

DAFTAR PUSTAKA

- [1] Scahill, S L et al. Defining pharmacy and its practice: a conceptual model for an international audience. *Integrated pharmacy research & practice* vol. 6 121-129. 12 May. 2017, DOI:10.2147/ IPRP.S124866.
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5774311/pdf/iprp-6-121.pdf>
- [2] D. V. Kelly, S. Young, L. Phillips, and D. Clark, Patient attitudes regarding the role of the pharmacist and interest in expanded pharmacist services, *Canadian Pharmacists Journal/Revue des Pharmaciens du Canada*, vol. 147, no. 4, pp. 239-247, 2014.
<https://journals.sagepub.com/doi/pdf/10.1177/1715163514535731>
- [3] J. K. Aronson and A. R. Green, Me-too pharmaceutical products: History, definitions, examples, and relevance to drug shortages and essential medicines lists, *British Journal of Clinical Pharmacology*, vol. 86, no. 11, pp. 2114-2122, 2020.
<https://bpspubs.onlinelibrary.wiley.com/doi/epdf/10.1111/bcp.14327>
- [4] K. F. Rizki, Tanggung jawab badan pengawasan obat dan makanan terhadap peredaran obat sirup zat berbahaya berdasarkan undang-undang nomor 8 tahun 1999 tentang perlindungan konsumen, *Jurnal Kebaruan*, vol. 1, no. 1, pp. 49-56, 2023.
<http://paramarta.web.id/index.php/jurnalkebaruan/article/view/327/206>
- [5] H. Fatima, S. Shukrullah, H. Hussain, H. Aslam, and M. Y. Naz, Utility of various drug delivery systems and their advantages and disadvantages, in *Nanotechnology for Drug Delivery and Pharmaceuticals*: Elsevier, 2023, pp. 235-258.
https://www.researchgate.net/publication/368373187_Utility_of_various_drug_delivery_systems_and_their_advantages_and_disadvantages
- [6] K. P. White and R. G. Ingalls, "Introduction to simulation," in 2015 winter simulation conference (wsc), 2015: IEEE, pp. 1741-1755. DOI:10.1109/WSC.2009.5429315
<http://simulation.su/uploads/files/default/2015-white-ingalls.pdf>
- [7] C. F. Petranek, S. Corey, and R. Black, "Three levels of learning in simulations: Participating, debriefing, and journal writing," *Simulation & gaming*, vol. 23, no. 2, pp. 174-185, 1992. DOI: 10.1177/1046878192232005
https://deepblue.lib.umich.edu/bitstream/handle/2027.42/69040/10.1177_1046878192232005.pdf?sequence=2
- [8] M. Pivec, *Play and learn: potentials of game-based learning*, vol. 38, ed: Blackwell Publishing Ltd Oxford, UK, 2007, pp. 387-393.
https://d1wqtxts1xzle7.cloudfront.net/50651321/j.1467-8535.2007.00722.x20161130-18189-jd4edb-libre.pdf?1480576796=&response-content-disposition=inline%3B+filename%3DEditorial+Play+and+learn+potentials+of+g.pdf&Expires=1723648502&Signature=Wy97p56-CJ9TyB30uJx1Wu6XdBGs6jTdUptWGjDGMhBZkG4g~PmxFbZzFKA184~DCnVygTA~LFh9-uiVQYJSCNaRSFK4BepJ~mg0wRQUj3kBUkwLSpqOtPaipSJWNsmX1F~LUkGSmfRmeqgZrY-LBd4OEvyprA0EcYcpHV5Bf9Vol1U1a4UZ2gXEab1O-hywn7way2Qj0zvdbxab2P8NtR2X8Q2Z5UQuy4gRRrLkSkJ0abBQ8UQGhO1l~bVGdhxTNjIBkMAIW4xeEc633qjCzqUfYD43aaY4GPnCGftBzkYTdTlt~xxqP1Xd~ELQiZ8YJdYk9Hk3Ubu-PEY~wNmg_&Key-Pair-Id=APKAJLOHF5GGSLRBV4ZA

