

sebagai solusi kebutuhan stabilisasi video 360°. Imersi dalam video 360° menaruh penonton sebagai *observer* pasif tanpa dapat melakukan intervensi maupun pergerakan dan mengeksplorasi kondisi saat perekaman ke segala arah.

DAFTAR PUSTAKA

- Andini, D. A., & Dewi, L. . (2022). *Development of Cultural Tourism in Glodok China Region*. International Journal of Economics, Management, Business and Social Science , 2(3), 427–440. <https://doi.org/10.59889/ijembis.v2i3.80>
- Azizah, A. (2023) *Kisah Kelenteng Lupan yang Bermula dari Dewa Kuli Kayu*. liputan6.com. Diakses 16 April 2023. <https://www.liputan6.com/regional/read/5185717/kisah-kelenteng-lupan-yang-bermula-dari-dewa-kuli-kayu>
- Bostock, B., Jankowicz, M. *Ranked: The countries with the shortest people in the world*. Business Insider. Diakses 18 April 2023. <https://www.businessinsider.com/shortest-people-in-world-by-country-2019-6>
- Cameron, J., Gould, G., Ma, A. (2020). *360 Essentials: A Beginner's Guide to Immersive Video Storytelling*. Ryerson University Library.
- Isa, W., Zin, N., Rosdi, F., Sarim, H. (2018). *Digital Preservation of Intangible Cultural Heritage*. Indonesian Journal of Electrical Engineering and Computer Science, Vol. 12, 1373-1379. DOI: 10.11591/ijeecs.v12.i3.pp1373-1379
- Jerald, J. (2016). *The VR Book: Human-Centered Design for Virtual Reality*. Association for Computing Machinery and Morgan & Claypool.
- Kementrian Pendidikan dan Kebudayaan (2013). *Pedoman Revitalisasi Cagar Budaya*.

- Prompayuk, S., Chairattananon, P. (2016). *Preservation of Cultural Heritage Community: Cases of Thailand and Developed Countries*. *Procedia-Social and Behavioral Sciences*. 2016; 234: 239–243. DOI:10.1016/j.sbspro.2016.10.239
- Rauschnabel, P. A., Felix, R., Hinsch, C., Shahab, H., & Alt, F. (2022). *What Is XR? Towards a Framework for Augmented and Virtual Reality*, *Computers in Human Behavior*. Volume 133, 234: 239-243. DOI: 10.1016/j.sbspro.2016.10.239
- Reshma, M.R., Kannan, B., Raj V.P.J., Shailesh, J. (2023). *Cultural heritage preservation through dance digitization: A review*, *Digital Applications in Archaeology and Cultural Heritage*, Volume 28, 2023, DOI: 10.1016/j.daach.2023.e00257
- Rilatupa. J., Priyomarsono. J., Surya. R., Liauw. F., Priyon. J. (2018). *Identification Of Post Fire Damage In Dharma Bhakti Monastery Building*. *International Journal of Civil Engineering and Technology (IJCIET)* Volume 9, Issue 8, August 2018, pp. 1741–1750
- Shimraya, S. R., & Ramaiah, C. K. (2017). *Issues in Preservation of Digital Cultural Heritage*. Conference: Convention on Automation of Libraries in Education and Research Institutions (CALIBER).
- Susilo, G. (2015). *Jakarta's Chinese Temples Until 1949: Socio-cultural Sites*. Conference: 2nd International Conference on Chinese Indonesian Studies At: Universitas Maranatha, Bandung, Indonesia.
- Takacs, B. , Vincze, Z. , Fassold, H. , Karakottas, A. , Zioulis, N. , Zarpalas, D. & Daras, P. (2019) *Hyper 360—Towards a unified tool set supporting next generation VR film and TV productions*. *Journal of Software Engineering and Applications* 12(05):127-148. DOI:10.4236/jsea.2019.125009

UNESCO (2003). *Charter on the Preservation of the Digital Heritage*.
UNESCO.



UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA