

DAFTAR PUSTAKA

- [1] Z. Merchant, E. T. Goetz, L. Cifuentes, W. Keeney-Kennicutt, and T. J. Davis, "Effectiveness of virtual reality-based instruction on students' learning outcomes in K-12 and higher education: A meta-analysis," *Comput Educ*, vol. 70, pp. 29–40, 2014, doi: 10.1016/j.compedu.2013.07.033.
- [2] M. Akçayır and G. Akçayır, "Advantages and challenges associated with augmented reality for education: A systematic review of the literature," *Educ Res Rev*, vol. 20, pp. 1–11, Feb. 2017, doi: 10.1016/j.edurev.2016.11.002.
- [3] K. K. Bhagat, W. K. Liou, and C. Y. Chang, "A cost-effective interactive 3D virtual reality system applied to military live firing training," *Virtual Real*, vol. 20, no. 2, pp. 127–140, Jun. 2016, doi: 10.1007/s10055-016-0284-x.
- [4] L. P. Berg and J. M. Vance, "Industry use of virtual reality in product design and manufacturing: a survey," *Virtual Real*, vol. 21, no. 1, pp. 1–17, Mar. 2017, doi: 10.1007/s10055-016-0293-9.
- [5] Steve Mann, Tom Furness, Yu Yuan, Jay Iorio, and Zixin Wang, "Mann, S., Furness, T., Yuan, Y., Iorio, J., & Wang, Z. (2018). All reality: Virtual, augmented, mixed (x), mediated (x, y), and multim mediated reality," Apr. 2018.
- [6] P. Lingkungan *et al.*, "Aplikasi Virtual Tour Reality 360°," *Jurnal Ilmu Komputer dan Desain Komunikasi Visual*, vol. 6, no. 2, 2021.
- [7] E. Prasetya Adhy Sugara *et al.*, "Pengembangan Media Pembelajaran Interaktif dengan Menggunakan Metode Multimedia Development Life Cycle," *Jurnal Online Informatika*, vol. 2, no. 2, pp. 121–126, Jan. 2017, doi: 10.15575/JOIN.V2I2.139.
- [8] Ariesto Hadi Sutopo, *Multimedia interaktif dengan flash*, Cet.1. PT GRAHA ILMU, 2003.
- [9] N. Skoatiya, B. R. Fajri, D. Novaliendry, and L. Mursyida, "Rancang Bangun Simulasi Virtual Keselamatan dan Kesehatan Kerja Untuk Area Kilang Pertamina," May 2023.
- [10] O. Warman, B. R. Fajri, D. Irfan, and R. Resmidarni, "Rancang Bangun Virtual Lab untuk Materi Pembelajaran Tegangan Permukaan Pada Praktikum Kimia Fisika I," *Jurnal Pendidikan Tambusai*, vol. 7, no. 3, pp. 24718–24729, Nov. 2023, doi: 10.31004/JPTAM.V7I3.10532.
- [11] Alvin Christopher Santoso and Petrus Santoso, "Aplikasi Ruangan Maya Berbasis Android OS pada Headset Virtual Reality Oculus Quest 2," *FORTECH*, Sep. 2022, doi: 10.56795/fortech.v3i2.101.
- [12] D. M. Tejera *et al.*, "Effects of Virtual Reality versus Exercise on Pain, Functional, Somatosensory and Psychosocial Outcomes in Patients with Non-specific Chronic Neck Pain: A Randomized Clinical Trial," *International Journal of Environmental Research and Public Health* 2020, Vol. 17, Page 5950, vol. 17, no. 16, p. 5950, Aug. 2020, doi: 10.3390/IJERPH17165950.
- [13] B. Cowan and B. Kapralos, "A survey of frameworks and game engines for serious game development," in *Proceedings - IEEE 14th International Conference on Advanced Learning*

- Technologies, ICALT 2014*, Institute of Electrical and Electronics Engineers Inc., Sep. 2014, pp. 662–664. doi: 10.1109/ICALT.2014.194.
- [14] J. D. Craighead, J. Burke, R. R. Murphy, J. Craighead, J. Burke, and R. Murphy, “Using the Unity Game Engine to Develop SARGE: A Case Study.” [Online]. Available: <https://www.researchgate.net/publication/265284198>
- [15] I. Buyuksalih, S. Bayburt, G. Buyuksalih, A. P. Baskaraca, H. Karim, and A. A. Rahman, “3D MODELLING and VISUALIZATION BASED on the UNITY GAME ENGINE - ADVANTAGES and CHALLENGES,” in *ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, Copernicus GmbH, Nov. 2017, pp. 161–166. doi: 10.5194/isprs-annals-IV-4-W4-161-2017.
- [16] A. Andrade, “Game engines: a survey,” *EAI Endorsed Transactions on Game-Based Learning*, vol. 2, no. 6, p. 150615, Nov. 2015, doi: 10.4108/eai.5-11-2015.150615.