# DAFTAR PUSTAKA

Albert, B., & Tullis, T. (2008). Measuring the user experience. *Collecting, Analyzing, and Presenting Usability …*, 1–17. https://doi.org/10.1145/1409240.1409294

Android Developer. (n.d.). Sensors Overview | Android Developers. Retrieved May 23, 2017, from https://developer.android.com/guide/topics/sensors/sensors_overview.html

Azuma, R. (1997). A survey of augmented reality. *Presence: Teleoperators and Virtual Environments*, *6*(4), 355–385. https://doi.org/10.1.1.30.4999

Azuma, R., Baillot, Y., Behringer, R., Feiner, S., Julier, S., & MacIntyre, B. (2001). Recent advances in augmented reality. *IEEE Computer Graphics and Applications*, *21*(6), 34–47. https://doi.org/10.1109/38.963459

Bangor, A., Kortum, P. T., & Miller, J. T. (2008). An Empirical Evaluation of the System Usability Scale. *International Journal of Human-Computer Interaction*, *24*(March 2015), 574–594. https://doi.org/10.1080/10447310802205776

Benington, H. D. (1983). Production of Large Computer Programs. *Annals of the History of Computing*, *5*(4), 350–361. https://doi.org/10.1109/MAHC.1983.10102

Bichlmeier, C., Wimmer, F., Heining, S. M., & Navab, N. (2007). Contextual anatomic mimesis: Hybrid in-situ visualization method for improving multi-sensory depth perception in medical augmented reality. In *2007 6th IEEE and ACM International Symposium on Mixed and Augmented Reality, ISMAR*. https://doi.org/10.1109/ISMAR.2007.4538837

Brooke, J. (1996). SUS - A quick and dirty usability scale. *Usability Evaluation in Industry*, *189*(194), 4–7. https://doi.org/10.1002/hbm.20701

Carmigniani, J., Furht, B., Anisetti, M., Ceravolo, P., Damiani, E., & Ivkovic, M.

(2011). Augmented reality technologies, systems and applications. *Multimedia Tools and Applications*, *51*(1), 341–377. https://doi.org/10.1007/s11042-010-0660-6

Caudell, T. P., & Mizell, D. W. (1992). Augmented reality: an application of heads-up display technology to manual manufacturing processes. *Proceedings of the Twenty-Fifth Hawaii International Conference on System Sciences*, *ii*, 659–669 vol.2. https://doi.org/10.1109/HICSS.1992.183317

Conder, S., & Darcey, L. (2011). Android SDK Augmented Reality: Camera & Sensor Setup. Retrieved April 3, 2017, from https://code.tutsplus.com/tutorials/android-sdk-augmented-reality-camera-sensor-setup--mobile-7873

Feiner, S., MacIntyre, B., Höllerer, T., & Webster, A. (1997). A touring machine: Prototyping 3D mobile augmented reality systems for exploring the urban environment. *Personal and Ubiquitous Computing*, *1*(4), 208–217. https://doi.org/10.1007/BF01682023

Hervás, R., Bravo, J., & Fontecha, J. (2014). An assistive navigation system based on augmented reality and context awareness for people with mild cognitive impairments. *IEEE Journal of Biomedical and Health Informatics*, *18*(1), 368–374. https://doi.org/10.1109/JBHI.2013.2266480

Hofmann-Wellenhof, B., K, L., & M., W. (2013). *Navigation: principles of positioning and guidance*. *Springer*. https://doi.org/10.1007/s13398-014-0173-7.2

Jain, P. (2012). What is Magnetometer: Types & Applications. Retrieved May 23, 2017, from https://www.engineersgarage.com/articles/magnetometer

Java. (n.d.). History of Java Technology. Retrieved March 29, 2017, from http://www.oracle.com/technetwork/java/javase/overview/javahistory-index-198355.html

Kemp, K. K. (2013). *Encyclopedia of Geographic Information Science*. *SAGE*

*Publications* (Vol. 53). https://doi.org/10.1017/CBO9781107415324.004

Klein, G. (2006). *Visual Tracking for Augmented Reality (Phd Thesis)*. *System*. University of Cambridge. Retrieved from http://www.robots.ox.ac.uk/~gk/publications/Klein2006Thesis.pdf

Klopschitz, M., Schall, G., Schmalstieg, D., & Reitmayr, G. (2010). Visual tracking for augmented reality. In *INTERNATIONAL CONFERENCE ON INDOOR POSITIONING AND INDOOR NAVIGATION (IPIN)* (pp. 1–4). ZURICH, SWITZERLAND: IEEE. https://doi.org/10.1109/IPIN.2010.5648274

Lewis, J. R. (1991). Psychometric Evaluation of an After-Scenario Questionnaire for ComputerR Usability Studies: the ASQ. *SIGCHI Bulletin*, *23*(I), 78–81. https://doi.org/10.1145/122672.122692

Lindsay. (2015). 5 Companies Using Augmented Reality for Print Campaigns and Brochures. Retrieved March 29, 2017, from http://www.augment.com/blog/5-companies-using-augmented-reality-print-campaigns-brochures/

