

DAFTAR PUSTAKA

- [1] R. E. C. Devi, "Implementasi global positioning system (gps) dan location based service (lsb) pada sistem informasi kereta api untuk wilayah jabodetabek," *SISFOTEK GLOBAL*, vol. 7, no. 22, pp. 29–34, 2017.
- [2] Immersal, "Immersal sdk." <https://immersal.gitbook.io/sdk/>. Accessed: 2020:06:21.
- [3] Dicoding, "Apa itu augmented reality?." <https://www.dicoding.com/academies/135/freemodule/4934?from=5029>. Accessed: 2019:10:10.
- [4] T. Thielmann, "Navigation becomes travel scouting: The augmented spaces of car navigation systems," *University of Siegen, Germany*, p. 14, 2009.
- [5] H. KHOIRUNNISAA, "Insight: Sistem navigasi kampus universitas telkom berbasis teknologi realitas tertambah menggunakan gps dan ble beacons," *Universitas Telkom, D3 Rekayasa Perangkat Lunak Aplikasi*, 2019.
- [6] Wikipedia, "Madrasah sanawiah." <https://www.dicoding.com/academies/135/freemodule/4934?from=5029>. Accessed: 2019:10:10.
- [7] B. Furht, "Handbook of augmented reality," *Florida Atlantic University*, p. 4.
- [8] W. Goldstone, "Unity game development essentials," p. 1, 2009.
- [9] WHERE.PLACE, "Inmapz." <https://play.google.com/store/apps/details?id=place.where.atmall>. Accessed: 2020:06:21.
- [10] S. GmbH, "Indoor positioning system." <https://play.google.com/store/apps/details?id=com.sinepulse.ips>. Accessed: 2020:06:21.