

DAFTAR PUSTAKA

- Ahn, J. & Kwon, J. (2020). Green hotel brands in Malaysia: perceived value, cost, anticipated emotion, and revisit intention. *Current Issues in Tourism*, 23(12), 1559-1574, doi: 10.1080/13683500.2019.1646715.
- Anaya-Sánchez, R., Rejón-Guardia, F. and Molinillo, S. (2024). Impact of *Virtual Reality experiences* on destination image and visit intentions: the moderating effects of immersion, destination familiarity and sickness. *International Journal of Contemporary Hospitality Management*, 36(11), 3607-3627. <https://doi.org/10.1108/IJCHM-09-2023-1488>
- Bae, S., Jung, T.H., Moorhouse, N., Suh, M. and Kwon, O. (2020). The influence of mixed reality on satisfaction and brand loyalty in cultural heritage attractions: a brand equity perspective. *Sustainability*, 12 (7), 2956, doi: 10.3390/su12072956.
- Chen, X., Li, J., Han, W., & Liu, S. (2021). Urban Tourism Destination Image Perception Based on LDA Integrating Social Network and Emotion Analysis: The Example of Wuhan. *Sustainability*, 14(1), 12. <https://doi.org/10.3390/su14010012>
- Du, W., Liang, R. and Liu, D. (2022). Factors influencing school teachers' continuous usage intention of using VR technology for classroom teaching. *SAGE Open*, 12 (3), 1-16, doi: 10.1177/21582440221114325.
- Godovykh, M., Baker, C., & Fyall, A. (2022). VR in Tourism: A New Call for Virtual Tourism *Experience* amid and after the COVID-19 Pandemic. *Tourism and Hospitality*, 3(1), 265-275. <https://doi.org/10.3390/tourhosp3010018>
- Griffin, T., Guttentag, D., Lee, S.H., Giberson, J. and Dimanche, F. (2023). Is VR always better for destination marketing? Comparing different media and styles. *Journal of Vacation Marketing*, 29 (1), 119-140, doi: 10.1177/13567667221078252.
- Harrill, R., & Marcela, L. (2022). An Exploratory Attitude and Belief Analysis of Ecotourists' Destination Image Assessments and Behavioral Intentions. *Sustainability*, 15(14), 11349. <https://doi.org/10.3390/su151411349>
- Hornsey, R. L., & Hibbard, P. B. (2023). Current Perceptions of *Virtual Reality* Technology. *Applied Sciences*, 14(10), 4222. <https://doi.org/10.3390/app14104222>
- Hung, V. V., Dey, S. K., Vaculcikova, Z., & Anh, L. T. (2020). The Influence of Tourists' *Experience* on Destination Loyalty: A Case Study of Hue City, Vietnam. *Sustainability*, 13(16), 8889. <https://doi.org/10.3390/su13168889>
- Kanwel, S., Lingqiang, Z., Asif, M., Hwang, J., Hussain, A., & Jameel, A. (2019). The Influence of Destination Image on Tourist Loyalty and Intention to Visit: Testing a Multiple Mediation Approach. *Sustainability*, 11(22), 6401. <https://doi.org/10.3390/su11226401>
- Karayazi, S. S., Dane, G., & Arentze, T. (2024). Analyzing the Influence of Visitor Types on Location Choices and Revisit Intentions in Urban Heritage Destinations. *ISPRS International Journal of Geo-Information*, 13(4), 115. <https://doi.org/10.3390/ijgi13040115>

