



DAFTAR PUSTAKA

- Altinay, L., Paraskevas, A. and Jang, S.S., 2018. *Planning research in hospitality and tourism*. Routledge.
- Baka, A., Figgou, L., & Triga, V. (2012). 'Neither agree, nor disagree': a critical analysis of the middle answer category in Voting Advice Applications. *International Journal of Electronic Governance*, 5(3-4), 244-263.
- Bevan, N., Carter, J., Earthy, J., Geis, T. and Harker, S., 2016, July. "New ISO standards for usability, usability reports and usability measures". In *International Conference on Human-Computer Interaction* (hal. 268-278). Springer, Cham.
- Buhalis, D. and Amaranggana, A., 2013. "Smart tourism destinations". In *Information and communication technologies in tourism 2014* (hal. 553-564). Springer, Cham.
- Bungin, P.D.H.B. and Sos, S., 2010. *Metodologi Penelitian Kuantitatif*. Kencana.
- Colace, F., Lemma, S., & Lombardi, M. "Context Awareness for e-Tourism: An Adaptive Mobile Application". *Context*, 8, 9.
- Damanik, Janianton. 2013. *Pariwisata Indonesia: Antara Peluang dan Tantangan*. Pustaka Pelajar,
- Douglas, A., Lubbe, B. and Van Rooyen, A., 2018. Business travellers' use of mobile travel applications: a generational analysis. *Information Technology & Tourism*, 18(1-4), pp.113-132.
- Enisa. 2017. *Privacy and data protection in mobile applications: A study on the app development ecosystem and the technical implementation of GDPR*.
- Filofteia, T.M., 2016. "Mobile applications for tourism. Study regarding their use by Romanians". *Annals of Constantin Brancusi'University of Targu-Jiu. Economy Series*, (4).
- Goswami, A., & Dutta, S. (2015). "Gender differences in technology usage—A literature review". *Open Journal of Business and Management*, 4(1), 51-59.
- Groth, Aleksander, and Daniel Haslwanter. "Efficiency, effectiveness, and satisfaction of responsive mobile tourism websites: a mobile usability study." *Information Technology & Tourism* 16, no. 2 (2016): 201-228.
- GSMA. 2012. "Privacy Design Guidelines for Mobile Application Development". *Mobile and Privacy*.



- Helsper, E., 2008.” Internet use and opinion formation in countries with different ICT contexts”. *Observatorio (OBS*)*, 2(3).
- Hemsley-Brown, J., & Oplatka, I. (2006). “Universities in a competitive global marketplace”. *International Journal of public sector management*.
- Hernon, Peter. "Determination of Sample Size and Selection of the Sample: Concepts, General Sources, and Software (Research Note)." *College & research libraries* 55, no. 2 (1994): 171-179.
- Hon, L. C., Cui, X., & Na, S. (2016). “How do different people evaluate mobile applications? A study on demographic characteristics and utilitarian mobile applications”. *Global Journal of Emerging Trends in e-Business, Marketing and Consumer Psychology*, 1, 222-238.
- Hussain, A. and Kutar, M., 2009. “Usability metric framework for mobile phone application”. *PGNet, ISBN, 2099*, hal.978-1.
- Hussain, A. and Kutar, M., 2012. “Usability evaluation of SatNav application on mobile phone using mGQM”. *International Journal of Computer Information Systems and Industrial Management Applications*, 4(2012), hal.92-100.
- Hustak, T., & Krejcar, O. (2016). “Principles of Usability in Human-Computer Interaction”. In *Advanced Multimedia and Ubiquitous Engineering* (pp. 51-57). Springer, Berlin, Heidelberg.
- Jamin, J., Md, N. A., Aishah, S., Izzati, N. N., Rosli, N., Idayu, A., & Shukry, M. (2018). “Privacy Concern of Personal Information in the ICT Usage, Internet and Social Media Perspective”. *International Journal of Computer Applications*, 975, 8887.
- Kim, D., & Kim, S. (2017). “The Role of Mobile Technology in Tourism: Patents”. *Articles, News, and Mobile Tour App Reviews, Sustainability*, 9(2082), 1-45.
- Kristiana, Y., 2018. “Aplikasi Perjalanan dan Perilaku Wisatawan”. *Jurnal Pariwisata Pesona*, 3(1), hal.1-18.
- Lim, C., Mostafa, N. and Park, J., 2017. “Digital Omotenashi: Toward a Smart Tourism Design Systems”. *Sustainability*, 9(12), hal.2175.
- Liu, Y., Osvalder, A. L., & Karlsson, M. (2010). “Considering the importance of user profiles in interface design. In *User interfaces*”. IntechOpen.
- Lowry, L.L. ed., 2016. *The SAGE International encyclopedia of travel and tourism*. Sage publications.



