

DAFTAR PUSTAKA

- [1] R. Dhir, “Interactive Media,” 2021, February 23. [Online]. Available: <https://www.investopedia.com/terms/i/interactive-media.asp>. [Accessed: 06-Mar-2021].
- [2] P. Nickel *et al.*, “Human-System Interaction Design Requirements to Improve Machinery and Systems Safety,” in *Advances in Safety Management and Human Factors*, 2020, pp. 3–13.
- [3] D. Rahadian, G. Rahayu, and R. R. Oktavia, “Teknologi Pendidikan: Kajian Aplikasi Ruangguru Berdasarkan Prinsip dan Paradigma Interaksi Manusia dan Komputer,” *J. Petik*, vol. 5, no. 1, pp. 11–24, 2019.
- [4] D. I. K. Muhtadi, “Topik ke-142: ‘Diagnosis Medis & Ekspektasi Pasien,’” 2013. [Online]. Available: <https://www.indramuhtadi.com/blog-articles-2013/topik-ke-142-diagnosis-medis-ekspektasi-pasien>. [Accessed: 25-May-2021].
- [5] I. Binanto, *Multimedia Digital – Dasar Teori dan Pengembangannya*. 2010.
- [6] R. Roedavan, *Unity Tutorial Game Engine*. Informatika, 2018.
- [7] J. van Gumster, *Blender For Dummies 3rd Edition*. John Wiley & Sons, Inc., 2015.