DAFTAR PUSTAKA

Ananto, B. S., Sari, R. F., & Harwahyu, R. (2011). Color transformation for color blind compensation on augmented reality system. In Proceedings - 2011 International Conference on User Science and Engineering, i-USEr 2011 (pp. 129-134)

Anike, M. (2015). Analisa Pengolahan Citra Menggunakan Metode Transformasi Fourier. In *Konferensi Nasional Sistem & Informatika* (pp. 131–136). Bali.

Azuma, R. T. (1997). A survey of AR. A Survey of AR, 6(6), 2792–2796.

Brettel H., Vienot F., Mollon J.D., (2007), *Computerized simulation of color appearence for dichromats. Journal of the Optical Society of America*, 14(10):2647–2655.

Dougherty R., Wade A., (2012), *Vischeck: Simulation of colorblind vision and images correction for colorblind viewers*

Elrefaei L. A., (2015), Smartphone Based Image Color Correction for Color Blindness

Swara, G., y., (2019), Implementasi Augmented Reality Sebagai Alat Bantu Pada Penderita Buta Warna Parsial Berbasis Android

Guyton, A.C dan Hall, J.E. 1997. Buku Ajar Fisiologi Kedokteran. Edisi Sembilan. Jakarta: EGC.

Ganong, William F. Fisiologi Saraf & Sel Otot, Edisi 20, Jakarta: EGC, 2003.

Gonzalez, R.C. & Woods, R.E. (2012), Design of Mobile Application for Assisting Color Blind People to Identify Information on Sign Boards

Halder N., Roy D., Roy P., (2015), Image Color Transformation For Deuteranopia Patients Using Daltonization

Indrawan E., "Perangkat lunak transformasi warna untuk penderita buta warna," Magister Informatika thesis, Sekolah Teknik Elektro dan Informatika, Institut Teknologi Bandung (ITB), Indonesia, 2008.

Jan, S. R., Shah, Us. T. U., Johar, Z. U., Shah, Y., & Khan, F. (2016). An Innovative Approach to Investigate Various Software Testing Techniques and Strategies. *IJSRSET*, *2*(June), 682–689.

Lazaro, A., Buliali, J. L., & Amaliah, B. (2017). Deteksi Jenis Kendaraan di Jalan Menggunakan OpenCV. *Jurnal Teknik ITS*, *6*(2).

Laccarino G., Malandrino D., Percio M. D., and Scarano V. (2006), Efficient Edge-Services for Colorblind Users

Lee, W., & Woo, W., (2014), Real-time Color Correction for Marker-based Augmented Reality Applications

Munir, R. (2004). *Pengolahan Citra Digital dengan Pendekatan Algoritmik*. Bandung: Informatika.

Putra, A., P., Fiolana, F., A., Kusumastutie, D., A., W., (2021) Penerapan Koreksi Warna Pada Citra Bagi Penyandang Buta Warna Parsial,

Ratnasari, M. C. D. (2018). *Deep Learning Convolutional Neural Network Untuk Klasifikasi Pengenalan Objek Menggunakan MxNet (Studi Kasus : Data Citra Motif Batik Keraton dan Pesisir)*. Universitas Islam Indonesia.

Rizki, Y. (2012). *Markerless Augmented Reality* Pada Perangkat Android. Jurnal Teknik Elektro, 4(August), 1–10.

Roger, S. Pressman, Ph.D. (2012), Rekayasa Perangkat Lunak (Pendekatan Praktisi) Edisi 7 : Buku 1 “, Yogyakarta: Andi.

Safaat, Nazrudin.(2011) Pemograman Aplikasi Mobile Smartphone Dan Tablet PC Berbasis Android. Informatika, Bandung,

Qualcomm. (2013). Augmented Reality on Android. (10), 637–641.