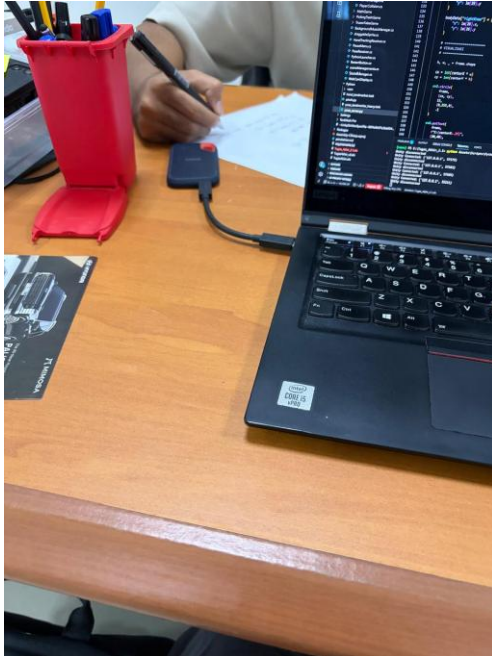
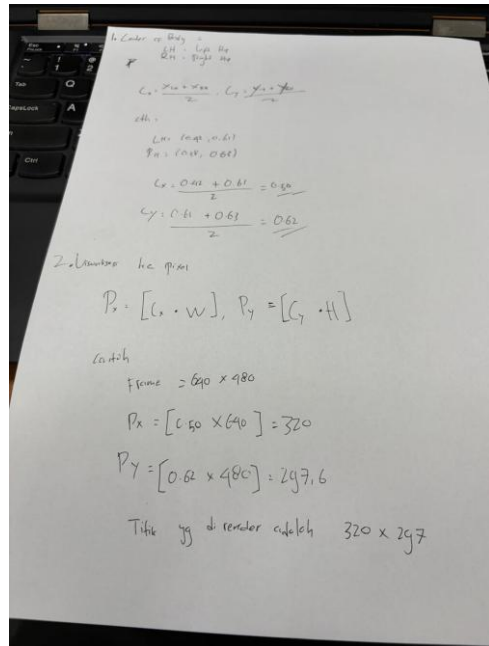


LAMPIRAN

LAMPIRAN A. BIMBINGAN TUGAS AKHIR



Gambar A. 1 Proses bimbingan akhir



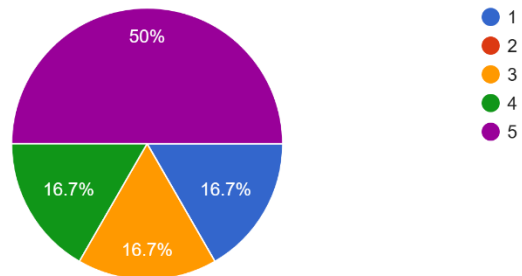
Gambar A. 2 Formulasi yang diterapkan ke dalam sistem

LAMPIRAN B. KUSIONER LIKERT

B. 1 Permainan mudah dipahami oleh anak-anak

Permainan mudah dipahami oleh anak-anak

6 responses

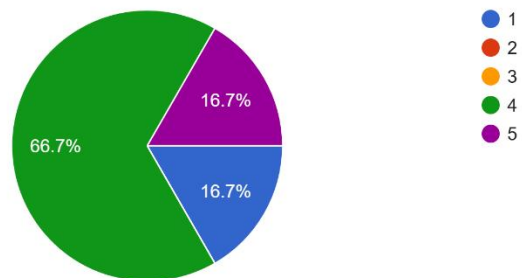


Gambar B. 1 Permainan mudah dipahami oleh anak-anak

B. 2 Instruksi yang diberikan jelas

Instruksi yang diberikan jelas

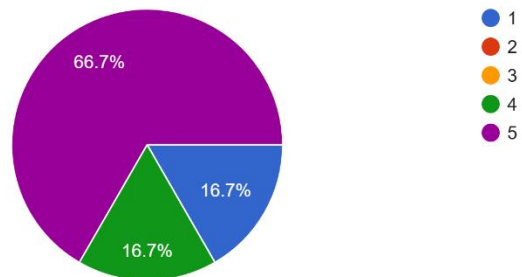
6 responses



Gambar B. 2 Instruksi yang diberikan jelas

B. 3 Anak-anak tertarik untuk bermain

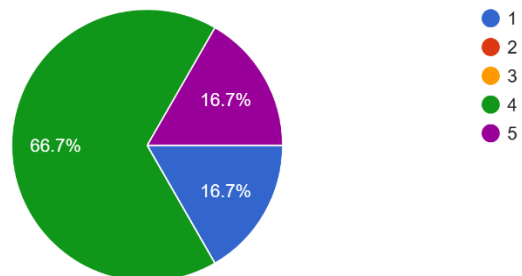
Anak-anak tertarik untuk bermain
6 responses



