

DAFTAR PUSTAKA

- About — Blender Foundation. Retrieved 22 November 2021, from <https://www.blender.org/about/>
- Alger, M. (2015). VR Interface Design Pre-Visualisation Methods. Ravensbourne University London. Retrieved 18 November 2021, from <https://vimeo.com/153517639>
- Alvara Strategic. (2020). *Indonesia Gen Z and Millennial Report* (pp. 20-21, 56, 61). Jakarta: Alvara Strategic.
- Andersen, E., O'Rourke, E., Liu, Y., Snider, R., Lowdermilk, J., & Truong, D. et al. (2012). The Impact of Tutorials on Games of Varying Complexity. *Proceedings Of The SIGCHI Conference On Human Factors In Computing Systems*, 59-68. doi: 10.1145/2207676.2207687
- Andriani, A. (2021). Changes In Community Consumption Patterns Due To The Covid-19 Pandemic. *Eksis: Jurnal Riset Ekonomi Dan Bisnis*, 16(1), 29-40. doi: 10.26533/eksis.v16i1.778
- Anthony, F. *How to Grid: An illustrator's guide to using the grid system* (pp. 1, 4, 6, 15-18).
- Apple Computer, Inc. (1984). *Early Macintosh screenshot* [Image]. Retrieved from <https://www.computerhistory.org/revolution/personal-computers/17/303/1200>
- Atkin, A. (2010). Peirce's Theory of Signs. Retrieved 5 November 2021, from <https://plato.stanford.edu/entries/peirce-semiotics/>
- Austin, T. (2020). *Narrative Environments and Experience Design* (pp. 3-4, 20-22). Milton: Taylor & Francis Group.
- Bang, K., Jo, Y., Chae, M., & Lee, B. (2021). Lenslet VR: Thin, Flat and Wide-FOV Virtual Reality Display Using Fresnel Lens and Lenslet Array. *IEEE Transactions on Visualization and Computer Graphics*, 27(5), 2545-2554. doi: 10.1109/tvcg.2021.3067758
- Becerra, L. (2017). Trend-based Design Research. *Bitácora Urbano Territorial*, 27(4), 55-60. doi: 10.15446/bitacora.v27n4esp.63543
- Benedictine University. (2022). Research Guides: Public Health Research Guide: Primary & Secondary Data Definitions. Retrieved 1 March 2022, from <https://researchguides.ben.edu/c.php?g=282050&p=4036581>
- Best Practices for Rift and Android | Oculus Developers. Retrieved 19 November 2021, from <https://developer.oculus.com/documentation/unity/unity-best-practices-intro/>
- Bosworth, A. (2021). Meta Brand Decisions. Retrieved 21 February 2022, from <https://www.facebook.com/boz/posts/10114026973983491>
- Business Wire. (2022). Strategy Analytics: Apple iPhone Tops Global Smartphone Market in Q4 2021. Retrieved 5 April 2022, from <https://www.businesswire.com/news/home/20220127006139/en/Strateg>

y-Analytics-Apple-iPhone-Tops-Global-Smartphone-Market-in-Q4-2021

- Brennan, J., & Houde, K. (2017). History and Systems of Psychology. doi: 10.1017/9781316827178
- Campbell, D. J. (1988). Task complexity: A review and analysis. *The Academy of Management Review*, 13(1), 40-52. doi: 10.5465/AMR.1988.4306775
- Celebrating 5 Years of VRChat. (2019). Retrieved 29 October 2021, from <https://medium.com/vrchat/celebrating-5-years-of-vrchat-ffa0e8116929>
- Chen, C., Chang, W., & Chang, W. (2009). Gender differences in relation to wayfinding strategies, navigational support design, and wayfinding task difficulty. *Journal Of Environmental Psychology*, 29(2), 220-226. doi: 10.1016/j.jenvp.2008.07.003
- Cubism | Sit back. Relax. Solve puzzles. Retrieved 1 December 2021, from <https://www.cubism-vr.com/>
- D. Khaled, A., Ahmed, S., Khan, M., Al Homaidi, E., & Mansour, A. (2021). Exploring the relationship of marketing & technological innovation on store equity, word of mouth and satisfaction. *Cogent Business & Management*, 8(1), 1861752. doi: 10.1080/23311975.2020.1861752
- Deka, L., & Chowdhury, M. (2019). *Transportation Cyber-Physical Systems*. Elsevier.
