

DAFTAR PUSTAKA

- [1] Siltanen S, "Theory and Applications of Marker-Based Augmented Reality: Licentiate thesis", *VTT Technical Research Centre of Finland*, pp 250, 2012.
- [2] Jorge M and Pena M , "Augmented Reality to Promote Collaborative and Autonomous Learning in Higher Education", *Computers in Human Behavior*, ELSEVIER, 2014.
- [3] Ardhi, Yudha, "Merancang Media Promosi Unik dan Menarik. Yogyakarta", *Taka Publisher*, 2013.
- [4] A. Kadir, "Pengenalan Sistem Informasi Edisi Revisi", Yogyakarta:Andi, 2014.
- [5] Anisyah, "Dalam Analisa dan Desain Sistem Informasi", Yogyakarta, PT. Andi Offset, pp. 30, 2000.
- [6] Binanto, Iwan, "Multimedia Digital – Dasar Teori dan Pengembangannya", Yogyakarta: Andi, 2010.
- [7] R. T. George Richard Payara, "Penerapan Firebase Realtime Database Pada Prototype Aplikasi Pemesanan Makanan Berbasis Android," *Jurnal Teknik Informatika dan Sistem Informasi*, pp. 397-406, 2018.
- [8] A. D. Kasman, "Trik Mudah Menguasai OOP dengan PHP", Yogyakarta: LOKOMEDIA, 2013.
- [9] A.S. Rosa & Shalahudin. M, "Rekayasa Perangkat Lunak Terstruktur dan Berorientasi Objek" Informatika. Bandung, 2015.