- Kusnandar, D. B. (2023). Penerimaan Devisa Pariwisata Ditargetkan US\$2,9-5,9 Miliar pada 2023. <https://databoks.katadata.co.id/moneter/statistik/103088b0fd44e48/penerimaan-devisa-pariwisata-ditargetkan-us29-59-miliar-pada-2023>
- Laghari, A. A., Estrela, V. V., Li, H., Shoulin, Y., Khan, A. A., Anwar, M. S., Wahab, A., & Bouraqia, K. (2024). Quality of *experience* assessment in virtual/augmented reality serious games for healthcare: A systematic literature review. *Technology and Disability*. <https://doi.org/10.3233/TAD-230035>
- Lavidas, K., Komis, V. and Achriani, A. (2022). Explaining faculty members' behavioral intention to use learning management systems. *Journal of Computers in Education*, 9(4), 707-725, doi: 10.1007/s40692-021-00217-5.
- Lee, W.J. and Kim, Y.H. (2021). Does VR tourism enhance users' *experience*?. *Sustainability*, 13(2), 806, doi: 10.3390/su13020806.
- Liao, Y., Wu, W., Le, T. Q., & Phung, T. T. (2021). The Integration of the Technology Acceptance Model and Value-Based Adoption Model to Study the Adoption of E-Learning: The Moderating Role of e-WOM. *Sustainability*, 14(2), 815. <https://doi.org/10.3390/su14020815>
- Liu, Y., Konduri, S., & Park, C. (2024). A Study on the Factors Influencing Willingness to Use *Virtual Reality* Systems for External Evaluation of Buildings. *Buildings*, 14(12), 3714. <https://doi.org/10.3390/buildings14123714>
- Lyu, K., Brambilla, A., Globa, A. and de Dear, R. (2023). An immersive multisensory *Virtual Reality* approach to the study of human-built environment interactions. *Automation in Construction*, 150, 104836, doi: 10.1016/j.autcon.2023.104836.
- Morrison, A., Bag, S., Mandal, K. (2023). *Virtual Reality*'s impact on destination visit intentions and the moderating role of amateur photography. *Tourism Review*. 79. 355-377. 10.1108/TR-12-2022-0621.
- Mouatt, B., Smith, A.E., Mellow, M.L., Parfitt, G., Smith, R.T. and Stanton, T.R. (2020). The use of *Virtual Reality* to influence motivation, affect, enjoyment, and engagement during exercise: a scoping review. *Frontiers in Virtual Reality*, 1, 1-23, doi: 10.3389/frvir.2020.564664
- Mulyawan, I. and Rafdinal, W. (2021). Mobile games adoption : an extension of technology acceptance model and theory of reasoned action. *IOP Conference Series: Materials Science and Engineering*, 1098 (3), 032022, doi: 10.1088/1757-899x/1098/3/032022.
- Newswire. (2025). Jumlah Wisatawan Asing Januari-November 2024 Terbanyak dalam 5 Tahun. <https://ekonomi.espos.id/jumlah-wisatawan-asing-januari-november-2024-terbanyak-dalam-5-tahun-2043789>
- Nguyen, T. B., Le, T. B., & Chau, N. T. (2022). How VR Technological Features Prompt Tourists' Visiting Intention: An Integrated Approach. *Sustainability*, 15(6), 4765. <https://doi.org/10.3390/su15064765>
- Oncioiu, I., & Priescu, I. (2021). The Use of *Virtual Reality* in Tourism Destinations as a Tool to Develop Tourist Behavior Perspective. *Sustainability*, 14(7), 4191. <https://doi.org/10.3390/su14074191>

