DAFTAR PUSTAKA

Abdul, D. F., & Budiman, M. I. (2019). Penerapan Teknologi Virtual Reality Sebagai Sarana Observasi Pengenalan Lingkungan Kampus Untuk Mahsiswa Baru.

Aframe. (2019, Desember 18). *Introduction: Aframe*. Retrieved from Aframe: https://aframe.io/docs/1.0.0/introduction/

Amir, N. (2014, November 14). *Virtual Book Tours: A Powerful Promotion Tool for Authors*. Retrieved from TCK Publishing: https://www.tckpublishing.com/virtual-book-tours/

Andri, C., Alkawaz, M. H., & Waheed, S. R. (2019). Examining Effectiveness and User Experiences in 3D Mobile based Augmented Reality for MSU Virtual Tour. *IEEE International Conference on Automatic Control and Intelligent Systems*, 161-167.

Cora Banek, G. B. (2013). *Learning to Photograph* (Vol. Visual Concepts and Composition). Santa Barbara, CA: Rocky Nook Inc.

Ekpar, F. E. (2019). A Framework for Interactive Virtual Tours. *EJECE, European Journal of Electrical and Computer Engineering, 3*.

Famukhit, M. L., Maryono, Yulianto, L., & Purnama, B. E. (2013). Interactive Application Development Policy Object 3D Virtual Tour History Pacitan District based Multimedia. *International Journal of Advanced Computer Science and Applications(IJACSA), Volume 4 Issue 3*, 15-19.

Handjojo, F. V. (2013). Perancangan Dan Implementasi Aplikasi Content Management System Dengan Format Virtual Online Tour. *Jurnal Penelitian Teknik Informatika Vol,1 No 2*, 1-6.

Harris, M. (2003). *Professional Interior Photography.* Focal Press.

Highton, S. (2010). *Virtual Reality Photography: Creating Panoramic and Object Images.*

Knispel, J., & Bullock, F. (2017). Collaborative VR Painting in Web Browsers. *SIGGRAPH Asia 2017 VR Showcase, SA 2017*. doi:10.1145/3139468.3148451

Lacrama, D. L., & Fera, D. (2007). Virtual Reality. *Anale Seria Informatika*, 137-144.

Maulana, H., & Khansa, R. A. (2019). Virtual reality application for educational interactive media "3 historical monuments of yogyakarta". *Journal of Physics: Conference Series*, 1-6.

Muhammad Audi, R. I.-Z. (2018). Analisis Aspek Usability dan User Experience Website dan Aplikasi Mobile. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer, 2*, 6391-6400.

Mulyanto, E. S. (2007). *Teknik modern fotografi digital.* Yogyakarta: andi yogyakarta.

Neelakantam, S., & Pant, T. (2017). *Learning Web-based Virtual Reality.* Apress, Berkeley, CA. doi:10.1007/978-1-4842-2710-7

NIELSEN, J. (1993). *Usability Engineering.* California: Academic Press.

Pressman, R. S. (2001). *Software engineering : a practitioner's approach.* New York: McGraw-Hill.

Riyadi, F. S., A.Sumarudin, & Bunga, M. S. (2017). Aplikasi 3D Virtual Reality Sebagai Media Pengenalan Kampus Politeknik Negeri Indramayu Berbasis Mobile. *Jurnal Informatika dan Komputer (JIKO)*, 75-82.

Sarwo Nugroho, S. M. (2014). *Teknik Dasar Videografi.* Yogyakarta: Penerbit ANDI.

Scaramuzza, D. (2014). Omnidirectional Camera. In K. Ikeuchi, *Computer Vision: A Reference Guide* (pp. 552-560). New York: Springer US.

Semedhi, B. (2011). *Sinematografi-Videografi.* Bogor: Ghalia Indonesia.

Sihite, B., Samopa, F., & Sani, N. A. (2013). Pembuatan Aplikasi 3D Viewer Mobile dengan Menggunakan Teknologi Virtual Reality (Studi Kasus: Perobekan Bendera Belanda di Hotel Majapahit). *JURNAL TEKNIK POMITS Vol. 2, No. 2*, A-397-A400.

Sularsa, A., & Prihatmanto, A. S. (2015). Evaluasi User Experiences Produk iDigital Museum dengan Menggunakan UEQ. *Jurnal Teknologi Informasi*, *2*(2), 56–62.

Syani, M., & Rahman, F. (2017). Virtual Tour Interaktif Panorama 360 ° Berbasis Web Di Politeknik Berbasis Web Di Politeknik Tedc Bandung. *Tedc*, *11*(1), 60–65.

Sugiyono. (2011). *Metode penelitian pendidikan : (pendekatan kuantitatif, kualitatif dan R & D)*. Alfabeta.

Suler, J. (2013). *Photographic Psychology: Image and Psyche.* True Center Publishing.

Suyitno. (2005). *Pemanduan wisata : (tour guiding).* Yogyakarta: Graha Ilmu.

Syani, M., & Rahman, F. (2017). Virtual Tour Interaktif Panorama 360° Berbasis Web Di Politeknik Tedc Bandung Studi Kasus Program Studi Teknik Informatika. *Jurnal TEDC*, 60-65.

Syani, M., & Romadhoni, A. (2018). Rancang Bangun Virtual Tour Museum Sumpah Pemuda Berbasis Virtual Reality. *Jurnal Masyarakat Informatika Indonesia* , 1-14.

Undiksha. (2019, Juli 10). *SBMPTN 2019: Undiksha Terima 1.295 Orang, Kelulusan Seratus Persen Gunakan Nilai UTBK*. Retrieved from Undiksha: https://Undiksha.ac.id/sbmptn-2019-undiksha-terima-1-295-orang-kelulusan-seratus-persen-gunakan-nilai-utbk/

Undiksha. (2019, November 13). *Tentang Undiksha*. Retrieved from Undiksha: https://Undiksha.ac.id/tentang-Undiksha/

WebVR. (2019, Desember 1). *About WebVR*. Retrieved from WebVR: https://webvr.info/

Wu, S., Wang, R., & Wang, J. (2005). Campus Virtual Tour System based on Cylindric Panorama.