

Daftar Pustaka

- [1] H. T. d. K. C. B. Maharoni Hendra Pradikja, "Pengembangan Aplikasi Pembelajaran Bahasa Isyarat Berbasis Android Tablet," j-ptiik.ub, 20 September 2017. [Online]. Available: <http://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/1705>. [Accessed 19 Februari 2018].
- [2] BisaMandiri, "Bahasa Isyarat Bagi Penderita Tuna Rungu," bisamandiri, 26 September 2015. [Online]. Available: <https://bisamandiri.com/blog/2015/09/bahasa-isyarat-bagi-penderita-tuna-rungu/>. [Accessed 19 Februari 2018].
- [3] Budiwicaksono, "Eksistensi Bahasa Isyarat Indonesia (BISINDO)," selasar, 9 Juli 2015. [Online]. Available: www.selasar.com/jurnal/13935/Eksistensi-Bahasa-Isyarat-Indonesia-BISINDO. [Accessed 20 Februari 2018].
- [4] BisaMandiri, "Macam-macam Disabilitas atau Gangguan Fungsi," bisamandiri, 16 Januari 2015. [Online]. Available: <https://bisamandiri.com/blog/2015/01/macam-macam-disabilitas-atau-gangguan-fungsi/>. [Accessed 21 Februari 2018].
- [5] IDTesis, "Pengertian Tunarungu," IDTesis, 26 Desember 2013. [Online]. Available: <https://idtesis.com/tag/pengertian-tunarungu/>. [Accessed 20 Februari 2018].
- [6] definisimenurutparaahli, "Pengertian Tunawicara," definisimenurutparaahli, [Online]. Available: <http://www.definisimenurutparaahli.com/pengertian-tunawicara/>. [Accessed 17 Maret 2018].
- [7] Solider, "Sistem Isyarat Bahasa Indonesia vs Bahasa Isyarat Indonesia," solider, 5 Maret 2015. [Online]. Available: <https://www.solider.id/baca/2475-sistem-isyarat-bahasa-indonesia-vs-bahasa-isyarat-indonesia>. [Accessed 18 Maret 2018].
- [8] N. Aliya, "Pengertian VR (Virtual Reality) Beserta Sejarah dan Cara Kerjanya," nesabamedia, [Online]. Available: <https://www.nesabamedia.com/pengertian-vr-virtual-reality/>. [Accessed 21 Maret 2018].
- [9] developers.google, "Choose Your Development Environment," developers.google, [Online]. Available: <https://developers.google.com/vr/develop/>. [Accessed 24 Maret 2018].
- [10] O. Yusuf, "Asyiknya Menjajal Kacamata Kardus Google," tekno.kompas, 14 juli 2014. [Online]. Available: <https://tekno.kompas.com/read/2014/07/14/12330007/Asyiknya.Menjajal.Kacamata.Kardus.Google>. [Accessed 24 Maret 2018].
- [11] K. G. D. Herlangga, "Virtual Reality dan Perkembangannya," codepolitan, 7 maret 2016. [Online]. Available: <https://www.codepolitan.com/virtual-reality-dan-perkembangannya>. [Accessed 24 juni 2018].
- [12] D. P. NASIONAL, KAMUS SISTEM ISYARAT BAHASA INDONESIA, Jakarta: DEPARTEMEN PENDIDIKAN NASIONAL, 2001.