UNIVERSITAS
GADJAH MADA
PENGEMBANGAN APLIKASI NON-FUNGIBLE TOKEN MARKETPLACE BERBASIS ANDROID DAN IOS MENGGUNAKAN FRAMEWORK FLUTTER DAN TEKNOLOGI BLOCKCHAIN
MARSEKAL RAMA H, Muhammad Fakhrurrifqi, S.Kom., M.Cs.
Universitas Gadjah Mada, 2022 | Diunduh dari http://etd.repository.ugm.ac.id/

DAFTAR PUSTAKA

Blocksport. (2022). *Blocksport – shaping the future of sports*. Blocksport - NFT Platform. https://blocksport.io/nft-platform/

CfDS FISIPOL UGM. (2022, January 7). *#80 CfDS case study – understanding Non-Fungible tokens (NFT) in CryptoArt industry: Center for digital society*. Center for Digital Society Universitas Gadjah Mada. https://cfds.fisipol.ugm.ac.id/2022/01/07/80-cfds-case-study-understanding-non-fungible-tokens-nft-in-cryptoart-industry/

Connolly, T., dan Carolyn, E., 2002, *Basis data Systems: A Practical Approach to Design, Implementation, and Management,* Massachusetts: AddisonWesley.

Ghosh, S., & Ghosh, A. (2021, December 15). *Astter*. Devfolio. https://devfolio.co/projects/astter-f0da

Hutahaean, J., 2015, *Konsep Sistem Informasi*, Deepublish, Yogyakarta.

Jogiyanto, 2005, *Analisis dan Desain Sistem Informasi: Pendekatan Terstruktur Teori dan Praktik Aplikasi Bisnis*, Yogyakarta: Penerbit Andi.

Khosrow-Pour, M., 2005, *Encyclopedia of Information Science and Technology* (5 Volumes), Idea Group Reference.

Kuklare, H., Mahajan, S., & Kamble, A. (n.d.). *MINTIT*. Devfolio. Retrieved December 12, 2021, from https://devfolio.co/projects/mintit-fec3

Miller, Darrel. dkk., 2014, *Designing Evolvable Web APIs with ASP.NET*., O'Reilly Media.

Niftify. (2021). *Niftify*. Niftify Marketplace. https://marketplace.niftify.io/whitepaper

Nugroho, A., 2011, *Perancangan dan Implementasi Sistem Basis Data*, Yogyakarta: Andi Publisher.

Patel, R. (2022, March 25). *A complete guide to NFT marketplace development*. Mindinventory. https://www.mindinventory.com/blog/how-to-build-an-nft-marketplace/

UNIVERSITAS
GADJAH MADA
PENGEMBANGAN APLIKASI NON-FUNGIBLE TOKEN MARKETPLACE BERBASIS ANDROID DAN IOS MENGGUNAKAN FRAMEWORK FLUTTER DAN TEKNOLOGI BLOCKCHAIN
MARSEKAL RAMA H, Muhammad Fakhrurrifqi, S.Kom., M.Cs.
Universitas Gadjah Mada, 2022 | Diunduh dari http://etd.repository.ugm.ac.id/

Ramadhani, G., 2003, *Modul Pengenalan Internet*. Yogyakarta.

Social NFT Marketplace. (2021, November 13). *Social NFT - | Best NFT Marketplace | NFT Art Finance | NFT Art*. Social NFT - | Best NFT Marketplace | Best NFT Stocks | NFT Art Finance. https://socialnft.market/

Sommerville, I., 2011, *Software Engineering Ninth Edition*, Massachusetts: Addison- Wesley

Sutabri, T., 2012, *Analisis Sitem Informasi*, Andi Offset, Yogyakarta.