- Dictionary.com. Definition of Cognitive Map. Retrieved 4 April 2022, from <https://www.dictionary.com/browse/cognitive-map>
- Dictionary.com. Definition of Spawn. Retrieved 3 March 2022, from <https://www.dictionary.com/browse/spawn>
- Eppler, M., & Mengis, J. (2004). The concept of information overload: A review of literature from organization science, accounting, marketing, MIS, and related disciplines. *The Information Society*, 20(5), 325-344. doi:10.1080/01972240490507974
- Eysenck, M. (2007). *Fundamentals of Cognition* (pp. 62-64). Hove, East Sussex [u.a.]: Psychology Press.
- Fadillah, M. N. and Subchan, M. (2021). Dampak Covid-19 Terhadap Perilaku Konsumen dalam Penggunaan Marketplace di Indonesia. *Jurnal Mitra Manajemen*, 12(1), 123-130.
- Farah, M., Ramadan, Z., & Harb, D. (2019). The examination of virtual reality at the intersection of consumer experience, shopping journey and physical retailing. *Journal Of Retailing and Consumer Services*, 48, 136-143. doi: 10.1016/j.jretconser.2019.02.016
- Fluency. Retrieved 15 December 2021, from <https://www.readingrockets.org/teaching/reading-basics/fluency>
- FRAME RATE | meaning in the Cambridge English Dictionary. Retrieved 1 March 2022, from <https://dictionary.cambridge.org/dictionary/english/frame-rate>

- Francis, D. (2020). *Excavating Freytag's Pyramid: Narrative, identity and the museum visitor experience* (Ph.D). University College London.
- Garland, H., & Garland, M. (1997). *The Oxford Companion to German Literature: Die Technik des Dramas by Gustav Freytag* (3rd ed.). Oxford: Oxford University Press.
- Gazzola, P., Pavione, E., Pezzetti, R., & Grechi, D. (2020). Trends in the Fashion Industry. The Perception of Sustainability and Circular Economy: A Gender/Generation Quantitative Approach. *Sustainability*, 12(7), 2809. doi: 10.3390/su12072809
- googlefonts/lexend: A variable font family designed to aid in reading proficiency. (2018). Retrieved 15 December 2021, from <https://github.com/googlefonts/lexend>
- Google AR & VR. (2019). *Glass Enterprise Edition 2: A hands-free device for smarter and faster hands-on work* [Video]. Retrieved from <https://youtu.be/5IK-zU51MU4>
- Greenwald, W. (2021). Oculus Quest 2 Review. Retrieved 5 April 2022, from <https://www.pcmag.com/reviews/oculus-quest-2>
- Grimshaw, M. (2014). *The Oxford Handbook of Virtuality* (3rd ed., p. 702). Oxford: Oxford University Press.
- Hagtvedt, H., & Patrick, V. (2008). Art Infusion: The Influence of Visual Art on the Perception and Evaluation of Consumer Products. *Journal of Marketing Research*, 45(3), 379-389. doi: 10.1509/jmkr.45.3.379
- Hasil Pencarian Perpaduan. Retrieved 3 December 2021, from <https://kbbi.kemdikbud.go.id/entri/perpaduan>
- Hayes, F., & Baran, N. (1989). A Guide to GUIs. *Byte*, (4), 250-257.
- HIKKY. (2021). *VR Solution Development - KDDI GINZA 456* [Image]. Retrieved from <https://www.hikky.co.jp/en/solutions#jr>
- HIKKY、シリーズA資金調達のファーストクローズを65億円で完了. (2021). Retrieved 1 December 2021, from <https://prtimes.jp/main/html/rd/p/000000136.000034617.html>
- Hojjati, N., & Muniandy, B. (2014). The Effects of Font Type and Spacing of Text for Online Readability and Performance. *Contemporary Educational Technology*, 5(2). doi: 10.30935/cedtech/6122
- Hooker, J. (2021). xR, AR, VR, MR: What's the Difference in Reality?. Retrieved 2 February 2022, from <https://www.arm.com/blogs/blueprint/xr-ar-vr-mr-difference>
- How to: Create and Modify MIP Levels. (2021). Retrieved 19 November 2021, from <https://docs.microsoft.com/en-us/visualstudio/designers/how-to-create-and-modify-mip-levels?view=vs-2022>
- Hühn, P., Schmid, W., & Meister, J. (2019). Handbook of Narratology. *De Gruyter Handbook*. doi: 10.1515/9783110316469

- IBM Corporation. (2018). *Gen Z brand relationships*. Armonk, New York: IBM Institute for Business Value. Retrieved from https://nrf.com/sites/default/files/2018-10/NRF_GenZ%20Brand%20Relationships%20Exec%20Report.pdf
- IBM Corporation. (2018). *What do Gen Z shoppers really want?*. Armonk, New York: IBM Institute for Business Value. Retrieved from <https://cdn.nrf.com/sites/default/files/2018-10/NRF-IBM%20Generation%20Z%20Study%20Part%20III.pdf>
- Ingold, T. (2016). *Lines: A Brief History* (1st ed.). London: Routledge.
