



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

Lisensi ini mengizinkan setiap orang untuk menggubah, 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

- 3DRTcom. 2015. 3DRT – Cockroach. [ONLINE] Tersedia di: <https://www.cgtrader.com/3d-models/animals/insect/3drt-cockroach>. [Diakses pada 26 April 2016].
- Android Authority. 2016. How to use Google Cardboard - Android Authority. [ONLINE] Tersedia di: <http://www.androidauthority.com/how-to-use-google-cardboard-664253/>. [Diakses pada 15 Maret 2016].
- Azuma, R., Bailiot, Y., Behringer, R., Feiner, S., Julier, S., & MacIntyre, B. 2001. *Recent advances in augmented reality*. Computers & Graphics, 25, 1–15.
- Barbosa, Soares, Alcimar. 2012. Virtual and Augmented Reality: A New Approach to Aid Users of Myoelectric Protheses. [ONLINE] Tersedia di: <http://www.intechopen.com/books/computational-intelligence-in-electromyography-analysis-a-perspective-on-current-applications-and-future-challenges/virtual-and-augmented-reality-a-new-approach-to-aid-users-of-myoelectric-protheses>. [Diakses pada 9 Mei 2016].
- Biantoro, Bramy. 2014. Berapa jumlah pengguna Android saat ini?. [ONLINE] Tersedia di: <http://www.merdeka.com/teknologi/berapa-jumlah-pengguna-android-saat-ini.html>. [Diakses pada 20 Juni 2016]
- Binus. 2015. Peluang Besar Untuk Berkarir Di Bidang Teknologi. [ONLINE] Tersedia di: <http://mti.binus.ac.id/2015/05/05/peluang-besar-untuk-berkarir-di-bidang-teknologi/>. [Diakses pada 15 Maret 2016].
- Botella, Christina., dkk.2010a. *Treating Cockroach Phobia With Augmented Reality*. Jaume I University. Spain.
- Botella, Christina., dkk.2010b. *Treating cockroach phobia using a serious game on a mobile phone and augmented reality exposure: A single case study*. Jaume I University. Spain.
- Boudewyns, Patrick, A.,2012. Flooding and Implosive Therapy: *Direct Therapeutic Exposure in Clinical Practice*. Springer Science & Business Media.
- Brendan, Iribe. 2013. Virtual Reality – A New Frontier in Computing. [ONLINE] Tersedia di: <http://www.slideshare.net/DevCentralAMD/keynote-virtual-reality-a-new-frontier-in-computing-by-brendan-iribe-ceo>. [Diakses pada 9 Mei 2016].

- Choy , Y., Fyer , A. J. Lipsitz , J. D. 2007. Treatment of specific phobia in adults. Clinical Psychology Review.
- Christian, Y, Julio. 2016. Rancang Bangun Game 3d Pembelajaran Aritmetika Menggunakan Algoritma Sattolo Shuffle Dan Teknologi Augmented Reality. Multimedia Nusantara University.
- Dryden, Roxanne & Edwards. 2011. Phobias: Learn About Phobia Causes and Treatments. [ONLINE] Tersedia di: <http://www.medicinenet.com/phobias/article.htm>. [Diakses pada 15 Maret 2016].
- DSM-IV. 1994. Diagnostic and statistical manual of mental disorders (4th ed.) Washington, DC: American Psychiatric Association.
- Emmelkamp, P. M. G., & Wessels, H. (1975). Flooding in imagination vs. flooding in vivo: Acomparison with agoraphobics. Behaviour Research and Therapy
- Fritscher, Lisa. 2009. Flooding. [ONLINE] Tersedia di: <http://phobias.about.com/od/glossary/g/floodingdef.htm>. [Diakses pada 15 Maret 2016].
- Fuch, H., Bishop, G.1992.NSF Invitational Workshop. Research Directions in Virtual Environment , 2.
- Fullerton, T. 2008. Game Design Workshop – A playcentric approach to creating innovative games-2nd Edition. Southern California, United States.
- Gay, L.R., Diehl, P.L. 1992. Research Methods for Business and Management. New York:Macmillan.
- Gibson, J. 2014. Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# 1st Edition. Michigan, United States.
- Google . 2014. Google Cardboard – Google . [ONLINE] Tersedia di: <https://www.google.com/get/cardboard/>. [Diakses pada 15 Maret 2016].
- Google Play. 2015. VR Cave. [ONLINE] Tersedia di: <https://play.google.com/store/apps/details?id=com.vw.vrcave>. [Diakses pada 9 Mei 2016].
- Jason. 2014. Katsaridaphobia - Fear / Phobia of Cockroaches. [ONLINE] Tersedia di: <http://mostcommonphobias.com/katsaridaphobia-fear-phobia-cockroaches/>. [Diakses pada 28 Maret 2016].

