- [8] F. Barrera, R. Sampaio, D. Munoz, and C. H. Llanos, "A Study of Attitude and Heading Determination through an EKF-based Sensor Fusion for Inertial Measurement Units (IMUs)," in *24th ABCM International Congress of Mechanical Engineering*, 2018, p. 10, doi: 10.26678/abcm.cobem2017.cob17-1859.

- [9] Y. A. Pramana, "Implementasi Sensor Accelerometer, Gyroscope Dan Magnetometer Berbasis Mikrokontroler Untuk Menampilkan Posisi Benda Menggunakan Inertial Navigation System," *Indones. Comput. Univ.*, 2013.
- [10] Y. Wu and W. Shi, "On Calibration of Three-Axis Magnetometer," *IEEE Sens. J.*, vol. 15, no. 11, pp. 6424–6431, 2015, doi: 10.1109/JSEN.2015.2459767.
- [11] A. R. Jiménez, F. Seco, C. Prieto, and J. Guevara, "A comparison of pedestrian dead-reckoning algorithms using a low-cost MEMS IMU," *WISP 2009 - 6th IEEE Int. Symp. Intell. Signal Process. - Proc.*, no. September, pp. 37–42, 2009, doi: 10.1109/WISP.2009.5286542.
- [12] A. H. Kurniawan and M. Rivai, "Sistem Stabilisasi Nampun Menggunakan IMU Sensor Dan Arduino Nano," *J. Tek. ITS*, vol. 7, no. 2, 2018, doi: 10.12962/j23373539.v7i2.31043.
- [13] InvenSense, "MPU-9250 Product Specification," 2016.
- [14] A. L. Prasasti, "Perancangan Filter Analog Multistep pada Photoplethysmograph untuk Mengamati Detak Jantung Manusia Menggunakan Arduino," *JSM STMIK Mikroskil*, vol. 17, no. 2, pp. 237–248, 2016.
- [15] M. A. Ashari and L. Lidyawati, "Iot Berbasis Sistem Smart Home Menggunakan Nodemcu V3," *J. Kaji. Tek. Elektro*, vol. 3, no. 2, pp. 138–149, 2018.
- [16] N. A. S. Ully Asfari, Bambang Setiawan, "Pembuatan Aplikasi Tata Ruang Tiga Dimensi Gedung Serba Guna Menggunakan Teknologi Virtual Reality [Studi Kasus: Graha ITS Surabaya]," *J. Tek. ITS*, vol. 1, no. 1, pp. 1–5, 2012.
- [17] L. Chunyang, C. Fan, S. Xin, C. Hongtao, X. Junling, and X. Yujun, "Gesture detection and data fusion based on MPU9250 sensor," in *IEEE 12th International Conference on Electronic Measurement & Instruments*, 2015, pp. 1612–1615.

- [18] M. Irwan, “Quaternion and it’s properties,” *J. MSA*, vol. 3, no. 1, pp. 1–5, 2015.
- [19] M. K. Fadhilah, D. Syauqy, and E. Setiawan, “Penerapan Filter Mahony Pada Tracking System Pergerakan Orientasi dan Posisi Kepala Berskala Ruang,” vol. 3, no. 10, pp. 10044–10053, 2019.
- [20] F. I. Dwinata, I. N. P. Permanasari, and M. Y. Darmawan, “Aplikasi Sensor Cahaya Bh1750 Sebagai Sistem Pendeteksi Longsor Berbasis Pergeseran Tanah,” *J. Sci. Appliactive Technol.*, vol. xx, no. xx, pp. 1–8, 2019, doi: 10.35472/x0xx0000.
- [21] H. Purnomo, *Antropometri dan Aplikasinya*. 2013.