

DAFTAR PUSTAKA

- Abdolrazagh , M., & Sukati, I. (2012). The Effect of External Factors on Purchase Intention amongst Young Generation in Malaysia. *International Business Research*, 5(8). doi:E-ISSN 1913-9012
- Badan Pusat Statistik. (2016). *BPS Provinsi DKI Jakarta*. Retrieved from jumlah Kunjungan Wisatawan ke Objek Wisata Unggulan Menurut Lokasi Pariwisata di Provinsi DKI Jakarta: <https://jakarta.bps.go.id/linkTabelStatis/view/id/67>
- Blackwell. (2001). Consumer Behaviour Theory: Approaches and Models. *Organizational Behavior and Human Processes*, 4-33.
- Brown, M. (2003). Buying or browsing?: An exploration of shopping orientations and online purchase intention. *European Journal of Marketing*, 17-19.
- Cameron, & Lynch. (2008, Februari 26). Museum websites and museum visitors: digital museum resources and their use. *Museum Management and curatorship*, 23(1), 81-99.
doi:<https://doi.org/10.1080/09647770701865410>
- Chistal, M., & Jones, G. (2002, Juli 26). The future of virtual museum:Online, immersive,3D environments. 5. Retrieved Oktober 6, 2017
- Churchill, G. A. (2005). *Dasar-dasar Riset Pemasaran*, edisi 4, jilid 2. (Suryadi, Ed.) Jakarta, Indonesia: Erlangga.
- Cooper, D. R., & Schindler, P. S. (2008). *Business Research Methods*. Boston: McGraw-Hill.
- Creswell, J. (2015). *Riset Perencanaan, Pelaksanaan, dan Evaluasi Riset Kualitatif & Kuantitatif Edisi Kelima*. (M. Drs.Helly Prajitno Soetjipto, Trans.) Yogyakarta: Pustaka Pelajar.
- Diez, et.al. (2003). Virtual Museum: The Next Generation. Retrieved Oktober 14, 2017
- Nurul Laelia, 2018**
- PENGARUH VIRTUAL MUSEUM NASIONAL INDONESIA TERHADAP MINAT BERKUNJUNG**
- Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

- DR.Riduwan, M. (2010). *Cara Menggunakan dan Memaknai Path Analysis*. Bandung: Alfabeta.
- Ferdinan. (2002). *Structural Equation Modeling dalam Penelitian Manajemen*. Semarang: BP.Undip.
- International Council of Museum. (1982). *Museum Definition - ICOM*. Retrieved Oktober 5, 2017, from International Council of Museum: <http://icom.museum/the-vision/museum-definition/>
- Istjianto. (2009). *Aplikasi Praktis Riset Pemasaran: Cara Praktis Riset Pemasaran*. Jakarta: PT. Gramedia Pustaka Utama.
- Jane Barton. (2005). Digital libraries, virtual museums: same difference? *Library review*, 54(3), 149-154. doi: <https://doi.org/10.1108/00242530510588908>
- Jiang, P., & Jones, D. B. (2014, April). An Exploratory Study of Factors Affecting Consumer International Online Shopping Behavior. *International Journal of E-Business Research*, 10(2), 45-60. doi:10.4018/ijehr.2014040103
- Katz & Halpern. (2015, April 21). Can Virtual Museums Motivate Students? Toward a Constructivist Learning Approach. *Journal of Science Education and Technology*, 24(6). doi:<https://doi.org/10.1007/s10956-015-9563-7>
- Kementerian Dalam Negeri. (2015). *Kode dan Data Wilayah Administrasi Pemerintahan (Permendagri No.56-2015)*. Retrieved from Kementerian Dalam Negeri: <http://www.kemendagri.go.id/pages/data-wilayah>
- Kementerian luar negeri. (2012, 08 06). *KEMENTERIAN LUAR NEGERI - World tourism Organization*. Retrieved from World Tourism Organization (UN-WTO): <https://www.kemlu.go.id/id/kebijakan/kerjasama-multilateral/Pages/World-Tourism-Organization.aspx>
- Kementerian Pariwisata. (2017, Maret 29). *KEMENPAR*. Retrieved november 28, 2017, from Dialog Gastronomi Nasional ke-2
- Nurul Laelia, 2018**
PENGARUH VIRTUAL MUSEUM NASIONAL INDONESIA TERHADAP MINAT BERKUNJUNG
Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

dan Promosi Kuliner Wakatobi:
<http://www.kemenpar.go.id/asp/detil.asp?id=3528>

Kementerian Pariwisata. (2017). *KEMENPAR*. Retrieved from Statistik wisatawan mancanegara:
<http://kemenpar.go.id/asp/ringkasan.asp?c=110>

Kementerian Pendidikan dan Kebudayaan. (2015, Juni 28). *Peraturan Pemerintah RI Nomor 66 Tahun 2015*. Retrieved Oktober 10, 2017, from Peraturan Pemerintah RI Nomor 66 Tahun 2015 tentang Museum Telah Terbit:
<http://kebudayaan.kemdikbud.go.id/ditpcbm/2015/09/09/peraturan-pemerintah-ri-nomor-66-tahun-2015-tentang-museum-telah-terbit/>

Kotler, P., & Keller, K. L. (2016). *Marketing Management 15th edition*. New york: Pearson.

