DAFTAR PUSTAKA

[1] P. D. Sugiyono, "Metode Penelitan Pendidikan," in *Pendekatan Kuantitatif, Kualitatif, dan R&D*, 2012, p. 15.

[2] P. D. Roger S. Pressman, "Rekayasa Perangkat Lunak," in *Rekayasa Perangkat Lunak Buku Satu*, 2010, p. 46.

[3] "Bandung Tourism," [Online]. Available: http://www.bandungtourism.com/tododet.php?q=Museum%20Mandala%20Wangsit%20Siliwangi. [Accessed 24 2 2016].

[4] W. N. Utomo, "Jurnal Informatika," *Aplikasi Virtual Tour 3d Pabrik PT.X*, vol. 12, p. 2, 2014.

[5] I. DP, "Mengenal Pengertian Teknologi VR Beserta Kegunaannya," 13 November 2015. [Online]. Available: http://www.indradp.com/2015/11/mengenal-pengertian-teknologi-virtual-reality-beserta-kegunaannya.html. [Accessed 3 2 2016].

[6] "IndoCardboard," 2015. [Online]. Available: http://www.indocardboard.com/apa-itu-google-cardboard. [Accessed 24 2 2016].

[7] D. S. Hadi, "Peralatan Input Interaktif," in *Grafika Komputer*, 2014, p. 12.

[8] R. Roedavan, "Sejarah Unity," 12 11 2012. [Online]. Available: http://blogtutorial-unity.blogspot.co.id/2012/11/sejarah-unity.html. [Accessed 24 2 2016].

[9] Herman, "Unity 3D Game Engine," [Online]. Available: http://www.hermantolle.com/class/docs/unity-3d-game-engine/.

[10] "Wikiepdia - Blender_perangkat lunak," 2 1 2016. [Online]. Available: https://id.wikipedia.org/wiki/Blender_(perangkat_lunak). [Accessed 24 2 2016].

[11] N. S. H, "Android," in *Pemograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android*, 2015, p. 3.

[12] A. Rusmanto, "Macam-macam Jenis Versi Android," 15 3 2015. [Online]. Available: http://www.aan.my.id/2015/03/macam-macam-jenis-versi-android.html. [Accessed 24 2 2016].

[13] F. T. Hofstetter, "Multimedia," in *Multimedia Literacy*, 2001, p. 418.

[14] D. S. Hadi, in *Grafika Modul*, 2014, pp. 15-16.

[15] D. S. Hadi, in *Modul Grafika Komputer*, 2014, pp. 16-18.

[16] A. Nugroho, in *Rekayasa Perangkat Lunak Menggunakan UML & Java*, Yogyakarta, 2009, p. 6.

[17] Henderi, Konsep dan Implementasinya Pada Pemodelan Sistem Berorientasi Objek dan Visual (Buku I), Tangerang, 2008.

[18] Henderi, "Konsep dan Implementasinya Pada Pemodelan Sistem Berorientasi Objek dan Visual (Buku I)," Tangerang, 2008, p. 5.

[19] Ayuliana, "Testing dan Implementasi," p. 1, 2009.