tourists visiting Ethiopia," *Heliyon*, vol. 6, no. 3, p. e03439, 2020, doi: https://doi.org/10.1016/j.heliyon.2020.e03439.
[11] D. Tormey, "New approaches to communication and education through geoheritage," *International Journal of Geoheritage and Parks*, vol. 7, no. 4, pp. 192–198, 2019, doi: https://doi.org/10.1016/j.ijgeop.2020.01.001.
[12] R. K. Dewi, M. Mentari, W. Saputro, U. A. Nugroho, and M. H. Hibatullah, "Usability Analysis of TOPSIS based Mobile Recommender System of Malang Tourism," in *2019 International Conference on Sustainable Information Engineering and Technology (SIET)*, 2019, pp. 285–288. doi: 10.1109/SIET48054.2019.8986002.
[13] A. S. Hidayat, P. I. Santosa, and I. Hidayah, "Usability Testing of MOOC Prototype Using SUS (System Usability Scale) Method," in *2022 International Conference on Electrical and Information Technology (IEIT)*, 2022, pp. 290–294. doi: 10.1109/IEIT56384.2022.9967901.
[14] I. Nyoman Gede Arya Astawa, I. Made Ari Dwi Suta Atmaja, N. G. A. P. H. Saptarini, S. Andriati Asri, and M. Leo Radhitya, "Augmented Reality Mobile Application Base On Marker Object," in *2020 International Conference on Applied Science and Technology (iCAST)*, 2020, pp. 371–374. doi: 10.1109/iCAST51016.2020.9557648.
[15] S. M. Alessi and S. R. Trollip, Multimedia for Learning: Methods and Development. 2001.
[16] J. Brooke, "SUS: A 'Quick and Dirty' Usability Scale," *Usability Evaluation In Industry*, no. November 1995, pp. 207–212, 2020, doi: 10.1201/9781498710411-35.
[17] A. Bangor, P. T. Kortum, and J. T. Miller, "An empirical evaluation of the system usability scale," *Int J Hum Comput Interact*, vol. 24, no. 6, pp. 574–594, 2008, doi: 10.1080/10447310802205776.
[18] K. Krishnan, "6 - Visualization, storyboarding and applications," K. B. T.-B. B. D. A. Krishnan, Ed. Academic Press, 2020, pp. 113–125. doi: https://doi.org/10.1016/B978-0-12-815746-6.00006-5.
[19] S. Astfalk, J. Silberer, P. Planing, and P. Müller, "The effect of a functional prototype on user acceptance in transportation: Assessing the level of acceptance before and after the first demonstration flight of an air taxi," *Transp Res Interdiscip Perspect*, vol. 11, p. 100444, 2021, doi: https://doi.org/10.1016/j.trip.2021.100444.
[20] S. Fujino, T. Hatanaka, N. Mori, and K. Matsumoto, "Evolutionary deep learning based on deep convolutional neural network for anime storyboard recognition," *Neurocomputing*, vol. 338, pp. 393–398, 2019, doi: https://doi.org/10.1016/j.neucom.2018.05.124.
[21] S. Osman *et al.*, "Using Augmented Reality Application to Reduce Time Completion and Error Rate in PC Assembly."
[22] H. C. Ouertani and L. Tatwany, "Communications in Science and Technology Augmented reality based mobile application for real-time arabic language translation," 2019.
[23] P.-J. Chen and W.-K. Liou, "The effects of an augmented reality application developed for paediatric first aid training on the knowledge and skill levels of nursing students: An experimental controlled study," *Nurse Educ Today*, vol. 120, p. 105629, 2023, doi: https://doi.org/10.1016/j.nedt.2022.105629.
[24] J. Koppell, "International organization for standardization," *Handb Transnatl Gov Inst Innov*, vol. 41, p. 289, 2011.
[25] J. R. Lewis, "The System Usability Scale: Past, Present, and Future," *Int J Hum Comput Interact*, vol. 34, no. 7, pp. 577–590, 2018, doi: 10.1080/10447318.2018.1455307.
[26] Z. Sharfina and H. B. Santoso, "An Indonesian adaptation of the System Usability Scale (SUS)," *2016 International Conference on Advanced Computer Science and Information Systems, ICACSIS 2016*, pp. 145–148, 2017, doi: 10.1109/ICACSIS.2016.7872776.
[27] S. C. Peres, T. Pham, and R. Phillips, "Validation of the System Usability Scale (SUS): SUS in the Wild," *Proceedings of the Human Factors and Ergonomics Society Annual Meeting*, vol. 57, no. 1, pp. 192–196, Sep. 2013, doi: 10.1177/1541931213571043.
[28] R. S. Pradini, R. Kriswibowo, and F. Ramdani, "Usability Evaluation on the SIPR Website Uses the System Usability Scale and Net Promoter Score," in *2019 International Conference on Sustainable Information Engineering and Technology (SIET)*, 2019, pp. 280–284. doi: 10.1109/SIET48054.2019.8986098.
[29] S. Ratnawati, L. Widianingsih, N. Anggraini, I. Marzuki Shofi, N. Hakiem, and F. Eka M Agustin, "Evaluation of Digital Library's Usability Using the System Usability Scale Method of (A Case Study)," *2020 8th International Conference on Cyber and IT Service Management, CITSM 2020*, 2020, doi: 10.1109/CITSM50537.2020.9268801.
[30] Hartatik, N. Firdaus, R. Hartono, Y. A. Putri, A. Purbayu, and F. Y. A'la, "Driving Digital Tourism through Tourism Village Mobile Application 'Go-Ticketing' for Ticket Management," in *2022 1st International Conference on Smart Technology, Applied Informatics, and Engineering (APICS)*, 2022, pp. 205–210. doi: 10.1109/APICS56469.2022.9918785.
[31] X. Yu, M. Jiang, and A. Liu, "Design and Application of Self-service Cultural Tourism Information Platform in the Mobile Information Age," in *2022 International Conference on Information System, Computing and Educational Technology (ICISCET)*, 2022, pp. 212–216. doi: 10.1109/ICISCET56785.2022.00059.