- Juan, M, Carmen., dkk. 2005. *Using Augmented Reality to Treat Phobias*. IEEE Computer Society.
- Kaplan, H. I., Sadock, B. J., Grebb, J. A. 1994. Anxiety disorders. In H. Kaplan & B. Sadock (Eds), *Synopsis of Psychiatry: Behavioral sciences clinical psychiatry*. Baltimore, MD: Williams & Wilkins.
- Kenney. 2014. UI Pack. [ONLINE] Tersedia di: <http://opengameart.org/content/ui-pack>. [Diakses pada 11 Juli 2016].
- Kerlinger. 2006. *Asas-asas Penelitian Behavioral*. Yogyakarta.
- Koenig, Mike. 2016. Termites and Ants Sound. [ONLINE] Tersedia di: <http://soundbible.com/2113-Termites-and-Ants.html>. [Diakses pada 8 Juni 2016].
- Larson , C. L. Schaefer , H. S. Siegle , G. J. Jackson , C. A. Anderle , M. J. Davidson , R. J. 2006. Fear is fast in phobic individuals: amygdala activation in response to fear-relevant stimuli. *Biological Psychiatry*.
- Larson, Gary. 1986. Flooding. [ONLINE] Tersedia di: <http://psychtutor.weebly.com/anxiety-disorders-phobias.html>. [Diakses pada 9 Mei 2016].
- Lee, Steven. 2015. *The Cube*. Lone Publisher.
- Legg, Tim. 2015. Phobias: Causes, Types, and Symptoms - Healthline. [ONLINE] Tersedia di: <http://www.healthline.com/health/phobia-simple-specific#Overview1>. [Diakses pada 15 Maret 2016].
- Macdonald, Keza. 2014. 6 Of The Best Survival Games. IGN.
- Macka, E. Wendy. 1998. *Augmented Reality: Linking real and virtual worlds. A new paradigm for interacting with computers*. Orsay, Perancis.
- Marshall, W.L, 1976. Flooding Therapy. Effectiveness, Stimulus Characteristics, And The Value Of Brief In Vivo Exposure, 15, 79-87. Pergamon Press. Great Britain.
- McKalin, Vamien. 2016. Augmented Reality vs. Virtual Reality: What are the differences and similarities? : PERSONAL TECH : Tech Times. [ONLINE] Tersedia di: <http://www.techtimes.com/articles/5078/20140406/augmented-reality-vs-virtual-reality-what-are-the-differences-and-similarities.htm>. [Diakses pada 30 Maret 2016].