- Insomniac Games. (2020). *Spider-Man: Miles Morales Skill Tree* [Image]. Retrieved from [https://cdn.vox-cdn.com/thumbor/wjmyKrLPnt5-qfw77119Opz2VGM=/0x132:2927x1683/920x613/filters:focal\(1245x806:1859x1420\):format\(webp\)/cdn.vox-cdn.com/uploads/chorus_image/image/67775893/Marvel_s_Spider_Man__Miles_Morales_20201029133923.0.jpg](https://cdn.vox-cdn.com/thumbor/wjmyKrLPnt5-qfw77119Opz2VGM=/0x132:2927x1683/920x613/filters:focal(1245x806:1859x1420):format(webp)/cdn.vox-cdn.com/uploads/chorus_image/image/67775893/Marvel_s_Spider_Man__Miles_Morales_20201029133923.0.jpg)
- Investor Day 2021 | Qualcomm. (2021). Retrieved 15 December 2021, from <https://www.qualcomm.com/company/events/investor-day>
- Iosa, M., Picerno, P., Paolucci, S., & Morone, G. (2016). Wearable inertial sensors for human movement analysis. *Expert Review of Medical Devices*, 13(7), 641-659. doi: 10.1080/17434440.2016.1198694
- Iskandar, I. (2013). *Tribeca Park Directory Signage* [Image]. Retrieved 4 April 2022, from <https://www.behance.net/gallery/11761307/Tribeca-Park>
- Ismail, N. (2017). Why do we associate some colors with specific emotions?. Retrieved 17 December 2021, from <https://socialsciences.uottawa.ca/psychology/news/why-do-we-associate-some-colors-specific-emotions>
- It's Game Time: Oculus Quest + Rift S Now Available!. (2019). Retrieved 15 December 2021, from <https://www.oculus.com/blog/its-game-time-oculus-quest-and-rift-s-now-available/>
- It's Official: The 'Internet' Is Over. (2016). Retrieved 25 October 2021, from <https://www.nytimes.com/2016/06/02/insider/now-it-is-official-the-internet-is-over.html>
- Jerald, J., & Whitton, M. (2009). Relating Scene-Motion Thresholds to Latency Thresholds for Head-Mounted Displays. *2009 IEEE Virtual Reality Conference*. doi: 10.1109/vr.2009.4811025
- Kharoub, H., Lataifeh, M., & Ahmed, N. (2019). 3D User Interface Design and Usability for Immersive VR. *Applied Sciences*, 9(22), 4861. doi: 10.3390/app9224861
- Kim, J., & Heo, W. (2021). Interior Design with Consumers' Perception about Art, Brand Image, and Sustainability. *Sustainability*, 13(8), 4557. doi: 10.3390/su13084557
- Kirmitci, E. *Case Study for Educational Quiz App* [Image]. Retrieved from <https://99designs.com/profiles/erdemkirmitci/designs/1701130>

- Kolasinski, E. (1995). Simulator Sickness in Virtual Environments. Retrieved 18 November 2021, from <https://apps.dtic.mil/sti/citations/ADA295861>
- Körner, A. (2012). *The Vienna Airport signage system designed by Ruedi Baur* [Image]. Retrieved 4 April 2021, from <https://www.nytimes.com/2012/10/22/arts/22iht-design22.html>
- Krishna, A. (2012). An integrative review of sensory marketing: Engaging the senses to affect perception, judgment, and behavior. *Journal Of Consumer Psychology*, 22(3), 332-351. doi: 10.1016/j.jcps.2011.08.003
- Kroemer, K., Kroemer, H., & Kroemer-Elbert, K. (1999). *Ergonomics: How to design for ease and efficiency*. New Jersey: Prentice-Hall.
