



### **Hak cipta dan penggunaan kembali:**

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

### **Copyright and reuse:**

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

## DAFTAR PUSTAKA

- Ambler, S. W. (2005). *The Agile Unified Process (AUP)*. Retrieved from Ambysoft: <http://www.amblysoft.com/unifiedprocess/agileUP.html>
- Amlani, R. D. (2012). Advantages and Limitations of Different SDLC Models. *International Journal of Computer Applications & Information Technology*, Vol. I, Issue III,, 6-11.
- Bhattacharya, D., Canul, M., & Knight, S. (2017). Case Study: Impact of the Physical Web and BLE Beacons. *Proceedings of the 50th Hawaii International Conference on System Sciences*.
- Cetin-Dindar, A. (2016). Student Motivation in Constructivist Learning Environment. *Eurasia Journal of Mathematics, Science & Technology Education*, 233-247.
- Cope, B., & Kalantzis, M. (2009). Ubiquitous Learning: An Agenda for Educational Transformation. *Ubiquitous learning*, 3-14.
- Du, H., Rosson, M. B., & Carroll, J. M. (2012). Augmenting classroom participation through public digital backchannels. *Proceedings of the 17th ACM international conference on Supporting group work*, 155-164.
- Edeki, C. (2013). Agile Unified Process. *International Journal of Computer Science and Mobile Applications*, 13-17.
- Estimote, Inc. (2018, May 7). *Estimote, Inc. - indoor location with bluetooth beacon and mesh*. Retrieved from Estimote: <http://www.estimote.com>
- Gohel, S. R., Padavi, A. M., Asija, M. M., & Vasave, P. A. (2018). Bluetooth beacon based Attendance System with Android Application. *Journal of Android and IOS Applications and Testing Volume 3 Issue 1*.
- Gomez, C., Oller, J., & Paradells, J. (2012). Overview and Evaluation of Bluetooth Low Energy: An Emerging Low-Power Wireless Technology. *Sensors*, 11735.
- Google. (2018, 05 13). *Platform Architecture*. Retrieved from Google Developer: <https://developer.android.com/guide/platform/?nav=true>

- Google. (2018, 05 13). *The Android Source Code*. Retrieved from Android Source: <https://source.android.com/setup/>
- Google. (2018, May 10). *Eddystone format*. Retrieved from Google Developers: <https://developers.google.com/beacons/eddystone>
- Guri-Rosenblit, S. (2005). ‘Distance education’and ‘e-learning’: Not the same thing. *Higher education*, 49(4), 467-493.
- Jeng, Y.-L., Wu, T.-T., Huang, Y.-M., Tan, Q., & Yang, S. J. (2010). The Add-on Impact of Mobile Applications in Learning Strategies: A Review Study. *Educational Technology & Society Volume 13 Number 3*, 3-7.
- Jereb, E., & Šmitek, B. (2006). Applying multimedia instruction in e-learning. *Innovations in Education and Teaching International*, 43(1), 15-27.
- Koohang, A., & Harman, K. (2005). Open Source: A Metaphor for E-Learning. *Informing Science Journal Volume 8*, 75-86.
- Koole, M. L. (2009). A model for framing mobile learning. *Mobile learning: Transforming the delivery of education and training 1.2*, 25-47.
- Kriz, P., Maly, F., & Kozel, T. (2016). Improving Indoor Localization Using Bluetooth Low Energy Beacons. *Mobile Information Systems Volume 2016*.
- Lai, K.-W. (2008). ICT Supporting the Learning Process: The Premise, Reality, and Promise. (J. Voogt, & G. Knezek, Eds.) *International handbook of information technology in primary and secondary education*, 20, 215-230.
- Massé, M. (2012). *REST API Design Rulebook*. O'Reilly Media, Inc.
- Mödritscher, F. (2006). e-Learning Theories in Practice: A Comparison of three Methods. *Journal of Universal Science and Technology of Learning*, 3-18.
- OECD. (2015). In OECD, *Students, Computers and Learning: Making the Connection* (pp. 15-17). Paris: OECD Publishing.
- Ong, S. P., Cholia, S., Jain, A., Brafman, M., Gunter, D., Ceder, G., & Persson, K. A. (2015). The Materials Application Programming Interface (API): A simple, flexible and efficient API for materials data based on REpresentational State Transfer (REST) principles. *Computational Materials Science*, 209-215.

- Oracle. (2018, 05 14). *MySQL*. Retrieved from What is MySQL?: <https://dev.mysql.com/doc/refman/8.0/en/what-is-mysql.html>
- Sangrà, A., Vlachopoulos, D., & Cabrera, N. (2012). Building an Inclusive Definition of E-Learning: An Approach to the Conceptual Framework. *The International Review Of Research In Open And Distributed Learning*, 13(2), 145-159.
- Statler, S. (2016). *Beacon Technologies: The Hitchhiker's Guide to the Beacosystem*. San Diego: Apress Media.
- Tabunshchyk, G., Van Merode, D., Goncharov, Y., & Patrakhalko, K. (2015). SMART-CAMPUS INFRASTRUCTURE DEVELOPMENT BASED ON BLE 4.0. *Journal Electrotechnic and Computer Systems No. 18 (94)*, 17-20.
- Tamim, R. M., Bernard, R. M., Borokhovski, E., Abrami, P. C., & Schmid, R. F. (2011). What Forty Years of Research Says About the Impact of Technology on Learning: A Second-Order Meta-Analysis and Validation Study. *Review of Educational Research*, 81, 4-28.
- Techotopia. (2016, 10 27). *Techotopia*. Retrieved from An Overview of the Android Architecture: [https://www.techotopia.com/index.php/An\\_Overview\\_of\\_the\\_Android\\_Architecture](https://www.techotopia.com/index.php/An_Overview_of_the_Android_Architecture)
- Tiernan, P. (2014). A study of the use of Twitter by students for lecture engagement and discussion. *Education and Information Technologies*, 673-690.
- Traxler, J., & Kukulska-Hulme, A. (2005). Evaluating mobile learning: Reflections on current practice.
- Universitas Multimedia Nusantara. (2018). *Keunggulan*. Retrieved from UMN - Universitas Multimedia Nusantara: <http://www.umn.ac.id/keunggulan/>
- Videgaray, M. G. (2007). Evaluación de la reacción de alumnos y docentes en un modelo mixto de aprendizaje para educación superior.
- Vilar, P., & Zabukovec, V. (2016). Using e-materials for study: students' perceptions vs. perceptions of academic librarians and teachers. *Proceedings of ISIC: the information behaviour conference*.

- Wang, G. (2011). Application of lightweight MVC-like structure in PHP. *2011 International Conference on Business Management and Electronic Information*, 74-77.
- Webber, K. L., Zhang, Q., & Krylow, R. B. (2013). Does Involvement Really Matter? Indicators of College Student Success and Satisfaction. *Journal of College Student Development*, 591-611.
- Zavalishyn, I., Duarte, N. O., & Santos, N. (2016). Efficient Location-aware Message Delivery for Encounter Networks. *Inforum Simposio de Informatica*.