- McLeod, Saul. 2010. Behavioral Therapy | Simply Psychology. [ONLINE] Tersedia di: <http://www.simplypsychology.org/behavioral-therapy.html>. [Diakses pada 15 Maret 2016].
- Nazir. 2003. *Metode Penelitian*, Salemba Empat, Jakarta.
- Nuwer, Rachel. 2014. Cockroach: The Insect We're Programmed to Fear. [ONLINE] Tersedia di: <http://www.bbc.com/future/story/20140918-the-reality-about-roaches>. [Diakses pada 19 Juli 2016].
- Ost, L. G., Salkovskis, P., Hellstrom, K. 1991. One-session therapist directed exposure vs self-exposure in the treatment of spider phobia. *Behavior therapy*.
- Price, M., Anderson, P., Rothbaum, B.O. 2008. Virtual reality as treatment for fear of flying: A review of recent research. *International Journal of Behavioral Consultation and Therapy*.
- Psychology Matters Asia. 2015. Specific Phobia. [ONLINE] Tersedia di: [http://www.psychologymatters.asia/common\\_mental\\_illness/16/specific-phobia.html](http://www.psychologymatters.asia/common_mental_illness/16/specific-phobia.html). [Diakses pada 22 Agustus 2016].
- Qualcomm Developer Network. 2012. Augmented Reality Vuforia SDK - Qualcomm Developer Network. [ONLINE] Tersedia di: <https://developer.qualcomm.com/software/vuforia-augmented-reality-sdk>. [Diakses pada 30 Maret 2016].
- Rafael Trigo Algar, Antonio. 2014. *Serious Games for Overcoming Phobias: The Benefits of Game Elements*. University of Skovde.
- Rajesh Desai, Parth., dkk. 2014. A Review Paper on Oculus Rift-A Virtual Reality Headset. [ONLINE] Tersedia di: <http://arxiv.org/abs/1408.1173>. [Diakses pada 9 Mei 2016].
- Richard, Kaae. 2013. Cockroaches. [ONLINE] Tersedia di: <http://drkaae.com/MedicalEntomology/Chapter7Cockroaches.htm>. [Diakses pada 18 Juli 2016].
- Safaat, H, Nazruddin. 2011. *Android (Pemograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android)*. Informatika, Bandung.
- Salen, Katie., Zimmerman, Eric. 2003. *Rules of Play: Game Design Fundamentals*. MIT Press.

- Samani, Kyle. 2015. What Augmented Reality Is—And Isn't - ReadWrite. [ONLINE] Tersedia di: <http://readwrite.com/2015/08/04/augmented-reality-virtual-reality-defined/>. [Diakses pada 30 Maret 2016].
- Shiple, Robert, H., Boudewyns, Patrick, H.1980. Flooding and Implosive Therapy: *Are they harmful?*. Duke University.
- Stephen, Fransiscus.2015.*Rancang Bangun Aplikasi Permainan Edukasi “Robot Run” Berbasis Virtual Reality Menggunakan Google Cardboard*. Multimedia Nusantara University.
- Sugiyono. 2001. Statistika untuk Penelitin. Bandung: Alfabeta.
- Sugiyono. 2010. Metode Penelitian Kuantitatif Kualitatif dan R&D,Alfabeta, Bandung.
- Suryana, Richard. 2015. Banci Running. Tujuh Belas Game.
- Trochim. 2006. Likert Scaling. [ONLINE] Tersedia di: <http://www.socialresearchmethods.net/kb/scallik.htm>. [Diakses pada 18 Agustus 2016].
- Villagomez,G. 2010. Augmented Reality. University of Kansas.
- Vladimir. 2016. Neck Snap Sound. [ONLINE] Tersedia di: <http://soundbible.com/1953-Neck-Snap.html>. [Diakses pada 11 Juli 2016].
- VPL.2009.Virtual Reality. [ONLINE] Available at: <http://www.vrs.org.uk>. [Accessed 14 March 2016].
- Vuforia.2016. Augmented Reality Vuforia SDK - Qualcomm Developer Network. [ONLINE] Tersedia di: <https://developer.qualcomm.com/software/vuforia-augmented-reality-sdk>. [Diakses pada 30 Maret 2016].
- Webster, Andrew. 2015. Creating Adrift: the space survival game that will make you love VR. The Verge.
- Winerman, Lea.2005.*Figuring out phobia*. APA: American Psychiatric Association.
- Zomacj, Ian.2012. *Introduction to Unity3D*. [ONLINE] Tersedia di: <http://code.tutsplus.com/tutorials/introduction-to-unity3d--mobile-10752>. [Diakses pada 28 Maret 2016].
- ZooBoing. 2012. Grass 017 – Seamless Texture. [ONLINE] Tersedia di: <http://www.turbosquid.com/FullPreview/Index.cfm/ID/678673>. [Diakses pada 11 Juli 2016].