

## DAFTAR PUSTAKA

- [1] Badan Pengembangan dan Pembinaan Bahasa, "KBBI," Kementerian Pendidikan dan Kebudayaan Republik Indonesia, April 2021. [Online]. Available: <https://kbbi.kemdikbud.go.id/>. [Accessed 10 Juni 2021].
- [2] K. Y. W. Therdpong Daengsi, "A Study of Perceptual VoIP Quality Evaluation with Thai Users and Codec Selection Using Voice Quality - Bandwidht Tradeoff Analysis," *International Conference on ICT Convergence (ICTC)*, 2013.
- [3] M. J. K. Andrzej B. Dobrucki, "Subjective and objective evaluation of sound quality of radio programs transmitted via Digital Audio Broadcast [DAB+] System," Montreal, 2013.
- [4] International Telecommunication Union, "RECOMMENDATION ITU-R BS.1534-1 : Method for the subjective assessment of intermediate quality," International Telecommunication Union, 2003.
- [5] International Telecommunication Union, "SERIES P: TELEPHONE TRANSMISSION QUALITY : Methods for objective and subjective assessment of," International Telecommunication Union, 1996.
- [6] International Telecommunication Union (ITU), "Methods For The Subjective BS. 1116-3 : Assessment of Small Impairments In Audio Systems Including Multichannel Sound Systems," ITU, Jenewa, 2015.
- [7] M. Rendhy, "PERANCANGAN DAN ANALISIS KINERJA SISTEM OBJECT BASED AUDIO VIDEO," Universitas Andalas, Padang, 2019.
- [8] E. Syam, "Analisa dan Implementasi Transformasi Analog to Digital Converter (ADC) untuk Mengkonversi Suara Kebentuk Teks," vol. 3, no. 2, 2014.
- [9] T. Ponta, "TEKNOLOGI KOMPRESI AUDIO DENGAN ADVANCED AUDIO CODING (AAC)," vol. 4, no. 2, 2010.
- [10] E. K. Gulo, "PERANCANGAN APLIKASI KOMPRESI AUDIO DENGAN MENERAPKAN ALGORITMA GOLOMB," vol. 6, no. 2, 2017.
- [11] d. Sri Waluyanti, *Teknik Audio Video*, Yogyakarta: Direktorat Pembinaan SMK, 2008.
- [12] K. K. D. A. I. Satrio Adi Rukmono, "Kompresi Data Audio".
- [13] S. D. Jürgen Herre, "Psychoacoustic Models for Perceptual Audio Coding—A Tutorial Review," vol. 9, no. 2854, 2019.
- [14] Y. Wang, "Multimedia Communication Systems," in *Audio Coding*, Brooklyn, Polytechnic University, 2004.
- [15] Z. GUO, *Objective Audio Quality Assessment Based on Spectro-Temporal Modulation Analysis*, Sweden: KTH Electrical Engineering, 2015.
- [16] International Telecommunication Union (ITU), "Method for objective measurements of perceived audio quality," ITU, 2001.
- [17] P. Kabal, "An Examination and Interpretation of ITU-R BS.1387 Perceptual Evaluation of Audio Quality," Department of Electrical and Computer Engineering, McGill University, [Online]. Available: <http://www.mmsp.ece.mcgill.ca/Documents/Software/>. [Accessed 2021 05 23].
- [18] S. R. S. S.2, "ignal-to-noise ratio in neuroscience (6):2046.," 2007. [Online]. Available: [http://www.scholarpedia.org/w/index.php?title=Signal-to-noise\\_ratio\\_in\\_neuroscience&action=cite&rev=137197](http://www.scholarpedia.org/w/index.php?title=Signal-to-noise_ratio_in_neuroscience&action=cite&rev=137197). [Accessed 2021 Juli 27].
- [19] B. L. M. Michael M.A Mirabito, *The New Communication Technology*, USA:

Elsevier, 2004.

