

DAFTAR PUSTAKA

- Anderson, K., & Lee, S. (2022). *Advanced sculpting tools in Blender for precise 3D modeling. Blender Technology Journal*, 30(2), 145-160.
- Andina, S., & Aliyah, N. (2021). Survei Minat Masyarakat terhadap Sejarah Borobudur. *Jurnal Pendidikan Sejarah*, 15(2), hlm. 103.
- Aulia, R. (2020). Desain *User Experience* pada Aplikasi Digital. *Journal of Human-Computer Interaction*, 8(3), 72–75.
- Azuma, R. (1997). *A Survey of Augmented Reality. Presence: Teleoperators and Virtual Environments*, 6(4), 355-385.
- Bambang, W., & Kustandi, C. (2013). *Media Pembelajaran Manual dan Digital*. Jakarta: Ghalia Indonesia.
- Batič, J., & Haramija, D. (2018). *The role of illustration in interpreting a multimodal literary text. The New Educational Review*, 52(2), 195-205.
<https://doi.org/10.15804/tner.2018.52.2.15>
- Billinghurst, M., & Duenser, A. (2012). *Augmented Reality in education*. New Horizons for Learning.
- Billinghurst, M., Kato, H., & Poupyrev, I. (2001). *The MagicBook: Moving Seamlessly between Reality and Virtuality*. *IEEE Computer Graphics and Applications*, 21(3), 87-91.
- Bretz, R. (1983). *Media for Interactive Communication. Journal of Communication*, 33(2), 22–30.
- Brown, D., & Roberts, L. (2020). *Coordinate-Based Design in 3D Modeling. Computer Graphics Forum*, 39(6), 68-75.
- Brown, S., & Parker, T. (2019). *Systematic approach in 3D modeling processes for optimized outcomes. 3D Process Journal*, 26(4), 150-165.

- Burdea, G., & Coiffet, P. (2003). *Virtual Reality Technology*. John Wiley & Sons.
- Casparis, J.G. de. (1950). *Prasasti dan Arsitektur Agama Buddha di Indonesia*. Universitas Leiden, 95.
- Castillo, M., & Pereira, L. (2020). *Digital innovations in pop-up books: A new interactive learning experience*. *Journal of Interactive Books*, 25(3), 210-225.
- Chase, A. (1998). *Personalization Strategies for Web Design*. *Digital Marketing Journal*, 12(3), 78–84.
- Chen, L., & Wang, F. (2021). *Enhancing STEM education through Augmented Reality*. *Educational Technology Research*, 31(3), 245-260.
- Chen, Y., & Williams, D. (2019). *The effectiveness of multimedia learning in education: A meta-analysis*. *Journal of Multimedia Learning*, 34(4), 92-108.
- Claes, S., & Vande Moere, A. (2013). *Street infographics raising awareness of local issues through a situated urban visualization*. Proceedings of the 2nd ACM International Symposium on Pervasive Displays.
- Clarke, C., Niederdeppe, J., & Lundell, H. (2012). *Narratives and images used by public communication campaigns addressing social determinants of health and health disparities*. *International Journal of Environmental Research and Public Health*, 9(12), 4254-4277. <https://doi.org/10.3390/ijerph9124254>.
- Craig, A. B. (2013). *Understanding Augmented Reality: Concepts and Applications*. Morgan Kaufmann.
- Dang, L. (2019). *Visual branding: A guide to designing visual identity: Case*. Plannr.eu.
- Dholakia, N., et al. (2000). *Interactivity in Web Environments*. *Journal of Digital Marketing*, 5(4), 155–160.

- Dumarcay, Jacques. *Borobudur*. Translated by Michael Smithies. Singapore: Oxford University Press, 1986.
- Durlach, N., Nathaniel, J., & Anne, E. (1995). *Applications of Augmented Reality in Surgery and Robotics*. MIT Press, 8-12.
- Eisenberg, M. B., & Berkowitz, R. E. (1990). *Information Problem-Solving: The Big6 Skills Approach to Library and Information Skills Instruction*. Ablex Publishing, hlm. 12-15.
- Ekarini, F. D., Setiyawan, J., & Rini, W. D. P. (2019). Stabilitas Struktur Candi Mendut. Balai Konservasi Borobudur. Diakses melalui Repositori Kemdikbud.
- Elvrilla, S. (2011). *Augmented Reality: Konsep dan Penerapan di Berbagai Bidang*. Media Teknika.
- Faizaliskandar, M. (1987). Relief Karmawibhanga dan Struktur Kaki Candi Borobudur. *Arkeologi Nusantara*, 10.
- Fajri, M., et al. (2021). Analisis Pengalaman Pengguna dalam Aplikasi Mobile. *Journal of Information Systems*, 14(2), 45–47.
- Feiner, A., Anthony, M., Theodore, W., Blair, S., & Edward, J. (1995). *Visualizing Structural Design with Augmented Reality*. Summer Press, 11.
- Feiner, S., Blair, M., & Dorée, A. (1993). *Augmented Reality for Maintenance and Repair*. Columbia University, 10.
- Forster, T., & Oppermann, R. (1996). *The Evolution of Gaming: A Historical Perspective*. *Computer Entertainment*, 1(1), 10–12.
- Gagne, R.M. 1985. *The Condition of Learning Theory of Instrucion*. New York: Rinehart.
- Garcia, L., & Johnson, R. (2021). *Interactive design elements in modern pop-up books: Engagement and impact*. *Interactive Media Journal*, 29(1), 123-140.