- Lu, J., Mao, Z., Wang, M., & Hu, L. (2015). "Goodbye maps, hello apps? Exploring the influential determinants of travel app adoption". *Current issues in Tourism*, 18(11), 1059-1079.
- Matikiti, R., Mpinganjira, M. and Roberts-Lombard, M., 2018." Application of the technology acceptance model and the technology-organisation-environment model to examine social media marketing use in the South African tourism industry". *South African Journal of Information Management*, 20(1), pp.1-12.
- Mengke, Y., Xiaoguang, Z., Jianqiu, Z., & Jianjian, X. (2016). "Challenges and solutions of information security issues in the age of big data". *China Communications*, 13(3), 193-202.
- Montazemi, A. R., & Saremi, H. Q. (2014). "The Effectiveness of Electronic Word of Mouth on Consumers' Perceptions of Adopting Products/Services". In *International Conference on Web Information* (pp. 324-331).
- Moumane, Karima, Ali Idri, and Alain Abran. "Usability evaluation of mobile applications using ISO 9241 and ISO 25062 standards." *SpringerPlus* 5, no. 1 (2016): 548.
- Palumbo, F. (2015). "Developing a new service for the digital traveler satisfaction: The Smart Tourist App". *International Journal of Digital Accounting Research*, 15.
- Petrie, H. and Bevan, N., 2009. "The Evaluation of Accessibility, Usability, and User Experience". *The universal access handbook*, 1, pp.1-16.
- Pribeanu, C. (2017). "A revised set of usability heuristics for the evaluation of interactive systems". *Informatica Economica*, 21(3), 31.
- Rachmawati, R., Ramadhan, E.R. and Rohmah, A.A., 2018. "Aplikasi Smart Province "Jogja Istimewa": Penyediaan Informasi Terintegrasi dan Pemanfaatannya". *Majalah Geografi Indonesia*, 32(1), pp.14-23.
- Rejeb, A. and Rejeb, K., 2019. "Blockchain Technology in Tourism: Applications and Possibilities". *World Scientific News*, 137, pp.119-144.
- Sugiono. 2015. *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Swaid, S. (2017). "Usability of Mobile Apps: An Integrated Approach".
- Umar, H. (2001). *Riset SDM dalam Organisasi Husein Umar*. Gramedia Pustaka Utama.



- Wang, D., Xiang, Z., & Fesenmaier, D. R. (2016). "Smartphone use in everyday life and travel". *Journal of travel research*, 55(1), 52-63.
- Weinberger, M., Zhitomirsky-Geffet, M., & Bouhnik, D. (2017). "Sex differences in attitudes towards online privacy and anonymity among Israeli students with different technical backgrounds". *Information Research: An International Electronic Journal*, 22(4), n4.
- Zhou, J., Rau, P. L. P., & Salvendy, G. (2014). "Age-related difference in the use of mobile phones". *Universal Access in the Information Society*, 13(4), 401-413.

PUSTAKA LAMAN

<http://diskominfo.jogjapro.go.id/jogja-istimewa-apps-> diakses pada 18 September 2019 pukul 20.04 WIB

<https://blog.gamatechno.com/wisata-jogja-augmented-reality> diakses pada 18 September 2019 pukul 20.14 WIB.

www.gamatecno.com

Aplikasi "Jogja Istimewa"