- Kurt, S., & Osueke, K. (2014). The Effects of Color on the Moods of College Students. *SAGE Open*, 4(1), 215824401452542. doi: 10.1177/2158244014525423
- Langbehn, E., Lubos, P., Bruder, G., & Steinicke, F. (2017). Bending the Curve: Sensitivity to Bending of Curved Paths and Application in Room-Scale VR. *IEEE Transactions on Visualization and Computer Graphics*, 23(4), 1389-1398. doi: 10.1109/tvcg.2017.2657220
- Ma, Y. (2018). China's computer and electronics trade share in the world 2003-2017. Retrieved 1 November 2021, from <https://www.statista.com/statistics/1036067/china-computer-electronics-optics-import-export-share-in-global-trade/>
- MacLeod, S., Hourston, L., & Hale, J. (2012). *Museum Making: Scales of narrativity* (pp. 107-119). London: Routledge.
- MacLeod, S., Hourston, L., & Hale, J. (2012). *Museum Making: The place of narrative*. London: Routledge.
- Melodysheep. (2020). *LIFE BEYOND II: The Museum of Alien Life (4K)* [Video]. YouTube. <https://youtu.be/ThDYazipjSI>
- Merleau-Ponty, M. (2012). *Phenomenology of Perception* (pp. 102, 192). London: Routledge.
- MerlinVR. (2020). Basic tool to convert Unity fonts to use Multichannel Signed Distance Field fonts. Retrieved 17 December 2021, from <https://github.com/MerlinVR/Unity-MSDF-Fonts>
- VRChat Community (2021). UdonSharp. Retrieved 18 January 2022, from <https://github.com/vrchat-community/UdonSharp>
- Merriam-Webster. Convenience Definition & Meaning. Retrieved 3 December 2021, from <https://www.merriam-webster.com/dictionary/convenience>
- Merriam-Webster. Guide Definition & Meaning. Retrieved 3 March 2022, from <https://www.merriam-webster.com/dictionary/guide>
- Merriam-Webster. Graphical User Interface Definition & Meaning. Retrieved 31 January 2022, from [https://www.merriam-webster.com/dictionary/graphical %20user%20interface](https://www.merriam-webster.com/dictionary/graphical%20user%20interface)

- Merriam-Webster. Task bar Definition & Meaning. Retrieved 2 March 2022, from <https://www.merriam-webster.com/dictionary/task%20bar>
- Merriam-Webster. Teleport Definition & Meaning. Retrieved 5 March 2022, from <https://www.merriam-webster.com/dictionary/teleport>
- Merriam-Webster. User Interface Definition & Meaning. Retrieved 31 January 2022, from https://www.merriam-webster.com/dictionary/user%20interface?utm_campaign=sd&utm_medium=serp&utm_source=jsonld
- Meta Platforms, Inc. (2016). *Oculus Touch - Hand Presence Technology* [Video]. Retrieved from <https://youtu.be/pppkQ4jIrMU>
- Meta Platforms, Inc. (2019). Designing the Facebook company brand — Design at Meta. Retrieved 27 February 2022, from <https://design.facebook.com/stories/designing-the-facebook-company-brand/>
- Meta Platforms, Inc. (2020). *Introducing Oculus Quest 2, the Next Generation of All-In-One VR* [Image]. Retrieved from <https://www.oculus.com/blog/introducing-oculus-quest-2-the-next-generation-of-all-in-one-vr-gaming/>
- Meta Platforms, Inc. (2022). *Apple Magic Keyboard Support, Link Sharing, an Organized Home, and More in Latest Quest Software Update* [Image]. Retrieved from <https://www.oculus.com/blog/apple-magic-keyboard-support-link-sharing-an-organized-home-and-more-in-latest-quest-software-update/>
- Meta Quest. (2015). *Oculus Connect 2: Navigating New Worlds: Designing UI and UX in VR* [Video]. Retrieved from https://www.youtube.com/watch?v=braV_c4M8oI
- Meta Quest. (2021). Horizon Worlds Opens to Those 18+ in the US and Canada. Retrieved 23 February 2022, from <https://www.oculus.com/blog/horizon-worlds-opens-to-those-18-in-the-us-and-canada/>
- Milgram, P., Takemura, H., Utsumi, A., & Kishino, F. (1994). Augmented reality: A class of displays on the reality-virtuality continuum. *Proceedings Of SPIE - The International Society for Optical Engineering*, 2351. doi: 10.1117/12.197321
- Morschett, D., Swoboda, B., & Foscht, T. (2005). Perception of store attributes and overall attitude towards grocery retailers: The role of shopping motives. *The International Review of Retail, Distribution and Consumer Research*, 15(4), 423-447. doi: 10.1080/09593960500197552
- Muller-Brockmann, J. (1985). *Grid systems in graphic design: A visual communication manual for graphic designers, typographers, and three-dimensional designers*. England: VERLAG NIGGLI AG.
