

## DAFTAR PUSTAKA

- [1] WHO, “Global Burden Disease Death Estimates Sex Age 2000-2015,” *www.who.int*, 2015. [Online]. Available: [http://www.who.int/entity/healthinfo/global\\_burden\\_disease/GHE2015\\_Deaths\\_Global\\_2000\\_2015.xls?ua=1](http://www.who.int/entity/healthinfo/global_burden_disease/GHE2015_Deaths_Global_2000_2015.xls?ua=1).
- [2] Pusat Bahasa(Kementrian Pendidikan dan Budaya), “Arti Pendidikan menurut KBBI.” [Online]. Available: <http://kbbi.web.id/didik>.
- [3] OICA (Organisation Internationale des Constructeurs d’Automobiles), “Global Total Vehicles in use,” *www.oica.net*, 2015. [Online]. Available: [http://www.oica.net/wp-content/uploads//PC\\_Vehicles-in-use.xlsx](http://www.oica.net/wp-content/uploads//PC_Vehicles-in-use.xlsx).
- [4] BPS Indonesia (Badan Pusat Statistik), “Statistik-Transportasi-Darat-2015.”
- [5] R. Fitria, T. K. Lucky, and Mulyadi, “Hubungan Karakteristik Remaja Dengan Kejadian Kecelakaan Alu Lintas Pada Komunitas Motor Sulut King Community (Skc) Manado,” *Progr. Stud. Ilmu Keperawatan Fak. Kedokt. Univ. Sam Ratulangi, Manad.*, vol. 24, 2014.
- [6] Pemerintah Republik Indonesia, “Undang-undang Republik Indonesia nomor 22 tahun 2009 tentang lalu lintas dan angkutan jalan,” vol. 203. Jakarta, 2009.
- [7] “Jumlah Kecelakaan Mudik Turun, Pelanggaran Lalu Lintas Naik,” 2016. [Online]. Available: <http://nasional.kompas.com/read/2015/07/21/18553171/Jumlah.Kecelakaan.Mudik.Turun.Pelanggaran.Lalu.Lintas.Naik>.
- [8] Atika Novy Primulyati, “Fenomena Pengendara Motor di bawah Umur di jalan Kesatriaan Kidul kota Magelang,” *Bachelor Proposal*, vol. 1. 2015.
- [9] T. Mazuryk and M. Gervautz, “Virtual reality-history, applications, technology and future,” *J. Comput. Technol.*, 1996.
- [10] A. T. Madyanti, “Hubungan Antara Intensitas Bermain Game Balapan Online dengan Aggressive Driving pada Remaja,” Universitas

Muhammadiyah Surakarta, 2011.

- [11] Y. C. Pandesolang, “Landasan Konseptual Perencanaan dan Perancangan Pengembangan Stasiun Kereta Api Tanjung Karang di Lampung,” UAJY, 2015.
- [12] D. C. Kirono, “Mewujudkan Keselamatan Jalan oleh Pengendara Sepeda Motor Melalui Pembenahan di Sektor Hilir,” *www.aisi.or.id*, 2014.  
[Online]. Available:  
[http://www.aisi.or.id/fileadmin/user\\_upload/Download/03.Kakorlantas.pdf](http://www.aisi.or.id/fileadmin/user_upload/Download/03.Kakorlantas.pdf).
- [13] BPS Indonesia (Badan Pusat Statistik), “Statistik pengguna motor 1987 - 2012.”
- [14] S. Ichan, *Pintar mengenal rambu lalu lintas*. Jakarta: PT Bhuana Ilmu Populer, 2012.
- [15] D. Shinar, “Aggressive driving: the contribution of the drivers and the situation,” *Transp. Res. Part F Traffic Psychol. Behav.*, vol. 1, no. 2, pp. 137–160, 1998.
- [16] U. Baroro, L. Utami, S. Si, and M. Si, “Dangerous Driving, Prediktor dan Mediatornya,” no. April, pp. 22–34, 2013.
- [17] W. Kramer, “What is a game?,” <http://www.thegamesjournal.com>, 2000.  
[Online]. Available:  
<http://www.thegamesjournal.com/articles/WhatIsaGame.shtml>. [Accessed: 10-Oct-2016].
- [18] D. Oblinger, “The next generation of educational engagement,” *Journal of interactive media in education*, 2004. .
- [19] D. Arsenault, “Video game genre, evolution and innovation,” *Eludamos. J. Comput. Game Cult.*, vol. 3, no. 2, pp. 149–176, 2009.
- [20] J. Steven E, *The Meaning of Video Games gaming and textual strategies*. New York: Routledge, 2008.
- [21] C. A. Anderson and B. J. Bushman, “Effect of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Arousal, and

- Prosocial Behavior: A Meta-Analytic Review of Scientific Literature,” vol. 12, no. 5. pp. 353–359, 2001.
- [22] B. Lange *et al.*, “Designing informed game-based rehabilitation tasks leveraging advances in virtual reality,” *Disabil. Rehabil.*, vol. 34, no. 22, pp. 1863–1870, 2012.
- [23] E. Setiawan, “Kamus Besar Bahasa Indonesia (KBBI) Online,” *KBBI Indones.*, 2012.
- [24] J. Dewey, *Experience and education*. New York: Kappa Delta Pi, 2007.
- [25] T. Rostitawati, “Konsep pendidikan john dewey,” *J. Manaj. Pendidik. Islam*, vol. 2, pp. 133–139, 2014.
- [26] T. C. Umbara, “Undang-Undang Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional.” Citra Umbara, Bandung, 2003.
- [27] Google, “Google VR SDK for Unity Release Note,” *developers.google.com*. [Online]. Available: <https://developers.google.com/vr/unity/release-notes>.

