

Daftar Pustaka

- Beane, Andy. (2012). *3D Animation Essentials*. Canada: John Wiley & Sons, Inc.
- Darmawan, Deni. 2014. *Inovasi Pendidikan: Pendekatan Praktik Teknologi Multimedia dan Pembelajaran Online*. Bandung: PT Remaja Rosdakarya.
- Fadya, M., & Sari, I. P. (2018). *Modelling 3D dan Animating Karakter pada Game Edukasi "World War D" Berbasis Android*. *MULTINETICS*, 4(2), 43–48.
<https://doi.org/10.32722/multinetics.v4i2.1243>
- Hollensen, S., Kotler, P., & Opresnik, M. O. (2022). *Metaverse – the new marketing universe*. *Journal of Business Strategy*.
<https://doi.org/10.1108/JBS-01-2022-0014>
- Jefri. (2016). *Simulasi Virtual Reality Bertahan Hidup Pada Pulau Terpencil Menggunakan Unity Engine*. Undergraduate thesis, Universitas Internasional Batam.
- Kumar, A. (2020). *Substance Suite and Substance Painter*. In: *Beginning PBR Texturing*. Apress, Berkeley, CA.
https://doi.org/10.1007/978-1-4842-5899-6_6
- Martha, Eva. "Fenomena *Metaverse* Sebagai Dunia Virtual Yang Digemari Gen Z." *Republika Online*, 15 Mei 2022,
www.republika.co.id/berita/rbwk1p48837900021000/fenomena-metaverse-sebagai-dunia-virtual-yang-digemari-gen-z.

Mediaindonesia. "Ini Besaran Kerugian Industri MICE Akibat Pandemi Covid-19". *Media Indonesia*. Rabu 09 Desember 2020, <https://mediaindonesia.com/ekonomi/367485/ini-besaran-kerugian-industri-mice-akibat-pandemi-covid-19>

Metamandrill. (2022). *Metaverse Companies Building The Future: An Overview*. Metamandrill. <https://metamandrill.com/metaverse-companies/>

Purnomo, A. (2022, July 4). Apa Pengertian *Metaverse*?. <https://doi.org/10.31219/osf.io/jnvh9>

Purdy, M. (2022). *How the Metaverse Could Change Work*. Harvard Business Review. <https://hbr.org/2022/04/how-the-metaverse-could-change-work>

Sandi, F. "Bisnis Pameran Hancur-Hancuran, Rugi Rp 7 T Selama Covid-19". *CNBC Indonesia*. 19 Juni 2020, <https://www.cnbcindonesia.com/news/20200619112141-4-166541/bisnis-pameran-hancur-hancuran-rugi-rp-7-t-selama-covid-19>

Saurina, N. (2017). "Game Edukasi Sebagai Media Pembelajaran Untuk Kelas IV SDN Banjarsugihan II Menggunakan Blender 3D". *Jurnal Sistem dan Teknologi Informasi Indonesia*, vol. 2, no. 2, 2017, DOI: <https://doi.org/10.32528/justindo.v2i2.1049>

Stefanic, D. (2022). *An Introduction to the Metaverse for Business*.

Prosper2Media. <https://businessadvice.co.uk/business-development/an-introduction-to-themetaverse/>

Stephenson, N. (1992). *Snow Crash*. Random House Worlds.

Stillman, D., & Stillman, J. (2018). *Generasi Z : Memahami Karakter Generasi Baru yang Akan Mengubah Dunia Kerja*. Jakarta: PT. Gramedia Pustaka Utama

Syarifa, C. (2016). *Modul Manajemen Event*. Modul. Yogyakarta: Universitas Negeri Yogyakarta.: [http://staffnew.uny.ac.id/upload/197912032015042001/pendidikan/MOD UL%20MANAJEMEN%20EVENT.Chusnu.pdf](http://staffnew.uny.ac.id/upload/197912032015042001/pendidikan/MOD%20UL%20MANAJEMEN%20EVENT.Chusnu.pdf).

Waeo, Victor, et al. "Implementasi Gerakan Manusia Pada Animasi 3D Dengan Menggunakan Menggunakan Metode Pose to Pose." *Jurnal Teknik Informatika Unsrat*, vol. 9, no. 1, 2016, doi:10.35793/jti.9.1.2016.14641.

Yang, Robert. (2022). *The Level Design Book*. Unknown: GitBook.

Zuckerberg, M. (2021). *Founder's Letter, 2021*. Meta. <https://about.fb.com/news/2021/10/founders-letter/>