- Munro, L. (2020). Understanding User Journey vs. User Flow | Adobe XD Ideas. Retrieved 4 March 2022, from <https://xd.adobe.com/ideas/process/user-research/user-journey-vs-user-flow/>

- Muratovski, G. (2015). Paradigm Shift: Report on the New Role of Design in Business and Society. *She Ji: The Journal of Design, Economics, And Innovation*, 1(2), 118-139. doi: 10.1016/j.sheji.2015.11.002
- Murthy, G., & Jadon, R. (2009). A REVIEW OF VISION BASED HAND GESTURES RECOGNITION. *International Journal Of Information Technology And Knowledge Management*, 2(2), 405-410. Retrieved from http://csjournals.com/IJITKM/PDF/34-G.R.S.Murthy_R.S.Jadon.pdf
- Musil, R. (2021). HMD Geometry Database. Retrieved 18 November 2021, from <https://risa2000.github.io/hmdgdb/>
- NASA-STD-3001 VOL 2. (2019). Retrieved 18 November 2021, from <https://standards.nasa.gov/standard/nasa/nasa-std-3001-vol-2>
- Nelson, M. R. (1994). We have the information you want, but getting it will cost you! Held hostage by information overload. *Crossroads*, 1(1), 11-15. doi: 10.1145/197177.197183
- Niantic, Inc. (2022). *Catching Pokémon in AR+ mode* [Image]. Retrieved from <https://niantic.helpshift.com/hc/en/6-pokemon-go/faq/28-catching-pokemon-in-ar-mode/>
- Nilsson, F. (2017). Upper body ergonomics in virtual reality: An ergonomic assessment of the arms and neck in virtual environments. Retrieved 18 November 2021, from <http://www.divaportal.org/smash/record.jsf?pid=diva2%3A1133788&dswid=-7935>
- Nisbet, B. (2016). *Immersive Wayfinding Cues for 3D Video Games* (Graduate). University of Alberta.
- Number of smartphone users from 2016 to 2021 | Statista. (2021). Retrieved 25 October 2021, from <https://www.statista.com/statistics/330695/number-of-smartphone-users-worldwide/>
- Nurhayati-Wolff, H. (2021). *Internet penetration rate in Indonesia 2017-2026*. Statista. Retrieved 14 September 2021, from <https://www.statista.com/statistics/254460/internet-penetration-rate-in-indonesia/>.