- Gonzalez, R., & Rivera, M. (2022). *The socio-political dimension of illustration in contemporary art. Contemporary Art Review*, 39(2), 180-195.
- Green, M. C., & Brock, T. C. (2003). *Transportation-imagery model of narrative persuasion*. Narrative Impact: Social and Cognitive Foundations.
- Han, S., & Choi, K. (2017). *Application of 3D Sculpting in Character Animation. Journal of Computer Animation*, 34(3), 45-52.
- Handa, M., Aul, E. G., & Bajaj, S. (2012). *Immersive technology—uses, challenges and opportunities. International Journal*, 12(1), 14.
- Handayani, R. (2011). *Teknik Modeling 3D: Teori dan Praktik*. Jakarta: Andi Publisher.
- Haramija, D., & Batič, J. (2018). *The Role of Illustration in Interpreting a Multimodal Literary Text*.
- Harris, L., & Wong, T. (2021). *Animated illustrations in social media campaigns: Measuring effectiveness. Social Media Campaigns Journal*, 14(5), 360-375.
- Hernandez, P. (2019). *Digital Sculpting for Beginners*.
- Himawan, A., & F, R. (2020). *Konsep User Experience dalam Pengembangan Web. Media Informatika*, 12(1), 28–30.
- Hui, Y. H., 2007. *Handbook of food products manufacturing*. Wiley-Interscience
- Hui, Y.B. (2007). *Diary of "a mass of stones": Experiences with historical objects*.
- Isaac Kerlow, V. (2009). *The Art of 3D Computer Animation and Effects*. Wiley.
- Izza, N.A., & Munandar, A.A. (2017). *Association of historical objects with surrounding sacred sites*.
- Jackson, C. (2014). *The Fundamentals of 3D Design*. Laurence King Publishing.

- Johnson, P., & White, E. (2021). *Commercial applications of Augmented Reality for enhanced user experience. Augmented Reality Applications*, 18(2), 98-113.
- Jones, K., & Roberts, S. (2017). *3D Design and Animation*.
- Keller, E. (2012). *The Art of Sculpting in ZBrush*. Wiley.
- Kent, M. L., & Taylor, M. (1998). *Building Dialogic Relationships Through the Web. Public Relations Review*, 24(3), 22–25.
- Kerlow, I. (2009). *The Art of 3D Computer Animation and Effects*. Wiley
- Kuhlthau, C. C. (2004). *Seeking Meaning: A Process Approach to Library and Information Services. Libraries Unlimited*, hlm. 33-37.
- Lamb, A., & Johnson, L. (2010). *The Teacher-Librarian as Leader. Teacher Librarian Press*, hlm. 22-24.
- Lampropoulos, G., Fernández-Arias, P., & Antón-Sancho, Á. (2024). *Affective computing in augmented reality, virtual reality, and immersive learning environments. Electronics*, 13(15), 105.
- Lee, B., & Wong, T. (2020). *Augmented Reality in architectural visualization: Bridging the gap between design and reality. Architectural Visualization Journal*, 22(3), 178-193.
- Lee, H., & Kim, J. (2020). *Augmented Reality in collaborative projects: Enhancing teamwork and interaction. Collaborative Technology Journal*, 28(2), 185-200.
- Lewis, J., & Morgan, S. (2020). *Emotional engagement through digital storytelling: Visual techniques in health communication. Narrative Media Journal*, 25(4), 450-465.
- Liu, H., & Zhang, Y. (2018). *Dynamic visual representation and its impact on complex information comprehension. Digital Visual Learning*, 22(2), 65-79.

