

## DAFTAR PUSTAKA

1. K. Collins, "Playing with Sound: A Theory of Interacting with Sound and Music in Video Games," MIT Press, 2013.
2. P. Ng and K. Nesbitt, "Informative Sound Design in Video Games," Proceedings of the 9th Australasian Conference on Interactive Entertainment: Matters of Life and Death, 2013.
3. M. Ohuchi, et al., "Training Effect of a Virtual Auditory Game on Sound Localization Ability of the Visually Impaired," Georgia Institute of Technology, 2005.
4. M. Miristha, "Overview of Noise Exposure Doses Accompanied by Hearing Complaints in Heavy Equipment Operators at PT. Bukit Makmur Mandiri Utama Muara Tae East Kalimantan," in Skripsi, Universitas Indonesia, Depok, 2009.
5. "Why? Musical Instrument & Sound," Alat Musik & Suara, Elex Media Komputindo, 2022.
6. A. M. Arifin, G. Adyaksa, and B. Laksono, "Effect of Playing First Person Shooter Video Game on Attention Measured by Attention Network Test," Doctoral dissertation, Faculty of Medicine Diponegoro University, 2014.
7. A. Nugroho and B. A. Pramono, "Mobile Augmented Reality Application based on Vuforia and Unity for 3D Object Recognition with a Case Study of a Building at Semarang University," Jurnal Transformatika, vol. 14, no. 2, pp. 86-91, 2017.
8. A. Okita, "Learning C# Programming with Unity 3D," CRC Press, 2014.
9. James Shore and Shane Warden, "The Art of Agile Development." O'Reilly Media, Inc., 2007.
10. Prensky, M. "Simulations: Are they games." Digital Game-Based Learning, vol. 9, no. 5, pp. 1-6, 2001.
11. K. Parahoo, Nursing Research Principles, Processes and Issues, 2nd ed. Basingstoke: Palgrave Macmillan, 2006, p. 468.
12. D. I. Christiono, "Analisis pengaruh performance expectancy dan effort expectancy terhadap behavioral intention pada online marketplace," Agora, vol. 6, no. 2, 2018.

13. L. Kaczmarek, "Hedonic Motivation," in *Encyclopedia of Personality and Individual Differences*, O. P. John, R. W. Robins, and L. A. Pervin, Eds. Cham: Springer International Publishing, 2017, pp. 1-4.
14. F. D. Davis, "Perceived usefulness, perceived ease of use, and user acceptance of information technology," *MIS Quarterly*, vol. 13, no. 3, pp. 319-340, 1989.
15. C. J. Armitage and M. Conner, "Efficacy of the theory of planned behaviour: A meta-analytic review," *British Journal of Social Psychology*, vol. 40, no. 4, pp. 471-499, 2001.
16. M. Beig, B. Kapralos, K. Collins, and P. Mirza-Babaei, "An introduction to spatial sound rendering in virtual environments and games," *The Computer Games Journal*, vol. 8, no. 3, pp. 199-214, Dec. 2019.

