

DAFTAR PUSTAKA

- Afiansyah, T., Sidik, A., Hakim, Z., & Sofia, D. (2023). Applying the SCRUM Framework in Managing the Development of Candidate Profiling Project (A Case Study of Bagidata). *Jurnal Sisfotek Global*, 13(1), 35. <https://doi.org/10.38101/sisfotek.v13i1.3503>
- Agustinus Noertjahyana. (2002). Studi Analisis Rapid Aplication Development Sebagai Salah Satu Alternatif Metode Pengembangan Perangkat Lunak. *Jurnal Informatika*, 3(2), 64–68. <http://puslit2.petra.ac.id/ejournal/index.php/inf/article/view/15819>
- Al-Fedaghi, S. (2021). Validation: Conceptual versus Activity Diagram Approaches. *International Journal of Advanced Computer Science and Applications*, 12(6), 287–297. <https://doi.org/10.14569/IJACSA.2021.0120632>
- Anandasyah, M. W., & Arifitama, B. (2020). Aplikasi Augmented Reality Pengenalan Senjata Militer Modern Menggunakan Marker Based Tracking. *Senamika*, 1(1), 502–506.
- Aquino, E. R., de Saqui-Sannes, P., & Vingerhoeds, R. A. (2021). A Methodological Assistant for UML and SysML Use Case Diagrams. *Communications in Computer and Information Science*, 1361, 298–322. https://doi.org/10.1007/978-3-030-67445-8_13
- Ardhy, F., Fernanda, F. E., Kurnia, U. II, Alfina, A., Salimu, S. A., Wassalam, O. J. F., Ratnasari, R., Aminudin, N., & Pratama, R. Y. (2023). Pelatihan Analisis dan Desain Sistem Informasi Menggunakan Unified Modeling Language (UML) di SMK Pelita Madani Kabupaten Pringsewu. *Abdimas Universal*, 5(1), 97–104. <https://doi.org/10.36277/abdimasuniversal.v5i1.285>
- Arifitama, B., & Syahputra, A. (2017). Cultural Heritage Digitalization on Traditional Sundanese Music Instrument Using Augmented Reality Markerless Marker Method. *Jurnal Teknologi Dan Sistem Komputer*, 5(3), 101–105. <https://doi.org/10.14710/jtsiskom.5.3.2017.101-105>
- Asghar, M. Z. (2016). *Quizzes: Quiz Application Development Using Android-Based MIT APP Inventor Platform*. 7(5), 43–54.
- ASSEMBLR. (2019). *Marker-based AR*. [Assemblrworld.Com. https://www.assemblrworld.com/blog/3-different-types-of-marker](https://www.assemblrworld.com/blog/3-different-types-of-marker)

- Biro Humas Setjen Kemhan. (2022). *Penetapan Komponen Cadangan TNI 2022, Menhan Prabowo: 2.974 Orang Dilatih di Masing-masing Matra*. Kemhan.Go.Id.
<https://www.kemhan.go.id/2022/09/08/penetapan-komponen-cadangan-tni-2022-menhan-prabowo-2-974-orang-dilatih-di-masing-masing-matra.html>
- blender. (2023). *Download Requirements*. Blender.Org.
<https://www.blender.org/download/requirements/>
- Bramasta, V. A., & Suhendar, A. (2023). KLIK: Kajian Ilmiah Informatika dan Komputer Aplikasi Mobile Augmented Reality Sebagai Media Pembelajaran Senjata Tradisional Jawa dengan Metode Pengembangan RAD. *Media Online*, 4(3), 1424–1436.
<https://doi.org/10.30865/klik.v4i3.1345>
- Carroll, J., Hopper, L., Farrelly, A. M., Lombard-Vance, R., Bamidis, P. D., & Konstantinidis, E. I. (2021). A Scoping Review of Augmented/Virtual Reality Health and Wellbeing Interventions for Older Adults: Redefining Immersive Virtual Reality. *Frontiers in Virtual Reality*, 2.
<https://doi.org/10.3389/frvir.2021.655338>
- Choma Neto, J., Bento, L. H. T. C., Oliveira Jr, E., & Souza, S. D. R. S. (2021). *Are we teaching UML according to what IT companies need? A survey on the São Carlos-SP region*. 34–43.
<https://doi.org/10.5753/educomp.2021.14469>
- Cohen, R., & Wang, T. (2014). The Android OS. In: *Android Application Development for the Intel® Platform*, Apress, Berkeley, CA., 131–190.
https://doi.org/10.1007/978-1-4842-0100-8_5
- Cyberfox. (2022). *Markerless Augmented Reality: Pros & Cons*. Cyber-Fox.Net.
<https://cyber-fox.net/blog/markerless-augmented-realitymarkerless-augmented-reality-pros-cons/>
- Da Yuan, F., & Zakariyah, M. (2023). Aplikasi Mobile Augmented Reality untuk Media Edukasi Senjata Militer berbasis Application Programming Interface. *Jurnal Algoritma*, 20(2), 433–444.
<https://doi.org/10.33364/algoritma/v.20-2.1498>
- Febriansyah, F., R, N., Purnamasari, A. I., Nurdiawan, O., & Anwar, S. (2021). Pengenalan Teknologi Android Game Edukasi Belajar Aksara Sunda untuk Meningkatkan Pengetahuan. *JURIKOM (Jurnal Riset Komputer)*, 8(6), 336. <https://doi.org/10.30865/jurikom.v8i6.3676>
- Haque, Z. U., & Kurniawan, R. Y. (2021). Pengembangan Bahan Ajar Ekonomi Berbasis Problem Based Learning Dalam Bentuk Buku Saku

