DAFTAR REFERENSI

Badan Pusat Statistik (BPS). 2001. *Statistik Potensi Desa Provinsi Banten*. BPS. Jakarta.

Busslow, H. (1999). *Penerapan abc dengan metode efg*. Prosiding Konferensi Sistem Informasi 1999, 100-106.

Busslow, H. (1999). *Penerapan abc dengan metode efg*. . Diakses tanggal 22 Juni 1999.

Harlow, H. F. (1983). *Fundamentals for preparing psychology journal articles*. Journal of Comparative and Physiological Psychology, *55*, 893-896.

Huth, J., Brogan, M., Dancik, B., Kommedahl, T., Nadziejka, D., Robinson, P., and W. Swanson.1994. *Scientific format and style: The CBE manual for authors, editors, and publishers*. 6th ed. Cambridge: Cambridge University Press. 825 p.

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

Aini, I. N. Q., Triayudi, A., & Sholihati, I. D. (2020). Aplikasi Pembelajaran Interaktif Augmented Reality Tata Surya Sekolah Dasar Menggunakan Metode Marker Based Tracking. *JURNAL MEDIA INFORMATIKA BUDIDARMA*, *4*(1), 178. https://doi.org/10.30865/mib.v4i1.1875

Apandi, A. (n.d.). AUGMENTED REALITY MAKET PERUMAHAN MUTIARA CITAYAM MENGGUNAKAN PERANGKAT LUNAK UNITY. *JTS*, *1*(2).

Dayat, Abd. R., & Angriani, L. (2021). Designing A 3-Dimensional Campus Brochure Application Based On Augmented Reality. *BERKALA SAINSTEK*, *9*(2), 57. https://doi.org/10.19184/bst.v9i2.21958

Devita, M. Z., Andryana, S., & Hidayatullah, D. (2020). Augmented Reality Pengenalan Huruf dan Angka Arab Menggunakan Metode Marker Based Tracking Berbasis Android. *JURNAL MEDIA INFORMATIKA BUDIDARMA*, *4*(1), 14. https://doi.org/10.30865/mib.v4i1.1850

Goliat, H., Windriyani, P., Pulomas Selatan Kav, J., & Timur, J. (2022). *Pengenalan Kain Ulos di Daerah Kabupaten Toba Samosir Menggunakan Realitas Tertambah Berbasis Android* (Vol. 8, Issue 2).

Ichwani, A., Anwar, N., Karsono, K., & Alrifqi, M. (n.d.). *Sistem Informasi Penjualan Berbasis Website dengan Pendekatan Metode Prototype*.

Kurnia, C., & Informatika, S. (n.d.). PEMANFAATAN AUGMENTED REALITY PENGENALAN TUGU YANG ADA PADA KABUPATEN PRINGSEWU MENGGUNAKAN ANDROID. In *Teknologipintar.org* (Vol. 3, Issue 3).

Penggunaan, R. T., Selam, A., Android, B., Akay, Y., Mapaly, H., & Palilingan, K. (n.d.). Augmented Reality for the Use of Diving Equipment Android Based. *Jurnal Teknik Elektro Dan Komputer*, *11*(3), 173–184.

Rahman, A., Hossain, M. S., Alrajeh, N. A., & Alsolami, F. (2021). Adversarial Examples - Security Threats to COVID-19 Deep Learning Systems in Medical IoT Devices. *IEEE Internet of Things Journal*, *8*(12), 9603–9610. https://doi.org/10.1109/JIOT.2020.3013710

Rosyid, M. H., Lina, S., & Sitio, M. (2022). Implementasi Metode Marker Based Tracking Augmented Reality Untuk Pengenalan Buah-Buahan Berbasis Android. In *Scientia Sacra: Jurnal Sains* (Vol. 2, Issue 4). http://pijarpemikiran.com/index.php/Scientia

Satria, B., & Franz, A. (2023a). Membangun Aplikasi Pengenalan Topeng Hudoq Berbasis Augmented Reality Dengan Metode Marker Based Tracking. *Jurnal Ilmu Komputer Dan Sistem Informasi (JIKOMSI)*, 6, 103–110.