- Oculus VR, LLC. (2017). *Oculus Best Practices*. Retrieved 3 December 2021, from https://scontent.oculuscdn.com/v/t64.577125/12482206_237917063479780_48_6464407014998016_n.pdf?_nc_cat=105&ccb=1-5&_nc_sid=489e6e&_nc_ohc=TvacP0uk5QAX_UiW0Z&_nc_ht=scontent.oculuscdn.com&oh=4c2d78033cf660b421275ca0793499a5&oe=61AE62D2
- OPPO. (2021). ColorOS 12 | OPPO Global. Retrieved 27 February 2022, from <https://www.oppo.com/en/coloros12/>
- OPPO. (2021). *OPPO ColorOS 12 | GLOBAL LAUNCH (FULL)* [Video]. Retrieved from https://www.youtube.com/watch?v=_RItNa_Lhug
- OPPO Indonesia. (2021). OPPO Reno6 Pro 5G - Every Emotion, in Portrait | OPPO Indonesia. Retrieved 12 October 2021, from <https://www.oppo.com/id/smartphones/series-reno/reno6-pro-5g/>

- OPPO Indonesia. (2021). OPPO Smartphone dan Aksesori. Retrieved 25 October 2021, from <https://www.oppo.com/id/>
- Parsons, A. (2009). Narrative Environments: How Do They Matter? *Rhizomes, Cultural Studies in Emerging Knowledge* (19). Retrieved 21 October 2021, from <http://www.rhizomes.net/issue19/parsons/index.html>
- Pearson, E., Dorrian, J., & Litchfield, C. (2011). Harnessing visual media in environmental education: increasing knowledge of orangutan conservation issues and facilitating sustainable behaviour through video presentations. *Environmental Education Research*, 17(6), 751-767. doi: 10.1080/13504622.2011.624586
- Pratiwi, A., Mursito, B., & Kustiyah, E. (2020). PERSEPSI KUALITAS PRODUK, BRAND AWARENESS DAN CELEBRITY ENDORSEMENT TERHADAP MINAT BELI OPPO SMARTPHONE PADA MAHASISWA FAKULTAS EKONOMI UNIBA SURAKARTA. *Jurnal Ilmiah Edunomika*, 4(02). doi: 10.29040/jie.v4i02.1215
- Reason, J., & Brand, J. (1975). *Motion Sickness*. London: Academic Press.
- Rendering | Oculus Developers. Retrieved 17 December 2021, from <https://developer.oculus.com/resources/bp-rendering/>
- Riccio, G., & Stoffregen, T. (1991). An ecological Theory of Motion Sickness and Postural Instability. *Ecological Psychology*, 3(3), 195-240. doi: 10.1207/s15326969eco0303_2
- Rolnick, A., & Lubow, R. (1991). Why is the driver rarely motion sick? The role of controllability in motion sickness. *Ergonomics*, 34(7), 867-879. doi: 10.1080/00140139108964831
- Schick, A. G., Gordon, L. A., & Haka, S. (1990). Information overload: A temporal approach. *Accounting, Organizations and Society*, 15(3), 199-220. doi: 10.1016/0361-3682(90)90005-F
- Schnack, A., Wright, M., & Holdershaw, J. (2021). Does the locomotion technique matter in an immersive virtual store environment? – Comparing motion-tracked walking and instant teleportation. *Journal Of Retailing and Consumer Services*, 58, 102266. doi: 10.1016/j.jretconser.2020.102266
- Sedov, N. (2020). Global Android Smartphone Market: Strategy Recommendations. *LAB University of Applied Sciences* (pp. 42-45). Theseus. Retrieved 25 October 2021, from <https://www.theseus.fi/bitstream/handle/10024/344477/Bachelor%20Thesis%20Nikolai%20Sedov%20IB17%20-%20Android%20Smartphone%20Market.pdf>
- Shewaga, R., Uribe-Quevedo, A., Kapralos, B., & Alam, F. (2020). A Comparison of Seated and Room-Scale Virtual Reality in a Serious Game for Epidural Preparation. *IEEE Transactions on Emerging Topics in Computing*, 8(1), 218-232. doi: 10.1109/tetc.2017.2746085

- Shibata, T. (2002). Head mounted display. *Displays*, 23(1-2), 57-64. doi: 10.1016/s0141-9382(02)00010-0
- Skarredghost. (2021). *A tour of the UI of the Vive Focus 3 BE* [Video]. Retrieved from <https://youtu.be/R161hwy52x8>
- Slawson, D. C., Shaughnessy, A. F., & Bennett, J. H. (1994). Becoming a medical information master: Feeling good about not knowing everything. *The Journal of Family Practice*, 38(5), 505-513.
- Soegaard, M. Gestalt principles of form perception. Retrieved 4 November 2021, from <https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/gestalt-principles-of-form-perception>
- Spec Network. (2022). Typographic Scales. Retrieved 4 March 2022, from <https://spec.fm/specifics/type-scale>
- Steam Hardware & Software Survey. (2021). Retrieved 15 December 2021, from <https://store.steampowered.com/hwsurvey/Steam-Hardware-Software-Survey-Welcome-to-Steam>
- Sternberg, R., Sternberg, K., & Mio, J. (2012). *Cognitive Psychology* (6th ed., pp. 13, 113-116). Australia: Wadsworth/Cengage Learning.