Lembaga ilmu pengetahuan Indonesia. (2016, Maret 11). *Jumlah Usia Produktif Besar, Indonesia Berpeluang Tingkatkan Produktivitas*. Retrieved from Lembaga ilmu pengetahuan Indonesia: <http://lipi.go.id/berita/jumlah-usia-produktif-besar-indonesia-berpeluang-tingkatkan-produktivitas/15220>

M.Taufik Amir, P. (2015). *Merancang Kuesioner konsep dan panduan untuk penelitian sikap, kepribadian, dan perilaku*. Kencana: Jakarta.

Mashita Fandia. (2016). *Survey Report on Indonesia Museum visit*. Jakarta: Jajak Pendapat.net.

Moreno, M. J. (2013). Art Museums and the Internet: The Emergence of the Virtual Museum. *eJournal of Art and Technology*, 5(1). Retrieved Oktober 21, 2017, from
<http://crossings.tcd.ie/issues/5.1/Moreno/>

Muga linggar farukhi. (2013). Interactive Application Development policy object 3D virtual Tour History Pacitan district based multimedia. *International Journal Of Advanced Computer Science And Applications*, 4(3). Retrieved September 27, 2017,

Nurul Laelia, 2018

PENGARUH VIRTUAL MUSEUM NASIONAL INDONESIA TERHADAP MINAT BERKUNJUNG

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

- from https://thesai.org/Downloads/Volume4No3/Paper_3-Interactive_Application_Development_Policy_Object_3D_Virtual_Tour_History.pdf.
- Museum Association. (1998). *Museum Association*. Retrieved November 19, 2017, from <http://www.museumsassociation.org/about/frequently-asked-questions>
- Peng, Yan, & Kan. (2015). Consumer trust in 3D virtual worlds and its impact on real world purchase intention. *Nankai Business review international*, 6(4), 381-400.
doi:<https://doi.org/10.1108/NBRI-03-2015-0009>
- Peter, J. P., & Olson, J. C. (2010). *Consumer Behavior and Strategic Marketing*, 9th edition. Global Edition.
- Prakoso. (2009, April 23). *Perempuan dan Teknologi Terkini*. Retrieved from Lembaga Ilmu Pengetahuan Indonesia: <http://lipi.go.id/berita/perempuan-dan-teknologi-terkini/3992>
- Rayward Boyd,W. (2016). From Docent to Cyberdocent: Education and Guidance in the Virtual Museum. *ARCHIVES AND MUSEUM INFORMATICS*, 23-53. Retrieved Oktober 21, 2017
- Riduwan. (2013). *Metode dan Teknik Penyusunan Tesis*. Bandung: Alfabeta.
- Roozy, E., Arastoo, M. A., & Vazifehdust, H. (2014). Effect of Brand Equity on Consumer Purchase Intention. *IJSR*. doi:ISSN: 0976-2876
- Saputro, I. (2017, april 26). *museum nasional indonesia, museum tertua dan terbesar di Asia Tenggara* . Retrieved from Good News from Indonesia: <https://www.goodnewsfromindonesia.id/2017/04/26/museum-nasional-indonesia-salah-satu-yang-tertua-di-asia-tenggara>
- Schiffman, L., & Kanuk, L. (2010). *Consumer Behavior*. New Jersey: Prentice Hall.

- Sekaran, U., & Bougie, R. (2016). *Research Methods For Business: A Skill Building Approach, 7th Edition*. Chichester: John Wiley & Sons.
- Setia, M. S. (2016, mei-juni). Methodology Series Module 3: Cross-sectional Studies. *Indian J Dermatol.*, 61(3), 261-264. doi: 10.4103/0019-5154.182410
- Stylianis, et.al. (2009, Oktober-Desember). Virtual museums, a survey and some issues for consideration. *Journal of Cultural Heritage*, 10(4), 520-528.
doi:<https://doi.org/10.1016/j.culher.2009.03.003>
- Thomas, & Carey. (2007, Desember 13). Museum Websites and Museum Visitors: Before and After the Museum Visit. *Museum Management and curatorship*, 22(4), 337-360.
doi:<https://doi.org/10.1080/09647770701757708>
- Umar, H. (2008). *Metode Penelitian untuk Skripsi dan Tesis bisnis*. Jakarta: RajaGrafindo Persada.
- Verma, V. K., & Chandra, B. (2017, Januari 24). An application of theory of planned behavior to predict young Indian consumers'. *Journal of Cleaner Production*. doi:DOI: 10.1016/j.jclepro.2017.10.047
- Wang, C. G. (2017). The influence of perceived value on purchase intention in social commerce context. *Internet Research*, 27(4), 772-785. doi:<https://doi.org/10.1108/IntR-06-2016-0164>
- Werner Schweibenz. (2016, Desember 27). The Development of Virtual Museums. *Virtual Museums*. Retrieved from https://www.researchgate.net/publication/240296250_The_Development_of_Virtual_Museums
- Wu, & Lo. (2009). The Influence Of Core-Brand Attitude And Consumer Perception On Purchase Intention Towards Extended Product. *Asia Pasific Journal of Marketing and Logistics*, 21(1), 174-194. doi:10.1108/13555850910926317

Nurul Laelia, 2018

PENGARUH VIRTUAL MUSEUM NASIONAL INDONESIA TERHADAP MINAT BERKUNJUNG

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

Yi Jin Lim, Abdullah Osman, & Shahrul Nizam Salahuddin. (2016). Factors Influencing Online Shopping Behavior: The Mediating Role Of Purchase Intention. *Procedia Economics and Finance*, 35, 401-410. doi:[https://doi.org/10.1016/S2212-5671\(16\)00050-2](https://doi.org/10.1016/S2212-5671(16)00050-2)