

DAFTAR PUSTAKA

- [1] A. Amri, "Penerapan Model Pembelajaran Interaktif Untuk Meningkatkan Prestasi Belajar Seni Rupa Siswa Kelas XIMipa1 SMA Negeri 1 Polewali Tahun pembelajaran 2017/2018," *Jurnal Ilmiah Tarbiyah Umat*, vol. 9, no. 1, pp. 1–8, Mar. 2021, doi: 10.36915/jitu.v9i1.68.
- [2] K. Purwo, "Perjalanan Komunitas Cokro Sketsa Ponorogo," Cokro Sketsa Ponorogo, Ponorogo, Oct. 24, 2024.
- [3] H. Ristanto, "Cokro Sketsa Berhimpun di Jalan HOS Cokroaminoto Ponorogo," Jawa Pos | RADAR MADIUN. Accessed: Oct. 29, 2024. [Online]. Available: <https://radarmadiun.jawapos.com/features/801214658/cokro-sketsa-berhimpun-di-jalan-hos-cokroaminoto-ponorogo>
- [4] L. Tubino and C. Adachi, "Developing feedback literacy capabilities through an AI automated feedback tool," *ASCILITE Publications*, 2022, doi: 10.14742/apubs.2022.39.
- [5] W. C. Huang *et al.*, "A 28-nm 25.1 TOPS/W Sparsity-Aware CNN-GCN Deep Learning SoC for Mobile Augmented Reality," in *Digest of Technical Papers - Symposium on VLSI Technology*, 2022. doi: 10.1109/VLSITechnologyandCir46769.2022.9830261.
- [6] L. Zhang, "Hand-drawn sketch recognition with a double-channel convolutional neural network," *EURASIP J Adv Signal Process*, vol. 2021, no. 1, 2021, doi: 10.1186/s13634-021-00752-4.
- [7] M. S. Mohd Yazed, E. F. Ahmad Shaubari, and M. H. Yap, "A Review of Neural Network Approach on Engineering Drawing Recognition and Future Directions," *JOIV: International Journal on Informatics Visualization*, vol. 7, no. 4, 2023, doi: 10.30630/joiv.7.4.01716.
- [8] O. M. Gushchina, A. V. Ochepovsky, N. N. Rogova, and A. A. Pupykina, "Ar-powered educational application based upon convolutional neural

- network,” in *Journal of Physics: Conference Series*, 2019. doi: 10.1088/1742-6596/1278/1/012036.
- [9] M. Arif and Y. B. Pratama, “Student training program of building drawing and augmented reality in SMKN 2 Pangkalpinang,” *Community Empowerment*, vol. 8, no. 5, 2023, doi: 10.31603/ce.8375.
- [10] H. Takahashi, S. Ojima, T. Kawai, A. Yamaguchi, and Y. Omae, “ANALYSIS OF IMPACT OF DATA SCIENCE AND ARTIFICIAL INTELLIGENCE EDUCATION ON MOTIVATION AND CAREER DEVELOPMENT,” *ICIC Express Letters, Part B: Applications*, vol. 14, no. 12, 2023, doi: 10.24507/icicelb.14.12.1273.
- [11] G. Attard and Y. M. Zhornokui, “THE USE OF ARTIFICIAL INTELLIGENCE IN ESPORTS: PROSPECTS AND PROBLEMS,” *Lex Sportiva*, no. 1, 2023, doi: 10.32782/lexsportiva/2023.1.1.
- [12] S. Raschka, J. Patterson, and C. Nolet, “Machine learning in python: Main developments and technology trends in data science, machine learning, and artificial intelligence,” 2020. doi: 10.3390/info11040193.
- [13] V. Muralidharan and V. Vijayalakshmi, “ANALYSIS OF KINECT FALL DETECTION SYSTEM AND REHABILITATION GAMING EXERCISES USING AUGMENTED REALITY (AR) USER INTERFACE AND MULTI - PATH CONVOLUTIONAL NEURAL NETWORK (MP - CNN),” *J Theor Appl Inf Technol*, vol. 100, no. 18, 2022.
- [14] P. W. Aditama, I. N. W. Adnyana, and K. A. Ariningsih, “Augmented Reality Dalam Multimedia Pembelajaran,” *Prosiding Seminar Nasional Desain dan Arsitektur (SENADA)*, vol. 2, 2021.
- [15] F. E. E. Kusuma, M. B. Setyawan, and I. A. Zulkarnain, “Penerapan Teknologi Augmented Reality Berbasis Android Sebagai Media Pembelajaran Pengenalan Aksara Jawa Di Sdn 1 Sidorejo Ponorogo,” *KOMPUTEK*, vol. 3, no. 1, pp. 61–67, 2019.
- [16] F. Arena, M. Collotta, G. Pau, and F. Termine, “An Overview of Augmented Reality,” 2022. doi: 10.3390/computers11020028.