- [9] J. L. Plass, B. D. Homer, and C. K. Kinzer, "Foundations of game-based learning," *Educational psychologist*, vol. 50, no. 4, pp. 258-283, 2015. DOI: 10.1080/00461520.2015.1122533
<https://files.eric.ed.gov/fulltext/EJ1090277.pdf>
- [10] C.-Y. Chang and G.-J. Hwang, "Trends in digital game-based learning in the mobile era: A systematic review of journal publications from 2007 to 2016," *International Journal of Mobile Learning and Organisation*, vol. 13, no. 1, pp. 68-90, 2019. DOI:10.1504/IJMLO.2019.10016603
https://www.researchgate.net/publication/327931386_Trends_in_digital_game-based_learning_in_the_mobile_era_a_systematic_review_of_journal_publications_from_2007_to_2016
- [11] R. T. Azuma, A survey of augmented reality, *Presence: teleoperators & virtual environments*, vol. 6, no. 4, pp. 355-385, 1997.
<https://www.cs.unc.edu/~azuma/ARpresence.pdf>
- [12] E. FitzGerald, R. Ferguson, A. Adams, M. Gaved, Y. Mor, and R. Thomas, Augmented reality and mobile learning: the state of the art, *International Journal of Mobile and Blended Learning (IJMBL)*, vol. 5, no. 4, pp. 43-58, 2013. DOI: 10.4018 /ijmb.2013100103.
<https://www.igi-global.com/viewtitlesample.aspx?id=99679&ptid=71761&t=augmented+reality+and+mobile+learning%3a+the+state+of+the+art>
- [13] LaViola Jr., J. J. (2000). A Discussion of Cybersickness in Virtual Environments. *ACM SIGCHI Bulletin*, 32, 47-56. DOI: 10.1145/333329.333344.
https://www.researchgate.net/publication/234790692_A_discussion_of_cybersickness_in_virtual_environments
- [14] B. Nugraha, Pemanfaatan Advertensi Melalui Augmented Reality Terhadap Minat Pembelian Furnitur di Era Pasca Pandemi, *Jurnal Lentera Bisnis*, vol. 12, no. 1, pp. 1-17, 2023. DOI:10.34127/jrlab.v12i1.709.
https://www.researchgate.net/publication/367641533_Pemanfaatan_Advertensi_Melalui_Augmented_Reality_Terhadap_Minat_Pembelian_Furnitur_Di_Era_Pasca_Pandemi
- [15] H. P. Maslan, E. W. Nugroho, and F. Prasetya, Augmented Reality-Based Board Game for Learning English for Junior High School Students, *Journal of Business and Technology*, vol. 2, no. 2, pp. 50-56, 2022. DOI: 10.2991/assehr.k.210914.008.
<https://journal.unika.ac.id/index.php/jbt/article/view/4391/pdf>
- [16] D. T. K. Ng, "What is the metaverse? Definitions, technologies and the community of inquiry," *Australasian Journal of Educational Technology*, vol. 38, no. 4, pp. 190-205, 2022. DOI: 10.14742/ajet.7945
<https://ajet.org.au/index.php/AJET/article/view/7945>
- [17] K. G. Nalbant and Ş. Uyanık, "Computer vision in the metaverse," *Journal of Metaverse*, vol. 1, no. 1, pp. 9-12, 2021.
<https://dergipark.org.tr/en/pub/jmv/issue/67581/1051377>

- [18] H. Wang et al., "A survey on the metaverse: The state-of-the-art, technologies, applications, and challenges," IEEE Internet of Things Journal, vol. 10, no. 16, pp. 14671-14688, 2023. DOI: 10.1109/JIOT.2023.3278329.
https://www.researchgate.net/publication/356375388_A_Survey_on_Metaverse_the_State-of-the-art_Technologies_Applications_and_Challenges
- [20] A. Hussain, H. Shakeel, F. Hussain, N. Uddin, and T. L. Ghouri, "Unity game development engine: A technical survey," Univ. Sindh J. Inf. Commun. Technol, vol. 4, no. 2, pp. 73-81, 2020.
https://www.researchgate.net/publication/348917348_Unity_Game_Development_Engine_A_Technical_Survey
- [21] K. Swarooprani, A Study of Research Methodology. International Journal of Scientific Research in Science, Engineering and Technology. 537-543. DOI: 10.32628/IJSRSET2293175.
<https://ijsrset.com/paper/8393.pdf>
- [22] H. K. Aroral, Waterfall process operations in the fast-paced world: project management exploratory analysis, International Journal of Applied Business and Management Studies, vol. 6, no. 1, pp. 91-99, 2021.
https://www.ijabms.com/wp-content/uploads/2021/05/05_ARORAL_PB.pdf
- [23] S. Supriyono, Software testing with the approach of blackbox testing on the academic information system, IJISTECH (International Journal of Information System and Technology), vol. 3, no. 2, pp. 227-233, 2020.
<https://ijistech.org/ijistech/index.php/ijistech/article/view/54/54>
- [24] R. L. Dipboye, G. A. Fontenelle, and K. Garner, Effects of previewing the application on interview process and outcomes, Journal of Applied Psychology, vol. 69, no. 1, p. 118, 1984. DOI:10.1037/0021-9010.69.1.118.
https://www.researchgate.net/profile/Robert-Dipboye/publication/232595266_Effects_of_previewing_the_application_on_interview_process_and_outcomes/links/54cfed140cf24601c095e2cc/Effects-of-previewing-the-application-on-interview-process-and-outcomes.pdf