- Liu, R., Peng, C., Zhang, Y., Husarek, H., & Yu, Q. (2021). *A survey of immersive technologies and applications for industrial product development*. Computers & Graphics, 100, 92.
- Loseke, D. (2017). *Thinking about social problems: An introduction to constructionist perspectives*. Routledge.
- Maharani, S. (2021). Digital Sculpting: Teknik Dasar dan Aplikasi. Surabaya: Informatika Media.
- Mamakou, E., et al. (2023). Dimensi Penting dalam User Experience. *Journal of Interactive Media*, 6(2), 56–60.
- Martin, R., & Lewis, P. (2018). *3D Sculpting in Digital Arts: New Frontiers*. *International Journal of Digital Arts*, 41(2), 101-115.
- Martins, C., & Riyanto, S. (2020). *Simplifying UX for Better User Engagement*. *Digital Experience Journal*, 9(1), 66–70.
- Martinez, F., & Lee, K. (2020). *Augmented Reality in pop-up books: Enriching the visual experience*. *AR in Literature*, 17(1), 44-58.
- Mayer, R. E. (2005). *The Cambridge Handbook of Multimedia Learning*. Cambridge University Press.
- Mayer, R. E. (2005a). *Cognitive Theory of Multimedia Learning*. In R. E. Mayer (Ed.), *The Cambridge Handbook of Multimedia Learning* (pp. 31-48). New York: Cambridge University Press. <https://doi.org/10.1017/CBO9780511816819.004>.
- Mignone, J., & Blaiklock, D. (2019). *Visual Notation: An Image Making Approach for Communication in Illustration Education*.
- Meikle, G. (2002). *Future Active: Media Activism and the Internet*. Routledge.
- Miller, D. (2018). *Introduction to 3D Modeling and Printing*.

- Miller, J., & Harris, D. (2020). *Each phase matters: The importance of understanding 3D modeling processes. Journal of 3D Design*, 35(2), 89-105.
- Mullen, T. (2011). *Mastering Blender*. Sybex.
- Mutlu Tunca, G. (2023). *Visual Expressions of Corporate Identity in the Office Spaces*.
- Nagaoka, M. (2016). *Cultural Landscape Management at Borobudur, Indonesia*. Springer, hlm. 92-95.
- Negm, E., & Tantawi, P. (2015). *Investigating the impact of visual design on consumers' perceptions towards advertising*.
- Nielsen, J., & Tahir, M. (2002). *Homepage Usability: 50 Websites Deconstructed*. New Riders.
- Nugraha, D., & Firda, T. (2021). Penggunaan Kombinasi 3D Modeling dan Sculpting dalam Pengembangan VR. *Journal of Digital Design*, 10(2), 78–85.
- Ozdamli, F., & Ozdal, H. (2018). Peran Ilustrasi dalam Infografis untuk Anak-anak.
- Patel, S., & Rao, V. (2020). *Markerless AR: A new frontier in Augmented Realityapplications. AR Technology Journal*, 24(4), 175-190.
- Peeck, J. (1993). *Increasing picture effects in learning from illustrated text. Learning and Instruction*, 3(3), 227–238. [https://doi.org/10.1016/0959-4752\(93\)90006-L](https://doi.org/10.1016/0959-4752(93)90006-L).
- Peeck, J. (1993). *Visual Information Processing*. Academic Press.
- Pelclová, J. (2010). *Persuasive Strategies in Advertising Discourse*.
- Pirmansyah, I., & Pramono, D. (2021). *The Role of 3D Sculpting in Augmented Reality Character Design. Visual Computing Journal*, 14(2), 55–57.

- Prasetyanto, D. (2014). Pemahaman Teknik 3D Sculpting untuk Pemula. *Journal of Visual Computing*, 5(1), 58–60.
- Pratisto, E. H., Thompson, N., & Potdar, V. (2022). *Immersive technologies for tourism: a systematic review*. *Information Technology & Tourism*, 22(2), 115.
- Puspitasari, R., dkk. (2020). Kajian Sejarah dan Budaya Candi Borobudur. Pustaka Bangsa, 55-67.
- Puspitasari, R., dkk. (2020). Struktur Teknis Candi Borobudur dan Perjalanan Spiritualitas. Pustaka Bangsa, 53.
- Rafferty, A., & Higgins, M. F. (2022). *Learning outcomes of immersive technologies in healthcare student education: systematic review*. *Journal of Medical*, 80.
- Rahmawati, R., & Ahyana, I. (2024). Implementasi pendekatan steam untuk mengembangkan kreativitas anak tk. *ELEMENTARY: Jurnal Inovasi Pendidikan Dasar*, 4(3), 186-193. <https://doi.org/10.51878/elementary.v4i3.3258>.
- Riyadi, A., Mahardika, A., & Nugroho, T. (2024). *Integration of 3D Modeling and Sculpting in AR Environments*. *Journal of Advanced Virtual Environments*, 15(3), 120–125.
- Robinson, M., & Edwards, J. (2020). *AR in surgical training: Virtual simulations for improved outcomes*. *Medical Training Journal*, 33(2), 170-185.
- Sacristán, M. S. V., & de los Ríos, M. E. C. (2009). *Persuasive nature of image schematic devices in advertising*.
- Sampson, A. J., & Sampson, E. A. (2020). *Visual Communication: A Review of the Persuasive Properties of Graphic Images for Advertisements*.

- Sanchez, A., & Lopez, M. (2020). *Realistic modeling through physical simulation in 3D environments. Simulation and Visualization Journal*, 31(3), 200-215.
- Satria, F. (2014). Pemodelan 3D dalam Desain Teknik. *Engineering Design Journal*, 7(4), 34–36.
- Schmidt, M., & Cohn, P. (2015). *The Fundamentals of 3D Design and Modeling*.
- Setiadi, I.B. (2013). *Timescapes: Identity and meaning in historical and contemporary objects*.
- Setiadi. (2013). Konsep dan praktek penulisan riset keperawatan (Ed.2) Yogyakarta: Graha Ilmu.
- Setyosari, P., & Sihkabuden. (2005). Media Pembelajaran. Universitas Negeri Malang.
- Setyosari, P., & Sihkabuden. 2005. Media Pembelajaran. Malang: Elang Mas.
- Sharp, H., & Rogers, Y. (2019). *Interaction Design: Beyond Human-Computer Interaction (5th ed.)*. Wiley.
- Shirley, P. (2017). *Fundamentals of Computer Graphics (4th ed.)*. CRC Press.
- Singh, K., & Patel, R. (2021). *Influence of digital illustrations on brand perception in online advertising. Journal of Marketing Perspectives*, 27(3), 300-315.
- Smed, J., et al. (2019). *Exploring Patterns of Interactivity in Digital Media. Interaction Studies Journal*, 15(4), 49–50.
- Soekmono, R. (1976). Candi Borobudur: Warisan Kebesaran Budaya Indonesia. Balai Pustaka, 120.
- Spencer, M. (2015). *3D Modeling and Animation: Synthesis and Analysis. Springer*.
- Spencer, S. (2010). *Digital Sculpting with ZBrush: Essential Techniques*. Wiley.

- Spittle, B., Frutos-Pascual, M., & Creed, C. (2022). *A review of interaction techniques for immersive environments. IEEE Transactions*, 150.
- Steuer, J. (1992). *Defining Virtual Reality: Dimensions Determining Telepresence. Journal of Communication*, 42(4), 65–75.
- Suhartono, J. (2010). *Sejarah Candi Borobudur: Misteri Zaman Syailendra. Pustaka Sejarah*, 15.
- Suhartono, J. (2010). *Sejarah dan Kosmologi Candi Borobudur. Pustaka Sejarah*, 12-25.
- Tan, J., & Chen, K. (2021). *Immersive navigation through Augmented Reality: Enhancing user experience. Navigation Technology Journal*, 28(2), 135-150.
- Tang, Y. M., Chau, K. Y., & Kwok, A. P. K. (2022). *A systematic review of immersive technology applications for medical practice and education-trends. Research Review*, 45, 45.
- Tanaka, Y., & Nakamura, K. (2021). *Advances in AR navigation systems: Personalization and accuracy. Journal of Smart Navigation*, 29(1), 90-105.
- Taylor, L., & Clark, R. (2021). *Surface texture realism in rendering: Enhancing visual quality. Rendering Techniques Journal*, 27(1), 100-115.
- Thompson, R., & Reed, J. (2021). *Enhancing engagement in pop-up books through electronic components. Interactive Design Journal*, 28(3), 150-165.
- Vella, M., & Kearsley, M. (2017). *Pokémon Go and the Growth of AR Gaming. Interactive Entertainment Journal*, 8(1), 26-31.
- Ware, C. (2020). *Information Visualization: Perception for Design*. Morgan Kaufmann.
- Watkins, A. (2013). *Introduction to 3D Modeling and Rendering*. Focal Press.

- Widayat, R., & B. Studyanto, A. (2022). Rekonstruksi Perabot Rumah Tangga Berdasarkan relief Karmawibhangga Candi Borobudur. *Mudra Jurnal Seni Budaya*, 37(1), 34-44. <https://doi.org/10.31091/mudra.v37i1.1893>.
- Widayat, R., & Studyanto, A.B. (2017). *The Role of Illustrations in Eco-friendly Product Identity*.
- Williams, R. (2016). *Advanced 3D Sculpting Techniques for Design*.
- Wu, J., & Kuo, C. (2018). *Applications of Faces and Surfaces in Geometric Modeling. Journal of Graphics and Geometric Modeling*, 36(2), 45-5.
- Yamada, T., & Ito, H. (2019). *Virtual illustrations in VR environments: Expanding imaginative realms. Virtual Creativity Journal*, 19(3), 60-75.
- Zhou, Y. (2019). *The Role of UX in Enhancing User Satisfaction. Journal of Usability Studies*, 11(3), 31–33.