- [17] M. Nurcahyo, "Kajian peran sketsa dalam proses kreatif dan pendidikan desain (Kasus pengalaman belajar desain di era digital)," *LINTAS RUANG: Jurnal Pengetahuan dan Perancangan Desain Interior*, vol. 10, no. 2, 2022.
- [18] G. G. Maheswari, N. K. R. Astuti, and I. W. A. E. Cahyadi, "PERANCANGAN KARAKTER 3 DIMENSI 'LAIK' SEBAGAI INTELLECTUAL PROPERTY," *AMARASI: JURNAL DESAIN KOMUNIKASI VISUAL*, vol. 4, no. 01, 2023, doi: 10.59997/amarasi.v4i01.1953.
- [19] R. Manapa *et al.*, "Filter Citra Sketsa Wajah Menggunakan Deteksi Tepian Prewitt," *Jurnal Nasional Sains dan Terapan*, 2022.
- [20] L. J. Chandra, "Implementasi Deep Learning Menggunakan Convolutional Neural Network untuk Identifikasi Jenis Bunga Berbasis Mobile Menggunakan Framework TensorFlow Lite," *E-journal Universitas Atma Jaya Yogyakarta*, 2022.
- [21] I. Salamah, S. Humairoh, and S. Soim, "Implementasi Convolutional Neural Network Pada Alat Klasifikasi Kematangan dan Ukuran Buah Nanas Berbasis Android," *INOVTEK Polbeng - Seri Informatika*, vol. 8, no. 2, 2023, doi: 10.35314/isi.v8i2.3413.
- [22] A. W. Ismail, M. Y. F. Aladin, and M. N. A. Nor'a, "Real Hand Gesture in Augmented Reality Drawing with Markerless Tracking on Mobile," *International Journal of Computing and Digital Systems*, vol. 12, no. 4, 2022, doi: 10.12785/ijcds/120186.
- [23] amar Nanda Syarif, N. Pambudiyatno, W. Utomo, J. I. Jemur Andayani No, and K. Siwalankerto Kec Wonocolo, "RANCANGAN SISTEM PRESENSI DAN REKAPITULASI JURNAL KEGIATAN OJT MENGGUNAKAN VISUAL STUDIO CODE BERBASIS WEB DI AIRNAV CABANG MATSC," *PROSIDING Seminar Nasional Inovasi Teknologi Penerbangan (SNITP) Tahun*, 2023.
- [24] D. Sari, R. Suwartika Kusumadiarti, and E. Gunawan, "Perancangan Sistem Informasi Index Penyakit Pasien Rawat Inap Menggunakan Microsoft Visual

- Studio 2010 di RSUD H. Bob Bazar, SKM,” *Jurnal Ilmiah Hospitality*, vol. 12, no. 1, 2023.
- [25] R. C. Castanyer, S. Martinez-Fernandez, and X. Franch, “Integration of convolutional neural networks in mobile applications,” in *Proceedings - 2021 IEEE/ACM 1st Workshop on AI Engineering - Software Engineering for AI, WAIN 2021*, 2021. doi: 10.1109/WAIN52551.2021.00010.
- [26] L. Frizziero, C. Leon-Cardenas, M. Freddi, A. Grassoni, and A. Liverani, “Augmented reality applied to design for disassembly assessment for a volumetric pump with rotating cylinder,” *Prod Manuf Res*, vol. 11, no. 1, 2023, doi: 10.1080/21693277.2023.2199815.
- [27] K. 'Afiifah, Z. F. Azzahra, and A. D. Anggoro, “Analisis Teknik Entity-Relationship Diagram dalam Perancangan Database Sebuah Literature Review,” *INTECH*, vol. 3, no. 2, 2022, doi: 10.54895/intech.v3i2.1682.
- [28] S. M. Pulungan, R. Febrianti, T. Lestari, N. Gurning, and N. Fitriana, “Analisis Teknik Entity-Relationship Diagram Dalam Perancangan Database,” *Jurnal Ekonomi Manajemen dan Bisnis (JEMB)*, vol. 1, no. 2, 2023, doi: 10.47233/jemb.v1i2.533.
- [29] N. Khesya, “Mengenal Flowchart dan Pseudocode Dalam Algoritma dan Pemrograman,” *Preprints (Basel)*, vol. 1, 2021.
- [30] Fauziah, “Perancangan dan Implementasi Sistem Deteksi Pergerakan Kepala, Mata dan Alis Berbasis Machine Learning,” *Perancangan Dan Implementasi Sistem Deteksi Pergerakan Kepala, Mata Dan Alis Berbasis Machine Learning*, vol. 23218302, 2021.
- [31] A. S. Tiwari, K. K. Bhagat, and G. Lampropoulos, “Designing and evaluating an augmented reality system for an engineering drawing course,” *Smart Learning Environments*, vol. 11, no. 1, 2024, doi: 10.1186/s40561-023-00289-z.
- [32] W. Kurniawan, I. Prihandi, and N. Husufa, “PROTOTYPE FIREBASE AUTHENTICATION MENGGUNAKAN FITUR FIREBASE PADA

APLIKASI ANDROID,” *JURNAL SATYA INFORMATIKA*, vol. 4, no. 1, 2023, doi: 10.59134/jsk.v4i1.406.

[33] M. Arsal, B. Agus Wardijono, and D. Anggraini, “Face Recognition Untuk Akses Pegawai Bank Menggunakan Deep Learning Dengan Metode CNN,” *Jurnal Nasional Teknologi dan Sistem Informasi*, vol. 6, no. 1, 2020, doi: 10.25077/teknosi.v6i1.2020.55-63.

[34] N. Dewi and F. Ismawan, “IMPLEMENTASI DEEP LEARNING MENGGUNAKAN CNN UNTUK SISTEM PENGENALAN WAJAH,” *Faktor Exacta*, vol. 14, no. 1, 2021, doi: 10.30998/faktorexacta.v14i1.8989.

