

## REFERENCES

- Adi, P. (2015). Scrum Method Implementation in a Software Development Project Management. *International Journal of Advanced Computer Science and Applications*, 6(9), 198–204. <https://doi.org/10.14569/ijacsa.2015.060927>
- Ahmed, S., Kallu, K. D., Ahmed, S., & Cho, S. H. (2021). Hand gestures recognition using radar sensors for human-computer-interaction: A review. *Remote Sensing*, 13(3), 1–24. <https://doi.org/10.3390/rs13030527>
- Azizi, J. N., Silalahi, E. O., Damara, R., & Farhan, M. (2024). Utilization of Digital Drawing Program With Hand Tracking Using the Mediapipe Framework. 1(4), 40–47.
- Behrens, A., Ofori, M., Noteboom, C., & Bishop, D. (2021). A systematic literature review: how agile is agile project management? *Issues in Information Systems*, 22(3), 278–295. [https://doi.org/10.48009/3\\_iis\\_2021\\_298-316](https://doi.org/10.48009/3_iis_2021_298-316)
- Beynon-Davies, P., Came, C., Mackay, H., & Tudhope, D. (1999). Rapid application development (Rad): An empirical review. *European Journal of Information Systems*, 8(3), 211–232. <https://doi.org/10.1057/palgrave.ejis.3000325>
- Dong, H., Dacre, N., Baxter, D., & Ceylan, S. (2024). What is Agile Project Management? Developing a New Definition Following a Systematic Literature Review. *Project Management Journal*, 55(6), 668–688. <https://doi.org/10.1177/87569728241254095>
- Doshi, D., Jain, L., & Gala, K. (2021). Review of the Spiral Model and Its Applications. *International Journal of Engineering Applied Sciences and Technology*, 5(12), 311–316. <https://doi.org/10.33564/ijeast.2021.v05i12.053>
- Hostetter, A. B., & Alibali, M. W. (2019). Gesture as simulated action: Revisiting the framework. *Psychonomic Bulletin and Review*, 26(3), 721–752. <https://doi.org/10.3758/s13423-018-1548-0>

- Huang, N. tang, Chang, Y. shan, & Chou, C. hui. (2020). Effects of creative thinking, psychomotor skills, and creative self-efficacy on engineering design creativity. *Thinking Skills and Creativity*, 37(March), 100695. <https://doi.org/10.1016/j.tsc.2020.100695>
- KANTER, J. A., & QUINTEROS, K. (2023). Gestural Design - Hand Tracking for Digital Drawing. *Architecture and Planning Journal (APJ)*, 28(3). <https://doi.org/10.54729/2789-8547.1198>
- Mantecón, T., del-Blanco, C. R., Jaureguizar, F., & García, N. (2019). A real-time gesture recognition system using near-infrared imagery. *PLoS ONE*, 14(10), 1–17. <https://doi.org/10.1371/journal.pone.0223320>
- Mudassar, S., & Khan, A. (2023). *Waterfall Model Used in Software Development Reference: Software Requirements Engineering Waterfall Model*. June. <https://doi.org/10.13140/RG.2.2.29580.69764>
- Oudah, M., Al-Naji, A., & Chahl, J. (2020). Hand Gesture Recognition Based on Computer Vision: A Review of Techniques. *Journal of Imaging*, 6(8). <https://doi.org/10.3390/JIMAGING6080073>.