



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

Allen, D.(Oktober 15, 2015). *THE FUNDAMENTALS OF USER EXPERIENCE IN VIRTUAL REALITY*. Retrieved from

<http://www.blockinterval.com/project-updates/2015/10/15/user-experience-in-virtual-reality>.

Allabarton, R. (2016). *Explaining UX Design To Your Team*. UXMAGAZINE, 1645. Retrieved from <https://uxmag.com/articles/explaining-ux-design-to-your-team>.

Attita, P. (Januari 21, 2016). *The Full History of Board Games*. Retrieved from <https://medium.com/swlh/the-full-history-of-board-games-5e622811ce89#yhf0iug7w>.

Brown, I. (2009). *The Territories of Indonesia*. London, UK: Routledge.

Galitz, W. O. (2007). *The essential guide to user interface design: an introduction to GUI design principles and techniques*. Chichester: Wiley.

GAME UI BRONZE .(September 19, 2009). *In Game Dev Market*. Retrieved from <https://www.gamedevmarket.net/asset/game-UI-bronze-3654/>.

Gaming Glossary: Boardgame, Tabletop game, Card game. (Juli 10, 2014). *In Oak Leaf Games Glossary*. Retrieved from

<https://oakleafgames.wordpress.com/2014/07/10/gaming-glossary-boardgame-tabletop-game-card-game/>.

Jackson, B.(Juni 3, 2015). *What is Virtual Reality? [Definition and Examples]*.

Retrieved from <http://www.marxentlabs.com/what-is-virtual-reality-definition-and-examples/>.

Jerald, J. (2016). *The VR book: human-centered design for virtual reality*. New York: Association for Computing Machinery.

Karhulahti, V.(December, 2015). *Defining the Videogame*. Retrieved from <http://gamestudies.org/1502/articles/karhulahti>.

Kim, G. J. (2005). *Designing virtual reality systems: the structured approach*. London: Springer.

Knapp, J., Zeratsky, J., & Kowitz, B. (2016). *Sprint: how to solve big problems and test new ideas in just five days*. New York: Simon & Schuster.

Linowes, J. (2015). *Unity Virtual Reality Projects*. BIRMINGHAM, UK: Packt Publishing Ltd.

Mahmoud, A, E. & Auther, P, J. (2009) *The Interactive Nature of Computer-Mediated Communication*. *American Communication Journal*, 11(4), winter.

Meadows, M. S. (2004). *Pause & effect: the art of interactive narrative*. Indianapolis, IN: New Riders.

Need for Speed Shift – Review. (September 19, 2009). In *VirtualR dot net 100%*

Sim Racing News. Retrieved from <http://www.virtualr.net/need-for-speed-shift-review/>.

Penichet, V. M., & Peñalver, A. (2013). *New Trends in Interaction, Virtual Reality and Modeling*. London, UK: Springer-Verlag London.

Pete. (Febuari 24, 2016). *Passive VR – what is “passive virtual reality”?*.

Retrieved from <http://3dspace.com/2016/02/passive-vr/>.

Rahman, F. (2016). *Jejak rasa Nusantara: sejarah makanan Indonesia*. Jakarta: PT Gramedia Pustaka Utama.

Saggio, G., & Ferrari, M. (2012). New Trends in Virtual Reality Visualization of 3D Scenarios. In Xin-Xing, Tang. Editor, *VIRTUAL REALITY – HUMAN COMPUTER INTERACTION (15)*. Rijeka, Croatia :InTech.

Sherman, W. R., & Craig, A. B. (2002). *Understanding Virtual Reality*. San Francisco, CA, United States of America: Morgan Kaufmann Publishers.

Tjandra, A. M. (2015). Interactivity : Introduction [Powerpoint Slides]. Retrieved from <https://drive.google.com/open?id=0BwsVE9cjYHFFbjdQN184ZXUybXc>.

William, S. (April 08, 2014). *A Beginner’s GUIde to UX & UI Design*. Retrieved from <http://justcreative.com/2014/04/08/beginners-gUIde-UX-UI-design/>.