- [20] Sasmita, "Block Diagram of Communication System with Detailed Explanation," 23 Februari 2020. [Online]. Available: <https://electronicspost.com/block-diagram-of-communication-system-with-detailed-explanation/>. [Accessed 28 mei 2021].
- [21] J. Triyono, "KONSEP MEMBANGUN INTERNET GRATIS UNTUK MASYARAKAT DENGAN MEMANFAATKAN BANDWIDTH TIDUR KORPORASI," vol. 4, no. 2, 2011.
- [22] VOCAL, "SILK Codec," VOCAL Technologies, 2021. [Online]. Available: <https://www.vocal.com/speech-coders/silk/>. [Accessed 29 05 2021].
- [23] Microsoft, "Real-time media calls and meetings with Microsoft Teams," Microsoft Build, 26 April 2021. [Online]. Available: <https://docs.microsoft.com/en-us/microsoftteams/platform/bots/calls-and-meetings/real-time-media-concepts>. [Accessed 29 Mei 2021].
- [24] Microsoft, "Plan network requirements for Skype for Business," Microsoft Build, 01 Januari 2021. [Online]. Available: <https://docs.microsoft.com/en-us/skypeforbusiness/plan-your-deployment/network-requirements/network-requirements>. [Accessed 30 05 2021].
- [25] N. T. B. O. S. Bohdan Zhurakovskiy, "Comparative Analysis of Modern Formats of Lossy," *Semantic Scholar*, 2020.
- [26] Zoom, "Meeting and phone statistics," Zoom Video Communication, Inc, 11 Januari 2021. [Online]. Available: <https://support.zoom.us/hc/en-us/articles/202920719-Meeting-and-phone-statistics>. [Accessed 29 Mei 2021].
- [27] Cisco, "Cisco Webex Room Kit Pro Data Sheet," Cisco, 10 Mei 2021. [Online]. Available: <https://www.cisco.com/c/en/us/products/collateral/collaboration-endpoints/webex-room-series/datasheet-c78-741052.html>. [Accessed 30 Mei 2021].
- [28] Ring Central, "RingCentral HD Voice Overview," Ring Central, 04 Juni 2021. [Online]. Available: <https://support.ringcentral.com/article/HD-Voice-Overview.html>. [Accessed 08 Juni 2021].
- [29] C. G. Avi Peretz, "G. 722 Wideband Speech Codec Implementation," 2004. [Online]. Available: <http://www.diva-portal.org/smash/get/diva2:830937/FULLTEXT01.pdf>. [Accessed 21 06 2021].
- [30] Vocal, "G.722 Vocoder," VOCAL Technologies, 2021. [Online]. Available: <https://www.vocal.com/speech-coders/g-722/>. [Accessed 29 Mei 2021].
- [31] Cisco Webex, "Audio Specifications for Webex Calling," Cisco Webe, 09 Desember 2020. [Online]. Available: <https://help.webex.com/en-us/gm3pa0/Audio-Specifications-for-Webex-Calling>. [Accessed 30 Mei 2021].
- [32] BADAN PUSAT STATISTIK, "Selang Kepercayaan/ Confidence Interval (CI)," BADAN PUSAT STATISTIK, [Online]. Available: <https://sirusa.bps.go.id/sirusa/index.php/indikator/1335>. [Accessed 30 08 2021].
- [33] Warta Ekonomi, "5 Aplikasi Video Conference Terlaris di Indonesia, Siapa Juaraanya?," Warta Ekonomi, 02 April 2020. [Online]. Available: <https://www.wartaekonomi.co.id/read279393/5-aplikasi-video-conference-terlaris-di-indonesia-siapa-juaranya>. [Accessed 31 Agustus 2021].
- [34] Tempo, "Zoom Menjadi Aplikasi Terlaris Selama Pandemi Covid-19 di Indonesia," Tempo, 16 April 2020. [Online]. Available: <https://data.tempo.co/read/662/zoom-menjadi-aplikasi-terlaris-selama-pandemi-covid-19-di-indonesia>. [Accessed 31 Agustus 2021].
- [35] Kumparan, "Survei Populix: Penggunaan Konferensi Online saat Pandemi Corona Naik 31,7%," Kumparan, 19 Juni 2020. [Online]. Available:

- <https://kumparan.com/kumparantech/survei-populix-penggunaan-konferensi-online-saat-pandemi-corona-naik-31-7-1tdtF2LMvmU/full>. [Accessed 31 Agustus 2021].
- [36] PR Indonesia, "Bedah Survei PR INDONESIA: Zoom, Aplikasi "Meeting" Terfavorit," PR Indonesia, 01 Juli 2020. [Online]. Available: <https://www.prindonesia.co/detail/1823/Bedah-Survei-PR-INDONESIA-Zoom-Aplikasi-Meeting-Terfavorit>. [Accessed 31 Agustus 2021].
- [37] Kompas.com, "Hangouts, Zoom, Skype, dan Webex, Mana yang Paling Irit Data?," Kompas.com, 01 April 2020. [Online]. Available: <https://tekno.kompas.com/read/2020/04/01/12010057/hangouts-zoom-skype-dan-webex-mana-yang-paling-irit-data>. [Accessed 31 Agustus 2021].
- [38] IDN Times, "7 Alasan Kenapa Zoom Lebih Baik daripada Google Meet," IDN Times, 08 Juni 2020. [Online]. Available: <https://www.idntimes.com/tech/trend/arifgunawan/kelebihan-zoom-dibandingkan-google-meet/2/full/7>. [Accessed 31 Agustus 2021].

