

DAFTAR REFERENSI

- Akaibara. (2017). *Museum Panji yang Bertaraf Internasional Ada di Tumpang*. Retrieved December 12, 2017, from <https://ngalam.co/2017/04/28/museum-panji-bertaraf-internasional-ada-tumpang>
- Alexander, E. P. & Alexander, M. (2008). *Museums in motion: an introduction to the history and functions of museums*, New York: AltaMira Press. Retrieved February 05, 2018, from https://books.google.co.id/books?id=owHSEk96qxQC&hl=id&source=gbs_navlinks_s
- Ardiansyah, R. (2017, June 24). *Apa itu Prasasti?* Retrieved March 20, 2018, from <http://www.idsejarah.net/2017/06/apa-itu-prasasti.html>
- Ardiwidjaja, R. (2016). *Perspektif Masyarakat Terhadap Museum*. Retrieved December 12, 2017, from http://www.academia.edu/4877338/Perspektif_Masyarakat_Terdapat_Museum
- Falk, J. H. (2016). *Identity and The Museum Visitor Experience*, New York: Routledge.
- Hollerer, T. and Schmalstieg, D. (2016, June 10). *Introduction to Augmented Reality*. Retrieved February 06, 2018, from <http://www.informit.com/articles/article.aspx?p=2516729>
- Hurlock, E. B., Istiwidayanti, Sijabat, R. M., & Soedjarwo. (1990). *Psikologi perkembangan: Suatu pendekatan sepanjang rentang kehidupan*. Erlangga, Jakarta.
- Jain, Y. (2017, November 23). *Know the Augmented Reality Technology: How does AR Work?* Retrieved March 20, 2018, from <http://www.newgenapps.com/blog/augmented-reality-technology-how-ar-works>
- Jarak Baca Aman Minimum dan Tinggi Huruf Safety Sign*. (2016). Retrieved March 20, 2018, from https://lorco.co.id/jarak_baca/

- Kenney, K. (2008, November 13). *Writing Exhibit Labels - Museum Professional Forum, News, Jobs, Articles, Books*. Retrieved March 20, 2018, from <https://web.archive.org/web/20110430212508/http://www.museumprofessionals.org/forum/member-articles/2424-writing-exhibit-labels.html>
- Markarupa. (2016, December 26). *Apa itu Signage?* Retrieved December 12, 2017, from <https://www.marka-rupa.com/single-post/2016/12/26/Apa-itu-Signage>
- McTavish, L. (2013). *Defining the modern museum: a case study of the challenges of exchange*, Toronto: University of Toronto Press.
- Selain Game, Apakah Fungsi Lain Augmented Reality?* (2017, September 02). Retrieved February 06, 2018, from <https://daily.octagon.co.id/augmented-reality-ternyata-berfungsi-dalam-berbagai-lini-kehidupan/>
- Setiawan, E. (2017). Kamus Besar Bahasa Indonesia (KBBI). *Museum*. Retrieved February 06, 2018, from <https://kbbi.web.id/museum>
- Silvia, R., Oliveira, J. C., & Giraldo, G. A. (2003). *Introduction to Augmented Reality*. 1-11. Retrieved March 20, 2018, from <http://www.incc.br/~jauvane/papers/RelatorioTecnicoLNCC-2503.pdf>.
- Virtual Reality vs. Augmented Reality*, (2017, March 06). Retrieved February 06, 2018, from <http://www.augment.com/blog/virtual-reality-vs-augmented-reality>
- We Are Social* (2018, January 29). Digital in 2018 in Southeast Asia Part 2 – South-East. Retrieved March 20, 2018, from <https://www.slideshare.net/wearesocial/digital-in-2018-in-southeast-asia-part-2-southeast-86866464>
- Wicaksono, R. C. (2013, December 10). *Sesi 2 ergonomi huruf*. Retrieved March 20, 2018, from <https://www.slideshare.net/djalee/sesi-2-ergonomi-huruf>
- Zulfan, I. (1970, January 01). *Tentang komunikasi visual*. Retrieved December 12, 2017, from <http://ipitzulfan.blogspot.co.id/2016/10/infografis.html>