- Digital. *Edunomic Jurnal Pendidikan Ekonomi*, 9(1), 56.
<https://doi.org/10.33603/ejpe.v9i1.4620>
- Hidayat, H., Sukmawarti, S., & Suwanto, S. (2021). The application of augmented reality in elementary school education. *Research, Society and Development*, 10(3), e14910312823. <https://doi.org/10.33448/rsd-v10i3.12823>
- Hidayat, N. M. (2021). Aplikasi Augmented Reality Perlengkapan Militer Menggunakan Algoritma FAST Corner Dan Lucas Kanade. *JATISI (Jurnal Teknik Informatika Dan Sistem Informasi)*, 8(3), 1417–1428. <https://doi.org/10.35957/jatisi.v8i3.1060>
- Iatsyshyn, A., Kovach, V., Lyubchak, V., Zuban, Y., Piven, A., Sokolyuk, O., Iatsyshyn, A., O. P. O., Artemchuk, V., & Shyshkina, M. (2020). Application of augmented reality technologies for. *Application of Augmented Reality Technologies for Education Projects Preparation*, 181–200.
- Iptek. (2023). *Penerapan Teknologi AR dalam Berbagai Bidang*. Iptek.Co.Id. <https://iptek.co.id/penerapan-teknologi-ar-dalam-berbagai-bidang/>
- Isron, H., Ayyu Faridhatul Masrura, M. Farras Aditya P. A., Dodik Arwin Dermawan, & Paramitha Nerisafitra. (2020). Cubid Ec: Aplikasi Edukasi Berbasis Android Menggunakan Augmented Reality. *Explore IT! : Jurnal Keilmuan Dan Aplikasi Teknik Informatika*, 12(1), 29–36. <https://doi.org/10.35891/explorit.v12i1.2051>
- Juliarto, R. (2021). Apa itu Activity Diagram? Beserta Pengertian, Tujuan, Komponen. Dicoding.Com. <https://dicoding.com/blog/apa-itu-activity-diagram/>
- Junaedi, E. (2018). Pengembangan Virtual Reality Untuk Mendigitalisasi Situs Peninggalan Sejarah Masjid Agung Banten. *JATISI (Jurnal Teknik Informatika Dan Sistem Informasi)*, 5(1), 86–99. <https://doi.org/10.35957/jatisi.v5i1.104>
- KBBI. (2012). *senjata*. Kbbi.Web.Id. <https://kbbi.web.id/senjata>
- Kementrian Pendidikan Kebudayaan Riset dan Teknologi Republik Indonesia. (2022). *Peraturan Menteri Pendidikan, Kebudayaan, Riset, dan Teknologi Republik Indonesia Nomor 53 Tahun 2022 tentang Organisasi Dan Tata Kerja Universitas Pertahanan*.
- Kementrian Pertahanan Republik Indonesia. (2014). *Peraturan Menteri Pertahanan Republik Indonesia Nomor 38 Tahun 2014 tentang*

Pedoman Penyelenggaraan Pemeliharaan Senjata Api di Lingkungan Kementerian Pertahanan Dan Tentara Nasional Indonesia.

