REFERENCES

Aik Kah, T. *et al.* (2008) "Ethambutol Ocular Toxicity in a Patient With Pulmonary Tuberculosis – a Case Report," *Malaysian Family Physician*, 3.

Betts, J. G. *et al.* (2013) "14.1 Sensory Perception - Anatomy and Physiology | OpenStax," in *Anatomy and Physiology*. OpenStax. Available at: https://openstax.org/books/anatomy-and-physiology/pages/14-1-sensory-perception (Accessed: February 16, 2021).

Bouman, C. A. (2021) *The Tristimulus Model of Color*. Available at: https://engineering.purdue.edu/~bouman/ece637/notes/pdf/ColorSpaces.pdf (Accessed: January 21, 2021).

Fisenko, A. I. and Lemberg, V. F. (2016) *Black-body radiative, thermodynamic, and chromatic functions: Tables in finite spectral ranges*, *Black-Body Radiative, Thermodynamic, and Chromatic Functions: Tables in Finite Spectral Ranges*. Springer International Publishing. doi: 10.1007/978-3-319-38995-0.

Flück, D. (no date) *Color Blind Essentials – Colblindor*. Available at: https://www.color-blindness.com/color-blind-essentials/ (Accessed: June 1, 2021).

Harman, P. M. and Gillmor, C. S. (1992) "The Scientific Letters and Papers of James Clerk Maxwell," *American Journal of Physics*, 60(4). doi: 10.1119/1.16885.

Hoffmann, A. and Menozzi, M. (1999) "Applying the Ishihara test to a PC-based screening system," *Displays*, 20(1), pp. 39–47. doi: 10.1016/S0141-9382(98)00053-5.

Joshi, A. *et al.* (2015) "Likert Scale: Explored and Explained," *British Journal of Applied Science & Technology*, 7(4), pp. 396–403. doi: 10.9734/bjast/2015/14975.

Kolb, H. *et al.* (2017) "Webvision: The Orginazion of the Retina and Visual System," *Webvision*.

Kulkarni, A., Chong, D. and Batarseh, F. A. (2020) "Foundations of data imbalance and solutions for a data democracy," in *Data Democracy: At the Nexus of Artificial Intelligence, Software Development, and Knowledge Engineering*. Elsevier, pp. 83–106. doi: 10.1016/B978-0-12-818366-3.00005-8.

LaValle, S. M. (2017) *The Book of Virtual Reality*, *Cambridge University Press*.

Liuwandy, P. (2020) *Rancang Bangun Pembuatan Aplikasi Mobile Virtual Reality Simulasi Gempa Berbasis Android Menggunakan Unity*.

Lowry, P. B. *et al.* (2013) "Taking 'fun and games' seriously: Proposing the hedonic-motivation system adoption model (HMSAM)," *Journal of the Association for Information Systems*, 14(11), pp. 617–671. doi: 10.17705/1jais.00347.

Miranda, M. V. (2019) "VR Exergames for ocular diseases diagnosis."

Moreira, H. *et al.* (2017) "Colorimetry and Dichromatic Vision," in *Colorimetry and Image Processing*. doi: 10.5772/intechopen.71563.

Nguyen, L. C. *et al.* (2014) "DoDo game, a color vision deficiency screening test for young children," in. Association for Computing Machinery (ACM), pp. 2289–2292. doi: 10.1145/2556288.2557334.

Paulson, H. M. (1973) "COMPARISON OF COLOR VISION TESTS USED BY THE ARMED FORCES | Color Vision | The National Academies Press," in *Color Vision*, pp. 34–64. Available at: https://www.nap.edu/read/20420/chapter/3#40 (Accessed: May 28, 2021).

Poynton, C. (2012a) "Luminance and lightness," in *Digital Video and HD*. Elsevier, pp. 255–264. doi: 10.1016/B978-0-12-391926-7.50025-4.

Poynton, C. (2012b) "The CIE system of colorimetry," in *Digital Video and HD*. Elsevier, pp. 265–286. doi: 10.1016/b978-0-12-391926-7.50025-4.

RIT | Color Science | Resources (no date). Available at: https://www.rit.edu/cos/colorscience/rc_munsell_renotation.php (Accessed: May 28, 2021).

Robinson, S. and Ashdown, I. (2006) "Polychromatic optical feedback control, stability, and dimming," in *Sixth International Conference on Solid State Lighting*. SPIE, p. 633714. doi: 10.1117/12.679678.

Stockman, A. and Brainard, D. H. (2010) "Color vision mechanisms," in *The Optical Society of America Handbook of Optics, 3rd edition, Volume III: Vision and Vision Optics*.

Strandberg, P. (2017) "Software Test Data Visualization with Heatmaps – an Initial Survey."

Suero, M. I., Pardo, P. J. and Pérez, A. L. (2009) "Individual differences in colour vision," in *Color Perception: Physiology, Processes and Analysis*. doi: 10.2307/1418096.

Sugiyono (2008) *Metode Penelitian Kuatintatif, Kualitatif dan R&D 2008*, *Alfabeta*.

Szczurowski, K. and Smith, M. (2018) "Emulating perceptual experience of color vision deficiency with virtual reality," in *Studies in Health Technology and Informatics*. doi: 10.3233/978-1-61499-923-2-378.

Vingrys, A. J. and King-Smith, P. E. (1988) "A quantitative scoring technique for panel tests of color vision," *Investigative Ophthalmology and Visual Science*, 29(1).

World Health Organization (2019) *World report on vision*, *World health Organization*.