

DAFTAR PUSTAKA


- [1] N. Hasyim, A. Senoprabowo, "Perancangan Ruang Pamer Digital Dalam Media Virtual Reality Sebagai Upaya Menyediakan Ruang Pamer Interaktif," *Gestalt : Jurnal Desain Komunikasi Visual*, 1(1), 103-112, 2019, doi: 10.33005/gestalt.v1i1.24.
- [2] A. Sustrisni Putri, "Pameran: Pengertian, Tujuan, Manfaat dan Fungsi," *Kompas*, 2020. <https://www.kompas.com/skola/read/2020/01/24/210000069/pameran-pengertian-tujuan-manfaat-dan-fungsi> (accessed Nov. 3, 2021).
- [3] N. Yuniar, "Kemendikbud: Inovasi pameran virtual bantu pertahankan giat kebudayaan," *AntaraNews*, 2020. <https://www.antaraneews.com/berita/1792013/kemendikbud-inovasi-pameran-virtual-bantu-pertahankan-giat-kebudayaan> (accessed Nov. 10, 2021).
- [4] Institut Pesanten KH. Abdul Chalim, "Modul Psikologi Komunikasi," *KPI IKHAC*, p. 31, 2018 [Online]. Available: <https://kpi.ikhac.ac.id/wp-content/uploads/2019/04/Modul-Psikologi-Komunikasi.pdf>.
- [5] B. Lang, "Social VR App 'VRChat' is Seeing Record Usage Amidst the Pandemic," *roadtovr*, 2020. <https://www.roadtovr.com/vrchat-record-users-coronavirus/> (accessed Nov. 10, 2021).
- [6] E, Yana, "Tinjauan Visual Kemasan Teh botol sosro edisi khusus hut ri ke-75," *DESKOMVIS: Jurnal Ilmiah Desain Komunikasi Visual, Seni Rupa Dan Media*, 1(3), 173-183, 2021, doi: 10.38010/dkv.v1i3.24.
- [7] S, Sadjiman Ebdi, "Metode Perancangan Komunikasi Visual Periklanan," *Dimensi Press*, 2006.
- [8] T. Sumbo, "Semiotika Komunikasi Visual," *Jalasutra*, 2009.
- [9] S. Wahyuningsih, "Desain Komunikasi Visual," *UTM Press*, 2015.

- [10] K. Hamdiel, “Pengenalan Komputer Grafis,” 2017. <https://hamdiel.files.wordpress.com/2010/04/komputer-grafis.pdf> (accessed Nov. 10, 2021).
- [11] Y. Nugraha Bahar, “Aplikasi Teknologi Virtual Realty Bagi Pelestarian Bangunan Arsitektur Virtual Reality Technology Application For Conservation Architecture Building,” *Jurnal Ilmiah Desain & Konstruksi Vol 13, No 2*, p. 35, 2014, [Online]. Available: <http://ejournal.gunadarma.ac.id/index.php/dekons/article/view/1134/994>
- [12] H. Thuan To Saurik, D. Dwi Purwanto, J. Irawan Hadikusuma, “Teknologi Virtual Reality Untuk Media Informasi Kampus,” *Jurnal Teknologi Informasi dan Ilmu Komputer (JTIK)*, 6(1), 10371-76, 2019, doi: 10.25126/jtiik.201961238.
- [13] Dr. M. Hadi, M.Si., “Simulacra,” 2021. <https://www.metrouniv.ac.id/artikel/simulacra/> (accessed Des. 8, 2021).
- [14] H. Setyawan, “Pameran Virtual Sebagai Salah Satu Upaya Program Penjangkauan Kearsipan Oleh Arsip Universitas Gadjah Mada,” *Jurnal Kearsipan*, 15(2), 159-176, 2020, doi: 10.46836/jk.v15i2.156
- [15] L. J. Moleong, “Metodologi penelitian kualitatif,” *PT Remaja Rosdakarya*, 2018.
- [16] Syafnidawaty, “Data Primer,” 2020. <https://raharja.ac.id/2020/11/08/data-primer/> (accessed Jan. 18, 2022).
- [17] Syafnidawaty, “Data Sekunder,” 2020. <https://raharja.ac.id/2020/11/08/data-sekunder/> (accessed Jan. 18, 2022).
- [18] fitwiethayalisiyi, “Penelitian Kualitatif (Metode Pengumpulan Data),” 2015. <https://fitwiethayalisiyi.wordpress.com/teknologi-pendidikan/penelitian-kualitatif-metode-pengumpulan-data/> (accessed Jan. 18, 2022).

- [19] F. Mulyana, “Damaged, Pameran Seni Virtual Reality,” 2018. <https://teknologi.id/insight/pameran-seni-virtual-reality-damaged/> (accessed Jan. 19, 2022).
- [20] M. Gargenta, “*Learning Android Building Applications for the Android Market*”, O’Reilly Media, Inc., 2011.
- [21] Wikipedia, “VRChat,”. <https://en.wikipedia.org/wiki/VRChat> (accessed Aug. 03, 2022).
- [22] itawulan, “Pameran Seni Rupa Banyumas Tepangan,”. <https://ittelkom-pwt.ac.id/pameran-seni-rupa-banyumas-tepangan/> (accessed Aug. 03, 2022).
- [23] itawulan, “*AURORA #5 ‘Collaboration Creativity Art Creation’*”. <https://ittelkom-pwt.ac.id/aurora-5-collaboration-creativity-art-creation/> (accessed Aug. 03, 2022).
- [24] VRChat, “*VRChat - New UI! Quick Menu Update*”. <https://youtu.be/LDiG8onq6KY> (accessed Aug. 03, 2022).
- [25] P. Cipresso, I. Alice Chichi Giglioli, M. Alcañiz Raya, G. Riva, “*The Past, Present, And Future Of Virtual And Augmented Reality Research: A Network And Cluster Analysis Of The Literature*,” *Front. Psychol*, 15(1), 9:2086, 2018, doi: 10.3389/fpsyg.2018.02086.

LAMPIRAN

Lampiran 1


Similarity Report ID: oid:8827:20436742

PAPER NAME
**18105018_Jeremy Rando Purnomo_ASP
 _YIP_PAMERAN VIRTUAL MENGGUNAK
 AN VRCHAT SEBAGAI MEDIA KOMUNIK
 ASI IN**

WORD COUNT	CHARACTER COUNT
7452 Words	47576 Characters
PAGE COUNT	FILE SIZE
62 Pages	2.9MB
SUBMISSION DATE	REPORT DATE
Aug 5, 2022 4:40 PM GMT+7	Aug 5, 2022 5:25 PM GMT+7

- **20% Overall Similarity**
 The combined total of all matches, including overlapping sources, for each database.
 - 19% Internet database
 - 5% Publications database
 - Crossref database
 - Crossref Posted Content database
 - 10% Submitted Works database
- **Excluded from Similarity Report**
 - Bibliographic material
 - Quoted material
 - Manually excluded sources
 - Manually excluded text blocks

Summary