

DAFTAR PUSTAKA

- Achmad, S. (2008). *Teori Pembelajaran*. Universitas Negeri Semarang.
- Aldi, A., Anugraha, D. M., Prakoso, G., Erdiham, K. N., & Rudi, P. (2017). Aplikasi Pengenalan Hewan dengan Teknologi Marker Less Augmented Reality Berbasis Android. *Journal of Computer and Information Technology*, 1(1), 1–5.
- Arsyad, A. (2002). *Media Pembelajaran (1st ed.)*. PT Raja Grafindo Persada.
- Arsyad, A. (2011). *Media Pembelajaran*. PT Raja Grafindo Persada.
- Azuma, R. T. (1997). "A Survey of Augmented Reality" *PRESENCE: Virtual and Augmented Reality*. 6(4), 355–385.
- Binanto, I. (2010). *Multimedia digital-dasar teori dan pengembangannya*. Andi.
- Cawood, S., & Fiala, M. (2008). *Augmented reality: a practical guide*. Pragmatic Bookshelf.
- Craig, A. B. (2013). *Understanding Augmented Reality: Concepts and Applications*. Elseiver.
- Daryanto, D. (2010). *Media Pembelajaran Perannya sangat Penting Dalam Mencapai Tujuan Pembelajaran*. Gava Media.
- Furht, B. (2011). *Handbook of Augmented Reality*. Springer.
- Hsieh, M. C., & Lee, J. J. (2018). Preliminary Study of VR and AR Applications in Medical and Healthcare Education. *Journal of Nursing and Health Studies*, 03(01), 1–5. <https://doi.org/10.21767/2574-2825.100030>
- Irfansyah, J. (2017). Media Pembelajaran Pengenalan Hewan Untuk Siswa Sekolah Dasar Menggunakan Augmented Reality Berbasis Android. *Journal Information Engineering and Educational Technology*, 1(1).
- Jogiyanto, H. (1999). *Pengertian Aplikasi*. Andi.
- Kementerian Pendidikan Dan Kebudayaan. (2013). *Benda, Hewan dan Tanaman di Sekitarku*. Kementerian Pendidikan dan Kebudayaan.
- Mufida, M. K., & Harun, M. (2018). Aplikasi Pengenalan Hewan Lindung Menggunakan Augmented Reality Dengan Metode Marker Based Tracking. *Journal of Digital Education, Communication, and Arts (Deca)*, 1(1), 34–43.
- Noviyana, F., Akhriza, T. M., & Farida, E. (2017). *Collaborative Augmented Reality in Education, Education and Information Technologies*.
- Rusman. (2015). *Pembelajaran Tematik terpadu, Teori Praktik dan Penilaian*. Rajawali Pers.
- Safaat H, N. (2012). *Pemrograman Aplikasi Mobile Smartphone dan Tablet PC*

Berbasis Android. Informatika Bandung.

Santyasa, I. W. (2001). *Landasan Konseptual Media Pembelajaran*.
Www.Workshopmedia.Ganesha.Ac.Id.

Slameto. (2010). *Belajar dan Faktor-Faktor yang Mempengaruhinya*. Rineka Cipta.

Soenyoto, P. (2017). *Animasi 2D*. PT Elex Media Komputindo.

Sugiyono. (2014). *Metode Penelitian Kombinasi (Mixed Methods)*. Alfabeta.

Supriyanto, A. (2005). *Perancangan Aplikasi*. Widyastana.

Susilana, R. (2007). *Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan, dan Penilaian*. Wacana Prima.

Suwaji, & Hilmawan. (2016). *Pendekatan Tematik Integratif : Binatang Halal, Haram dan Kurban*. Erlangga For Kids.

Uno, H. B. (2012). *Perencanaan Pembelajaran*. Bumi Aksara.

Videnov, K., Stoykova, V., & Kazlacheva, Z. (2018). Application of Augmented Reality in Higher Education. *Applied Researches in Technics, Technologies and Education*, 6(1), 1–9. <https://doi.org/10.15547/artte.2018.01.001>

Yusri, Robert, & Carl. (2014). *Teacher and Mobile Learning Perception: Toward a Conceptual Model of Mobile Learning For*. *Procedia Social and Behavioral Sciences*.

https://open3dmodel.com/3d-models/3d-model-emperor-penguin_112283.html

https://open3dmodel.com/3d-models/3d-model-farm-cow-animated-rig_110924.html

https://open3dmodel.com/3d-models/3d-model-giraffe-animal-rigged_121466.html

https://open3dmodel.com/3d-models/australian-kangaroo_477851.html

https://open3dmodel.com/3d-models/beautiful-rooster_40669.html

https://open3dmodel.com/3d-models/goose_6873.html

https://open3dmodel.com/3d-models/lowpoly-elephant-animal_481514.html

https://open3dmodel.com/3d-models/mountain-goat-animal-3d-model_11935.html

https://open3dmodel.com/id/3d-models/grey-wolf_29805.html

https://open3dmodel.com/jw/3d-models/pond-duck_476513.html

https://pngtree.com/freepng/set-of-game-buttons-and-game-ui-kit-for-games-or-applications-and_5264791.html

<https://www.background.id/2012/08/download-8600-koleksi-background-zoo-hd.html>

https://www.netclipart.com/isee/iTiTomR_animal-pictures-of-animals-clipart-transparent-png-gambar/

<https://www.powerpointdesigns.net/animated-clipart-for-powerpoint.htm>

<https://www.shutterstock.com/es/image-vector/cartoon-penguin-icon-1360192094>