- Khairi, M. A., Munandar, T. A., & Setiawati, S. (2022). Implementasi Augmented Reality untuk Pengembangan Aplikasi Pengenalan Senjata Tradisional Kujang. *Journal of Dinda: Data Science, Information Technology, and Data Analytics*, 2(2), 82–89. <https://doi.org/10.20895/dinda.v2i2.704>
- KKIP. (2020). *Mengenal Industri Pertahanan dalam Negeri PT. Pindad*. Kkip.Go.Id. <https://www.kkip.go.id/2020/06/09/mengenal-industri-pertahanan-dalam-negeri-pt-pindad-2/>
- Kulkarni, Dr. R. N., & Srinivasa, C. K. (2021). Novel approach to transform UML Sequence diagram to Activity diagram. *Journal of University of Shanghai for Science and Technology*, 23(07), 1247–1255. <https://doi.org/10.51201/jusst/21/07300>
- Mansour, K. M., & Kassem, S. (2022). Modeling of Agile MicroFactory System using Unified Modeling Language. *NILES 2022 - 4th Novel Intelligent and Leading Emerging Sciences Conference, Proceedings*, 200–205. <https://doi.org/10.1109/NILES56402.2022.9942443>
- Muntaha, A., & Wulandari, S. (2023). Perancangan Aplikasi Mobile Augmented Reality Sebagai Media Pembelajaran Senjata Api. *JUKI: Jurnal Komputer Dan Informatika*, 5(2), 245–254. <https://www.ioinformatic.org/index.php/JUKI/article/view/380>
- N. Jayashree, Mohamed Riyas. M, Nagulan. S, Selva manoj. J, & Vipin. K. J. (2023). AR (Augmented Reality) Lens. *World Journal of Advanced Research and Reviews*, 18(1), 299–303. <https://doi.org/10.30574/wjarr.2023.18.1.0473>
- Nugroho, S., & Adriansyah, A. R. (2022). Pengembangan Permainan Edukasi guna Pengenalan Budaya Tak Benda di Indonesia berbasis Mobile. *Jurnal Informatika Terpadu*, 8(1), 41–46. <https://doi.org/10.54914/jit.v8i1.404>
- Nuraeni, N., Subhiakti, F., & Yuliani, M. S. S. (2023). Teknologi Augmented Reality Sebagai Media Pengenalan Senjata Tradisional Dunia Dengan Menggunakan Metode MDLC. *Prosiding Seminar Nasional Teknik Elektro, Sistem Informasi, Dan Teknik Informatika (SNESTIK)*, 1(1), 347–354.
- Ozdemir, M., Sahin, C., Arcagok, S., & Demir, M. K. (2018). Öğrenme sürecinde artırılmış gerçeklik uygulamalarının etkililiği: Bir meta-analiz

- çalısması. *Eğitim Araştırmaları - Eurasian Journal of Educational Research*, 2018(74), 165–186. <https://doi.org/10.14689/ejer.2018.74.9>
- Pangestu, D. A., Fitri, I., & Fauziah, F. (2020). Augmented Reality Sebagai Media Pengenalan Dan Promosi Universitas Nasional. *Jurnal Teknologi Informasi*, 4(1), 35–42. <https://doi.org/10.36294/jurti.v4i1.1230>
- Pindad, P. (2020a). *GT5-OFF*. Pindad.Com. <https://pindad.com/gt5-off>
- Pindad, P. (2020b). *Mo-2 Kal. 60 mm LR*. Pindad.Com. <https://pindad.com/mo-2-kal-60-mm-lr>
- Pindad, P. (2020c). *SS1-V1 Kal. 5,56mm*. Pindad.Com. <https://pindad.com/ss1-v1-cal-556-mm>
- Pindad, P. (2020d). *SS2-V5 A1*. Pindad.Com. <https://pindad.com/ss1-v1-cal-556-mm>
- Rahaweman, S. F. A., Lumenta, A. S. M., & Rumagit, A. M. (2023). Augmented Reality Introduction Of Eastern Indonesian Traditional Weapons. *Jurnal Teknik Elektro Dan Komputer*, 12(1), 67–74.
- Rakshit, S., Iyer, A., Raj, S. R. C., Elizabeth, S. D., & Vaidyanathan, A. (2023). Augmented Reality for Education Based on Markerless Dynamic Rendering. *Proceedings of the 1st IEEE International Conference on Networking and Communications 2023, ICNWC 2023*. <https://doi.org/10.1109/ICNWC57852.2023.10127337>
- Ramadani, R., Ramlawati, R., & Arsyad, M. (2020). Pengembangan Modul Pembelajaran Kimia Berbasis Augmented Reality. *Chemistry Education Review (CER)*, 3(2), 152. <https://doi.org/10.26858/cer.v3i2.13766>
- Ramadhan, A. T., & Hardianto, H. (2021). Perancangan Aplikasi Augmented Reality Pengenalan Baret TNI Berbasis Android. *It (Informatic Technique) Journal*, 8(2), 199. <https://doi.org/10.22303/it.8.2.2020.199-209>
- Republik Indonesia. (2019). UU No. 23 Tahun 2019 tentang Pengelolaan Sumber Daya Nasional untuk Pertahanan Negara. In *Sekretariat Negara* (Issue 009207).
- Richard Gunawan, Yohanes Priadi Wibisono, Clara Hetty Primasari, & Djoko Budiyanto. (2023). Blackbox Testing on Virtual Reality Gamelan Saron Using Equivalence Partition Method. *Jurnal Buana Informatika*, 14(01), 11–19. <https://doi.org/10.24002/jbi.v14i01.6606>

