

## DAFTAR PUSTAKA

- American Libraries Association. (2018). Virtual augmented reality library. (<https://americanlibrariesmagazine.org/2018/09/04/virtual-augmented-reality-library/> )
- Jamil, M. (2018). Pemanfaatan teknologi virtual reality (vr) di perpustakaan. *Buletin Perpustakaan Universitas Islam Indonesia*, 1(1), 99—111, [https://journal.uii.ac.id/Buletin-Perpustakaan/article/download/11503/8674/24843#:~:text=Menurut%20A LA%2C%20virtual%20reality%20\(VR,virtual%20tiga%20dimensi%20\(3D\)%20dengan](https://journal.uii.ac.id/Buletin-Perpustakaan/article/download/11503/8674/24843#:~:text=Menurut%20A LA%2C%20virtual%20reality%20(VR,virtual%20tiga%20dimensi%20(3D)%20dengan)
- Munir. (2013). *Multimedia dan konsep aplikasi dalam pendidikan*. Penerbit Alfabeta.

UMMN  
UNIVERSITAS  
MULTIMEDIA  
NUSANTARA