

## REFERENSI

- Axon, S. (2016). Unity at 10: For better—or worse—game development has never been easier | Ars Technica UK. In *Arstechnica*.
- Azuma, R., Baillot, Y., Behringer, R., Feiner, S., Julier, S., & MacIntyre, B. (2001). Recent advances in augmented reality. *IEEE Comput Graphics Appl. IEEE Computer Graphics and Applications*. <https://doi.org/10.1109/38.963459>
- Elgin, B. (2004). *Google: How Much Is Too Much?* Bloomberg Businessweek.
- Hopwood, B., Mellor, M., & O'Brien, G. (2005). Sustainable development: Mapping different approaches. *Sustainable Development*. <https://doi.org/10.1002/sd.244>
- Pressman, R. S. (2012). Software-Engineering 7th ED by Roger S. Pressman. In *Software Engineering A Practitioner's Approach*.
- Usdin, B. T. (1985). ALA glossary of library and information science. Chicago, IL: American Library Association; 1983: 245 pp., \$50. *Journal of the American Society for Information Science*. <https://doi.org/10.1002/asi.4630360408>