Gambar B. 3 Anak-anak tertarik untuk bermain

B. 4 Permainan nyaman dan mudah digunakan

Permainan nyaman dan mudah digunakan
6 responses



Gambar B. 4 Permainan nyaman dan mudah digunakan

LAMPIRAN C. KUNJUNGAN KE TK MAITREYAWIRA



Gambar C. 1 Perkenalan diri

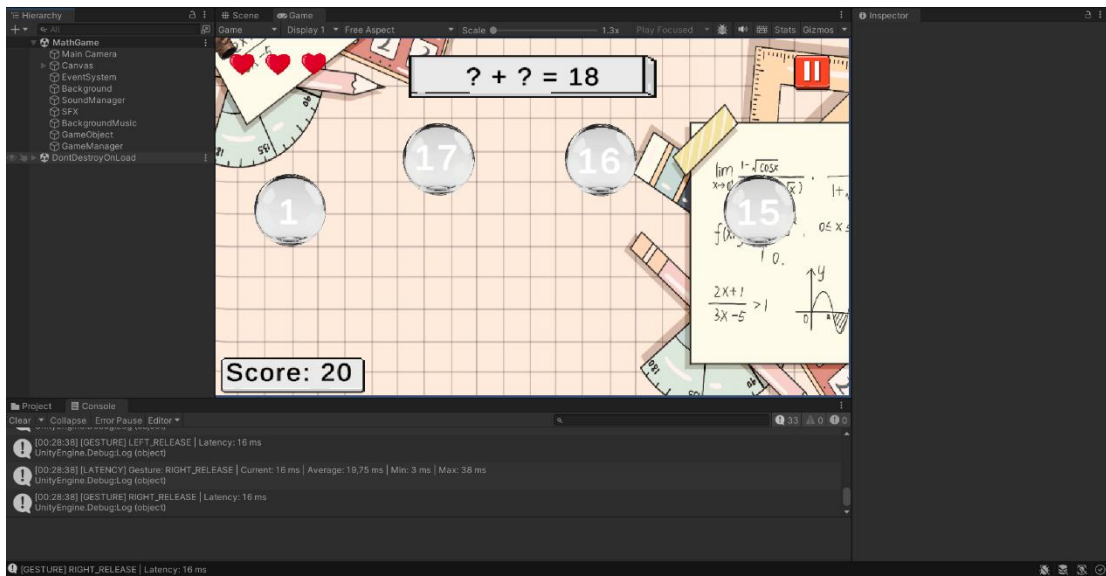


Gambar C. 2 Siswa-siswi mencoba permainan hindari asteroid

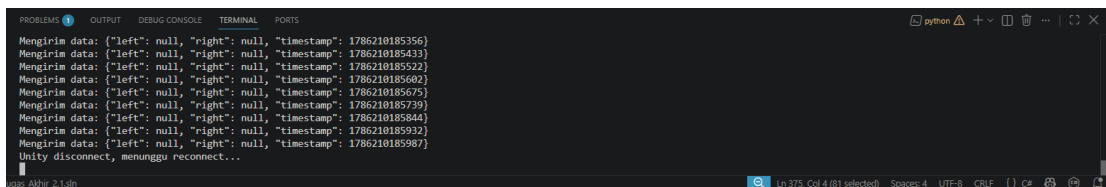
LAMPIRAN D. PENGUJIAN REAL-TIME LATENCY

#	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1	NoGesture	Timestamp_Detection	Timestamp_Unity	Latency_ms																	
2	1,RIGHT_PINCH	1786181936342	1786182319295	382953																	
3	2,RIGHT_RELEASE	1786181936790	1786182319304	382514																	
4	3,RIGHT_PINCH	1786181936934	1786182319307	382373																	
5	4,RIGHT_RELEASE	1786181937024	1786182319309	382285																	
6	5,LEFT_PINCH	1786182450810	1786182450814	4																	
7	6,RIGHT_PINCH	1786182452261	1786182452262	1																	
8	7,LEFT_RELEASE	1786182456460	1786182456463	3																	
9	8,RIGHT_RELEASE	1786182456460	1786182456463	3																	
10	9,LEFT_PINCH	1786182458359	1786182458370	11																	
11	10,RIGHT_PINCH	1786182458359	1786182458370	11																	
12	11,LEFT_RELEASE	1786182459504	1786182459506	2																	
13	12,RIGHT_RELEASE	1786182459504	1786182459506	2																	
14	13,RIGHT_PINCH	1786182460694	1786182460695	1																	
15	14,LEFT_PINCH	1786182460831	1786182460839	8																	
16	15,RIGHT_RELEASE	1786182462512	1786182462517	5																	
17	16,LEFT_RELEASE	1786182462931	1786182462936	5																	
18	17,LEFT_PINCH	1786182465825	1786182465825	0																	
19	18,RIGHT_PINCH	1786182465825	1786182465825	0																	
20	19,LEFT_RELEASE	1786182466741	1786182466744	3																	
21	20,RIGHT_RELEASE	1786182466893	1786182466891	8																	
22	21,LEFT_PINCH	1786182467057	1786182467061	4																	
23	22,RIGHT_PINCH	1786182467234	1786182467242	8																	
24	23,LEFT_RELEASE	1786182468126	1786182468132	6																	
25	24,RIGHT_RELEASE	1786182468444	1786182468452	8																	
26	25,LEFT_PINCH	1786182468684	1786182468687	3																	
27	26,LEFT_RELEASE	1786182470373	1786182470380	7																	

Gambar D. 1 File csv hasil pengujian *real-time latency*



Gambar D. 2 Tampilan console pada Unity



Gambar D. 3 Tampilan pada Python