DAFTAR PUSTAKA

[1] T. I. Kusumawati, "Komunikasi Verbal Dan Nonverbal," *J. Pendidik. dan Konseling*, vol. 6, no. 2, 2016.

[2] Kementrian Sosial, "SISTEM INFORMASI MANAGEMENT PENYANDANG DISABILITAS," 2021. https://simpd.kemensos.go.id/ (accessed Dec. 07, 2023).

[3] I. P. Sari, "Bank Kosa Kata Untuk Tuna Rungu dan Tuna Wicara Berbasis Web," *J. Appl. Comput. Sci. Technol.*, vol. 2, no. 2, pp. 83–87, 2021.

[4] M. Dewi, T. Wahyuningrum, and N. A. Prasetyo, "Pengenalan Kata Bahasa Isyarat Indonesia (BISINDO) Menggunakan Augmented Reality (AR)," *INISTA (Journal Informatics Inf. Syst. Softw. Eng. Appl.*, vol. 3, no. 2, pp. 53–60, 2021.

[5] L. Yusnita, N. Hadisukmana, R. B. Wahyu, R. Roestam, and Y. Wahyu, "Implementation of *real-time* static *Hand Gesture Recognition* using artificial neural network," in *2017 4th International Conference on Computer Applications and Information Processing Technology (CAIPT)*, IEEE, 2017, pp. 1–6.

[6] M. Harris and A. S. Agoes, "Applying *Hand Gesture Recognition* for *User* guide application using *Mediapipe*," in *2nd International Seminar of Science and Applied Technology (ISSAT 2021)*, Atlantis Press, 2021, pp. 101–108.

[7] I. Cholissodin, S. Sutrisno, A. A. Soebroto, U. Hasanah, and Y. I. Febiola, "AI, Machine Learning & Deep learning," *Fak. Ilmu Komputer, Univ. Brawijaya, Malang*, 2020.

[8] H. Moetia Putri and W. Fuadi, "Pendeteksian Bahasa Isyarat Indonesia Secara *Real-time* menggunakan Long Short Term Memory (*LSTM*)," *Tts*, vol. 1, pp. 1–13, 2020.

[9] B. Sundar and T. Bagyammal, "American Sign Language Recognition for Alphabets Using *Mediapipe* and *LSTM* ," *Procedia Comput. Sci.*, vol. 215, pp. 642–651, 2022, doi: https://doi.org/10.1016/j.procs.2022.12.066.

[10] D. R. Kusuma, "Pengenalan Kosakata pada Sistem Isyarat Bahasa Indonesia Menggunakan *Mediapipe* dan *LSTM* dengan Freedom Settings." Universitas Gadjah Mada, 2023.

[11] R. A. T. Kurniawan, "PENERJEMAHAN GESTUR DINAMIS SIBI MENGGUNAKAN *MEDIAPIPE* DAN *LONG SHORT-TERM MEMORY* SECARA *REAL-TIME*." UPN" Veteran" Yogyajarta, 2023.

[12] F. X. Riberu, "TA: Sistem Deteksi Simbol pada SIBI (Sistem Isyarat Bahasa Indonesia) secara *Real-time* menggunakan *Mediapipe* dan *LSTM* ." Universitas Dinamika, 2023.

[13] P. Amaliyah, P. F. Aulia, M. F. Akbar, R. A. Maulidana, and A. Safitri, "Analisis Dan Desain Sistem Aplikasi Penjadwalan Kuliah Pengganti (Reschedule-in) Bagi Mahasiswa Dan Dosen Di Universitas," *J. Digit. Bus. Innov. Manag.*, vol. 2, no. 1, pp. 39–48, 2023, doi:

10.26740/jdbim.v2i1.53370.

[14] R. Aditya, V. H. Pranatawijaya, and P. B. A. A. Putra, “Rancang Bangun Aplikasi sequence Menggunakan Metode Prototype,” *J. Inf. Technol. Comput. Sci.*, vol. 1, no. 1, pp. 47–57, 2021.

[15] D. Ariwibowo and Destira, “Pengembangan aplikasi simulasi perhitungan energi mekanik berdasarkan hukum kekekalan energi dalam proses belajar siswa,” *J. PROSISKO*, vol. 3, no. 1, pp. 3–7, 2016, [Online]. Available: http://e-jurnal.lppmunsera.org/index.php/PROSISKO/article/view/115

[16] Z. F. Azar, R. Y. Miranti, M. E. Purbaya, and ..., “Analisis *User Interface* dan Redesign Aplikasi Igracias *Mobile* Menggunakan Pendekatan Design Thinking,” *... Has. Penelit. ...*, pp. 206–217, 2023, [Online]. Available: http://prosiding.unipma.ac.id/index.php/sendiko/article/view/3949