- Sarkar, S., S, A., V, A., & K, D. (2022). Exploration and Aspects on Augmented Reality. *2022 International Conference on Power, Energy, Control and Transmission Systems (ICPECTS)*, 1–6. <https://doi.org/10.1109/ICPECTS56089.2022.10047434>
- Sri, M. D., Poojithanjali, G., Harsha, G. N., & Reshwanth, M. (2022). *Online Quiz Website*. 2(1), 866–869. <https://doi.org/10.48175/IJARSCT-7578>
- Supriyono. (2020). Software Testing with the approach of Blackbox Testing on the Academic Information System. *International Journal of Information System & Technology*, 3(36), 227–233.
- Umami, N. A., Agustina, I., & Fauziah, F. (2018). Rancang Bangun Game Android Adventure Finding Diamond Dengan Unity 3D Menggunakan Metode Dynamic Weighting A*. *JOINTECS (Journal of Information Technology and Computer Science)*, 3(1). <https://doi.org/10.31328/jointecs.v3i1.503>
- Unhan RI. (2023a). *Rektor Unhan RI Pimpin Upacara Pembukaan Cadet On Military Basic Training (COMBAT)*. Idu.Ac.Id. <https://www.idu.ac.id/berita/rektor-unhan-ri-pimpin-upacara-pembukaan-cadet-on-military-basic-training-combat.html>
- Unhan RI. (2023b). *Rektor Unhan RI Pimpin Upacara Pembukaan Cadet On Military Basic Training (COMBAT) Batch-2*. Idu.Ac.Id. <https://www.idu.ac.id/berita/rektor-unhan-ri-pimpin-upacara-pembukaan-cadet-on-military-basic-training-combat-batch-2.html>
- Unhan RI. (2023c). *Rektor Unhan RI Pimpin Upacara Penutupan Cadet On Military Basic Training (COMBAT)*. Idu.Ac.Id. <https://www.idu.ac.id/berita/rektor-unhan-ri-pimpin-upacara-penutupan-cadet-on-military-basic-training-combat.html>
- Unhan RI. (2023d). *Rektor Unhan RI Pimpin Upacara Penutupan Cadet On Military Basic Training (COMBAT) Batch II*. Idu.Ac.Id. <https://www.idu.ac.id/berita/rektor-unhan-ri-pimpin-upacara-penutupan-cadet-on-military-basic-training-combat-batch-ii.html>
- Unity. (2021). *Unity Platform Roadmaps*. Unity.Com. <https://unity.com/roadmap/unity-platform>
- Verkhova, G., Akimov, S., & Kotelnikov, M. (2019). Markerless Augmented Reality Technology in Modern Education. *Problems of Information Technology*, 10(2), 29–35. <https://doi.org/10.25045/jpit.v10.i2.05>

- Wahyudi, R., Handoko, H., & Pasaribu, S. (2015). *Perancangan Aplikasi Quiz Menggunakan Metode Pengacakan Linear Congruential Generator (LCG) Berbasis Android*. 1(1), 17–26.
- Wardana, A. N. I., Bachtiar, Y., Andriansyah, M. B., & Salma, R. (2021). Implementasi Realitas Berimbang pada Antarmuka Manusia-Mesin di Industri Proses. *Jurnal Teknik Elektro*, 13(2), 71–78. <https://doi.org/10.15294/jte.v13i2.32191>
- Widiasih, Johan, H., & Pandiangan, P. (2021). Development of a Physics Practicum Model Using Augmented Reality Technology: A Preliminary Analysis. *Proceedings of the International Conference on Educational Sciences and Teacher Profession (ICETeP 2020)*, 532. <https://doi.org/10.2991/assehr.k.210227.038>
- Widiasih, W., Zakirman, Z., & Ekawati, R. (2023). Development of Augmented Reality Media to Improve Student Understanding of Optical Eyes System Materials. *Jurnal Penelitian Pendidikan IPA*, 9(2), 912–919. <https://doi.org/10.29303/jppipa.v9i2.2858>
- Wijaya, I. M. P. P. (2022). Aplikasi Augmented Reality Pengenalan Hewan Berbasis Android Menggunakan Library Vuforia. *Jurnal Sistem Informasi Dan Informatika (Simika)*, 5(2), 173–181. <https://doi.org/10.47080/simika.v5i2.2220>
- Yudhistiro, K., Sulaksono, A. G., & Pratama, A. H. (2021). Implementasi Blackbox Testing Pada Aplikasi Real-Time Thermal Video Detection (Studi Kasus Defeksi Demam/Covid-19). *Smatika Jurnal*, 11(01), 16–21. <https://doi.org/10.32664/smatika.v11i01.561>