- Stvilia, B., Twidale, M.B., Smith, L.C., & Gasser, L. (2005). Assessing information quality of a community-based encyclopedia. In F. Naumann, M. Gertz & S. Mednick (Eds.), *Proceedings of the International Conference on Information Quality-ICIQ 2005* (pp. 442-454). Cambridge, MA: MTIQ.
- Tech Spurt. (2021). *ColorOS 12 Review | Oppo's Best New Features* [Video]. Retrieved from <https://www.youtube.com/watch?v=9vzANCjdVUc>
- Todorovic, D. (2008). Gestalt Principles. *Scholarpedia*, 3(12), 5345. doi: 10.4249/scholarpedia.5345
- TOOLTIP | meaning in the Cambridge English Dictionary. Retrieved 3 March 2022, from <https://dictionary.cambridge.org/dictionary/english/tooltip>
- Travis, C. (2022). 10 Beginner's Tips for VRChat. *TheGamer*. Retrieved from <https://www.thegamer.com/vrchat-beginner-tips-tricks-new-players/>
- Treisman, M. (1977). Motion Sickness: An Evolutionary Hypothesis. *Science*, 197(4302), 493-495. doi: 10.1126/science.301659
- Unity - Manual: Texture Import Settings. (2020). Retrieved 19 November 2021, from <https://docs.unity3d.com/Manual/class-TextureImporter.html>
- Verstegen, I. (2010). Gestalt Psychology. *The Corsini Encyclopedia of Psychology*. doi: 10.1002/9780470479216.corpsy0386
- VR法人 HIKKY. (2021). Retrieved 1 December 2021, from <https://www.hikky.life/service>
- VRChat. (2021). Getting Started. Retrieved 21 February 2022, from <https://docs.vrchat.com/docs/getting-started>
- Wagemans, J., Elder, J., Kubovy, M., Palmer, S., Peterson, M., Singh, M., & von der Heydt, R. (2012). A century of Gestalt psychology in visual

- perception: I. Perceptual grouping and figure–ground organization. *Psychological Bulletin*, 138(6), 1172-1217. doi: 10.1037/a0029333
- Welch, R., & Sampanes, A. (2008). Adapting to virtual environments: Visual-motor skill acquisition versus perceptual recalibration. *Displays*, 29(2), 152-158. doi: 10.1016/j.displa.2007.09.013
- What is Android?. Retrieved 1 November 2021, from <https://www.android.com/what-is-android/>
- What Is Ergonomics?. Retrieved 18 November 2021, from <https://iea.cc/what-is-ergonomics/>
- What is Udon?. (2020). Retrieved 22 November 2021, from <https://docs.vrchat.com/docs/what-is-udon>
- Wilson, G. (2006). Off With Their HUDs!: Rethinking the Heads-Up Display in Console Game. Retrieved 14 April 2022, from <https://www.gamedeveloper.com/design/off-with-their-huds-rethinking-the-heads-up-display-in-console-game-design>
- Wood, S. (2013). Generation Z as Consumers: Trends and Innovation. *Institute For Emerging Issues: NC State University*, 119(9), 1-3. Retrieved from <https://iei.ncsu.edu/wp-content/uploads/2013/01/GenZConsumers.pdf>
- World Creation, Optimization, and Community Labs Tips. (2021). Retrieved 19 November 2021, from <https://docs.vrchat.com/docs/submitting-a-world-to-be-made-public>
- Writing Commons. Balance: Symmetrical, Asymmetrical, & Radial. Retrieved 5 March 2022, from <https://writingcommons.org/section/design/design-principles/balance/>
- Xiao, J. (2020). *A Study of Navigation Aids in Video Games* (Graduate). University of Dublin.
- Xiong, J., Hsiang, E., He, Z., Zhan, T., & Wu, S. (2021). Augmented reality and virtual reality displays: emerging technologies and future perspectives. *Light: Science & Applications*, 10(1). doi: 10.1038/s41377-021-00658-8
- Yentes, R., Toaddy, S., Thompson, L., Gissel, A., & Stoughton, J. (2012). Effects of Survey Progress Bars on Data Quality and Enjoyment. *Psycestra Dataset*. doi: 10.1037/e518332013-801
- 潇磊. (2021). *NOLO SONIC 6DOF VR 一体机 : 身临其境 畅玩体验* [Image]. Retrieved from <https://www.bilibili.com/read/cv13721041>