McCabe, T. J. (1976). A Complexity Measure. *IEEE Transactions on Software Engineering*. https://doi.org/10.1109/TSE.1976.233837

Mcmahon, D. D., Smith, C. C., Cihak, D. F., Wright, R., & Gibbons, M. M. (2015). Effects of Digital Navigation Aids on Adults With Intellectual Disabilities: Comparison of Paper Map, Google Maps, and Augmented Reality. *Journal of Special Education Technology*, *33*(3), 157–165. https://doi.org/10.1177/0162643415618927

Merriam, D. (1996). Kansas 19th Century Geologic Maps. *Transactions of the Kansas Academy of Science*, *99*(3), 95–114. https://doi.org/10.2307/3627983

Narzt, W., Pomberger, G., Ferscha, A., Kolb, D., Müller, R., Wieghardt, J., … Lindinger, C. (2006). Augmented reality navigation systems. *Universal Access in the Information Society*, *4*(3), 177–187. https://doi.org/10.1007/s10209-005-0017-5

Nielsen, J. (2006). Quantitative Studies: How Many Users to Test? Retrieved March 30, 2017, from https://www.nngroup.com/articles/quantitative-studies-how-many-users/

Olsson, T., Lagerstam, E., Kärkkäinen, T., & Väänänen-Vainio-Mattila, K. (2013). Expected user experience of mobile augmented reality services: A user study in the context of shopping centres. *Personal and Ubiquitous Computing*, *17*(2), 287–304. https://doi.org/10.1007/s00779-011-0494-x

Pressman, R. S. (2009). *Software Engineering A Practitioner's Approach 7th Ed*. https://doi.org/10.1017/CBO9781107415324.004

Reitmayr, G., & Drummond, T. W. (2007). Going out: Robust model-based tracking for outdoor augmented reality. In *Proceedings - ISMAR 2006: Fifth IEEE and ACM International Symposium on Mixed and Augmented Reality* (pp. 109–118). https://doi.org/10.1109/ISMAR.2006.297801

Reitmayr, G., & Schmalstieg, D. (2004). Collaborative augmented reality for outdoor navigation and information browsing. *Science*, *66*, 31–41.

Rifai, W. A. (2015). *PENGEMBANGAN GAME EDUKASI LINGKUNGAN BERBASIS ANDROID*. Universitas Negeri Yogyakarta. Retrieved from http://eprints.uny.ac.id/12436/

Rindler, W., & Salisbury, D. (2003). Relativity: Special, General, and Cosmological. *American Journal of Physics*, *71*(10), 1085–1086. https://doi.org/10.1119/1.1622355

Roberts, J. (2016). How to play Pokémon Go: All the tips you need to become a Pokémaster. Retrieved March 29, 2017, from http://www.trustedreviews.com/opinions/how-to-play-pokemon-go-tips-tricks-guide

Sauro, J. (2011). MeasuringU: Measuring Usability with the System Usability Scale (SUS). Retrieved August 8, 2017, from https://measuringu.com/sus/

Silva, R., Oliveira, J., & Giraldi, G. (2003). Introduction to augmented reality. *National Laboratory for Scientific Computation*, 1–11.

Sims, G. (2016). I want to develop Android Apps – What languages should I learn? | AndroidAuthority. Retrieved March 29, 2017, from http://www.androidauthority.com/want-develop-android-apps-languages-learn-391008/

Smithsonian Institution. (n.d.). The Untold Story of Getting from Here to There | Time and Navigation. Retrieved March 29, 2017, from https://timeandnavigation.si.edu/

UPI. (n.d.). UPI | Universitas Pendidikan Indonesia. Retrieved March 30, 2017, from http://www.upi.edu/profil/informasi/lokasi

Watkins, J. (John E. (2001). *Testing IT : an off-the-shelf software testing process*. Cambridge University Press.

Wikitude. (n.d.). Wikitude - The World's leading Augmented Reality SDK. Retrieved March 29, 2017, from https://www.wikitude.com/

Williams, L. (2008). A (partial) introduction to software engineering practices and methods. *NCSU CSC326 Course Pack, 2009(5)*, 33–63.

You, S., Neumann, U., & Azuma, R. (1999). Hybrid inertial and vision tracking for augmented reality registration. *Proceedings IEEE Virtual Reality (Cat. No. 99CB36316)*, 260–267. https://doi.org/10.1109/VR.1999.756960

Yovcheva, Z., Buhalis, D., & Gatzidis, C. (2012). Overview of *smartphone* augmented reality applications for tourism. *E-Review of Tourism Research*.

Zhou, F., Dun, H. B. L., & Billinghurst, M. (2008). Trends in augmented reality tracking, interaction and display: A review of ten years of ISMAR. In *Proceedings - 7th IEEE International Symposium on Mixed and Augmented Reality 2008, ISMAR 2008* (pp. 193–202). https://doi.org/10.1109/ISMAR.2008.4637362