- Ouerghemmi, C., Ertz, M., Bouslama, N., & Tandon, U. (2023). The Impact of *Virtual Reality* (VR) Tour *Experience* on Tourists' Intention to Visit. *Information*, 14(10), 546. <https://doi.org/10.3390/info14100546>
- Ouerghemmi, C., Ertz, M., Bouslama, N., Tandon, U. (2023). The Impact of *Virtual Reality* (VR) Tour *Experience* on Tourists' Intention to Visit. *Information*. 14. 1-27. 10.3390/info14100546.
- Pai, C., Kang, S., Liu, Y., & Zheng, Y. (2020). An Examination of Revisit Intention Based on Perceived Smart Tourism Technology *Experience*. *Sustainability*, 13(2), 1007. <https://doi.org/10.3390/su13021007>
- Rafdinal, W., Wibisono, N. and Setiawati, L. (2024). Customer-centric *Virtual Reality* applications adoption in the hospitality industry: quality-value-based adoption model. *Journal of Hospitality and Tourism Insights*, 7 (3), 1594- 1614. <https://doi.org/10.1108/JHTI-11-2023-0835>
- Rodolfo, C. (2023). The Impact of Immersion through *Virtual Reality* in the Learning *Experiences* of Art and Design Students: The Mediating Effect of the Flow *Experience*. *Education Sciences*, 13(2), 185. <https://doi.org/10.3390/educsci13020185>
- Said, M. and Mustaking, M. (2020). The effect of perceived quality, *Perceived Sacrifice* and perceived risk on customers' perception of product value for electronic product. *PINISI Discretion Review*, 3 (2), 225-242, doi: 10.26858/pdr.v1i1.13658.
- Susanti, C. E., Hermanto, Y. B., & Suwito, B. (2023). The Effect of *Tourist Destination Image* (TDI) on Intention to Visit through Tourism Risk Perception (TRP) of COVID-19 in the Tourism Industry in the New Normal Era in Indonesia: Case Study in East Java. *Journal of Risk and Financial Management*, 16(2), 76. <https://doi.org/10.3390/jrfm16020076>
- Torrens, P. M., & Kim, R. (2023). Using Immersive *Virtual Reality* to Study Road-Crossing Sustainability in Fleeting Moments of Space and Time. *Sustainability*, 16(3), 1327. <https://doi.org/10.3390/su16031327>
- Tsai, L. (2021). Factors That Influence Virtual Tourism Holistic Image: The Moderating Role of Sense of Presence. *Sustainability*, 14(1), 467. <https://doi.org/10.3390/su14010467>
- Vishwakarma, P., Mukherjee, S. and Datta, B. (2020). Travelers' intention to adopt *Virtual Reality*: a consumer value perspective. *Journal of Destination Marketing and Management*, 17, 100456, doi: 10.1016/j.jdmm.2020.100456. Vishwakarma, P., Mukherjee, S. and Datta, B. (2020), "Travelers' intention to adopt *Virtual Reality*: a consumer value perspective", *Journal of Destination Marketing and Management*, Vol. 17, 100456, doi: 10.1016/j.jdmm.2020.100456.
- Vishwakarma, P., Mukherjee, S., & Datta, B. (2020). Travelers' intention to adopt *Virtual Reality*: A consumer value perspective. *Journal of Destination Marketing & Management*, 17, 100456. <https://doi.org/10.1016/j.jdmm.2020.100456>
- Vishwakarma, P., Mukherjee, S., Datta, B. (2020). Travelers' intention to adopt *Virtual Reality*: A consumer value perspective. *Journal of Destination Marketing & Management*. 17. 100456. 10.1016/j.jdmm.2020.100456.

- Wang, J. (2024). Research on factors influencing tourists' adoption of *Virtual Reality* technology based on VAM. *International Journal of Innovative Research and Scientific Studies*, 7, 330-342. 10.53894/ijirss.v7i2.2625.
- Wibisono, N., Rafdinal, W., Setiawati, L. and Senalasari, W. (2023). Predicting the adoption of *Virtual Reality* tourism in the post COVID-19 pandemic era. *African Journal of Hospitality, Tourism and Leisure*, 12(1), 239-256.
- Wismantoro, Y., Aryanto, V. D., Pamungkas, I. D., Purusa, N. A., & Chasanah, A. N. (2022). *Virtual Reality Destination Experiences Model: A Moderating Variable* between Wisesa Sustainable Tourism Behavior and Tourists' Intention to Visit. *Sustainability*, 15(1), 446. <https://doi.org/10.3390/su15010446>
- Wu, W., Xu, C., Zhao, M., Li, X., & Law, R. (2024). Digital Tourism and Smart Development: State-of-the-Art Review. *Sustainability*, 16(23), 10382. <https://doi.org/10.3390/su162310382>
- Yang, Y., Zhong, L., Li, S., & Yu, A. (2022). Research on the Perceived Quality of *Virtual Reality* Headsets in Human–Computer Interaction. *Sensors*, 23(15), 6824. <https://doi.org/10.3390/s23156824>
- Zeng, Y., Liu, L., & Xu, R. (2022). The Effects of a *Virtual Reality* Tourism Experience on Tourist's Cultural Dissemination Behavior. *Tourism and Hospitality*, 3(1), 314-329. <https://doi.org/10.3390/tourhosp3010021>
- Zhang, S.N., Li, Y.Q., Ruan, W.Q. and Liu, C.H. (2022). Would you enjoy virtual travel? The characteristics and causes of virtual tourists' sentiment under the influence of the COVID-19 pandemic. *Tourism Management*, 88, 104429, doi: 10.1016/j.tourman.2021.104429