

DAFTAR PUSTAKA

- Assemblr. (2021). Arsip perusahaan.
- Assemblr Team. (2019). Q&A session with Hasbi Asyadiq, CEO of Assemblr. Diakses pada tanggal 8 September 2021, dari <https://blog.assemblrworld.com/>.
- Batkin, J. (2017). *Identity in animation: A journey into self, difference, culture and the body*. Britania Raya: Taylor & Francis.
- Craig, A. B. (2013). *Understanding augmented reality: Concepts and applications*. Belanda: Elsevier Science.
- Ismayani, A. (2020). *Membuat sendiri aplikasi augmented reality*. Jakarta: Elex Media Komputindo.

UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA