

DAFTAR PUSTAKA

- [1] K. Fikri and S. R. I. Samino, “Pemanfaatan Smartphone Android Sebagai Media Pembelajaran Gitar di Era Industri 4.0,” *Jurnal Ilmiah Pendidikan Citra Bakti*, vol. 6, no. 2, pp. 210–219, 2019.
- [2] P. D. D. Sasmita, “Proses Kreatif Siswa Homeschooling Dalam Penciptaan Musik Melalui Pembelajaran Gitar (Studi Kasus: Kelas Gitar Sanggar Regenerasi),” *Sorai: Jurnal Pengkajian dan Penciptaan Musik*, vol. 14, no. 1, pp. 35–46, 2022.
- [3] N. Oktarian, S. Sharippudin, and I. Irawan, “Perancangan Aplikasi Pembelajaran Musik Gitar Berbasis Android,” *Jurnal Ilmiah Mahasiswa Teknik Informatika*, vol. 2, no. 3, pp. 186–198, 2020, [Online]. Available: <http://ejournal.stikom-db.ac.id/index.php/jimti/article/view/886>
- [4] J. S. M. Lalela and Y. Rokhayati, “Pembuatan Aplikasi Pembelajaran Akor Dasar Gitar,” *Journal of Digital Education, Communication, and Arts(DECA)*, vol. 3, no. 01, pp. 51–60, Apr. 2020, doi: 10.30871/deca.v3i01.1985.
- [5] B. Setiadi and E. B. Setiawan, “Aplikasi Penerjemah Tablatur Gitar Menggunakan Teknologi Augmented Reality Pada Platform Android,” *Jurnal ULTIMA InfoSys*, vol. 7, no. 2, pp. 86–93, Dec. 2016, doi: 10.31937/si.v7i2.545.
- [6] A. F. Sihombing and V. Karnadi, “Aplikasi Pembelajaran Bermain Alat Musik Gitar Untuk Pemula Berbasis Android,” *Computer and Science Industrial Engineering (COMASIE)*, vol. 3, no. 3, pp. 50–56, Nov. 2020.
- [7] S. Tjandra and G. S. Chandra, “Pemanfaatan Flutter dan Electron Framework pada Aplikasi Inventori dan Pengaturan Pengiriman Barang,” *Journal of Information System, Graphics, Hospitality and Technology*, vol. 2, no. 02, pp. 76–81, Dec. 2020, doi: 10.37823/insight.v2i02.109.
- [8] B. Noviyani and E. B. Setiawan, “Aplikasi Survei Ubinan Berbasis Android,” *Jurnal ULTIMATICS*, vol. 10, no. 1, pp. 48–56, Jul. 2018, doi: 10.31937/ti.v10i1.837.
- [9] J. Kuswanto and F. Radiansah, “Media Pembelajaran Berbasis Android Pada Mata Pelajaran Sistem Operasi Jaringan Kelas XI,” *Jurnal Media Infotama*, vol. 14, no. 1, Apr. 2018, doi: 10.37676/jmi.v14i1.467.
- [10] S. H. Sahir, “Metodologi penelitian.” KBM Indonesia, 2021. [Online]. Available: <https://repositori.uma.ac.id/handle/123456789/16455>

- [11] D. Darmansah and R. Raswini, "Perancangan Sistem Informasi Pengelolaan Data Pedagang Menggunakan Metode Prototype pada Pasar Wage," *J-SAKTI (Jurnal Sains Komputer dan Informatika)*, vol. 6, no. 1, pp. 340–350, 2022.
- [12] H. F. Hanafi and K. Samsudin, "Mobile Learning Environment System (MLES): The Case of Android-based Learning Application on Undergraduates' Learning." 2012.
- [13] I. Aripin, "Konsep dan aplikasi mobile learning dalam pembelajaran biologi," *Jurnal Bio Educatio*, vol. 3, no. 1, pp. 1–9, 2018.
- [14] A. Indrawan, "Mengenal Dunia Gitar Klasik," 2019.
- [15] R. Saputra, D. Ahmadi, R. Prastiyo, R. Hermawan, and A. Maulana, "Aplikasi Media Pembelajaran Alat Musik Gitar Berbasis Android Menggunakan Metode SDLC," *Computer Science (CO-SCIENCE)*, vol. 2, no. 2, pp. 90–99, Jul. 2022, doi: 10.31294/coscience.v2i2.1189.
- [16] C. S. Anwar, A. Wasta, and W. R. Husen, "Analisis Pembelajaran Gitar Akustik Di Sekolah Musik Musicaisha Kota Tasikmalaya," *Magelaran: Jurnal Pendidikan Seni*, vol. 3, no. 1, pp. 109–113, 2020.
- [17] Google, "Teachable Machine FAQ," 2023. <https://teachablemachine.withgoogle.com/faq> (accessed Jul. 29, 2023).
- [18] Tensorflow, "Tensorflow," 2023. <https://www.tensorflow.org/about> (accessed Aug. 11, 2023).
- [19] Tensorflow, "TensorFlow Lite," 2023. https://www.tensorflow.org/lite/guide#1_generate_a_tensorflow_lite_model (accessed Jul. 29, 2023).
- [20] J. Kent, *Touchscreen Technology Basics & a New Development*. Tyco Electronics, 2010. Accessed: Jul. 27, 2023. [Online]. Available: https://books.google.co.id/books?id=ekdkWGqw29EC&pg=PA34&redir_esc=y#v=onepage&q&f=false
- [21] Android, "MediaPlayer overview," 2023. <https://developer.android.com/guide/topics/media/platform/mediaplayer> (accessed Jul. 30, 2023).