

- [1] U. Nations, "Sustainable Development Goals (SDGs)," United Nations, 2015. [Online]. Available: <https://www.un.or.id/what-we-do/sustainable-development-goals-sdgs/19-sdg/94-goal-4-quality-education>. [Accessed 20 06 2020].
- [2] Rapp and Jessica, "Into Z Future Understanding Generation Z, the Next Generation of Super Creatives," *Into Z Future Understanding Generation Z, the Next Generation of Super Creatives*, 2018.
- [3] O. Muhammad, Y. C. Mohamed, N. Amel and E. E. K. Kamal, "Studying and Comparing the Free E-learning Platforms," in *4th IEEE International Colloquium on Information Science and Technology (CiSt 2016)*, 2016.
- [4] J. Rabah, R. Cassidy and R. Beauchemin, "Gamification in education: Real benefits or edutainment?," eConcordia, Concordia University, Montreal, 2018.
- [5] Garret and J. James, *The Five Elements of UX 2nd Edition*, New Rider, 2002.
- [6] H. Ham, "Teknologi Single Page Application (SPA)," Binus, 2018. [Online]. Available: <https://socs.binus.ac.id/2018/12/06/teknologi-single-page-application-spa/>. [Accessed 18 June 2020].
- [7] Vue, "Vue.js : Comparison Guide," Vue.js, 23 November 2015. [Online]. Available: <https://vuejs.org/v2/guide/comparison.html>. [Accessed 18 June 2020].
- [8] Vue, "Vue.js : Component Guide," Vue.js, 23 November 2015. [Online]. Available: <https://vuejs.org/v2/guide/components-registration.html>. [Accessed 19 June 2020].
- [9] N. Chhetri, "A Comparative Analysis of Node.js (Server-SideJavaScript)," *Culminating Projects in Computer Science and Information Technology*, St Cloud, 2016.
- [10] C. Nance, *TypeScript Essentials*, Packt Publishing Ltd., 2014.
- [11] M. Jones, J. Bradley and N. Sakimura, "JSON Web Token (JWT)," May 2015. [Online]. Available: <https://tools.ietf.org/html/rfc7519>. [Accessed 07 07 2020].
- [12] D. Wirtz, "bcrypt.js," 06 March 2018. [Online]. Available: <https://github.com/dcodeIO/bcrypt.js>. [Accessed 07 07 2020].
- [13] J. Bodnar, "JOI Tutorial," Zet Code, 07 07 2020. [Online]. Available: <http://zetcode.com/javascript/hapijoi/>. [Accessed 07 07 2020].



<https://github.com/aceakash/string-similarity>. [Accessed 07 07 2020].

[15] S. Eschweiler, "Getting Started With Axios," 08 March 2017. [Online]. Available:

<https://medium.com/codingthesmartway-com-blog/getting-started-with-axios-166cb0035237> Getting Started With Axios. [Accessed 07 July 2020].

[16] M. Kate, "Usability Testing 101," Nielsen Norman Group, 1 Desember 2019. [Online].

Available: <https://www.nngroup.com/articles/usability-testing-101/>. [Accessed 18 June 2020].

[17] A. R and M. P. J, "How many participants are really enough for usability studies?," in *Science and Information Conference.*, London, 2014.

[18] M. Schrepp, *User Experience Questionnaire Handbook*, 2015.

[19] K. S. I, Paulus and W. W. Wahyu., "Evaluasi User Experience pada Sistem Informasi Pasar Kerja Menggunakan User Experience Questionnaire (UEQ)," in *CITEE*, Yogyakarta, 2019.

[20] M. A. Gumilang, S. Fauziat, R. Hartanto and I. Hidayah, "Measuring User Experience on Metacognitive Training System to Support Self Regulated Learning in Algorithm and Data Structure Course," Yogyakarta.

[21] B. J., "SuS: A Quick and Dirty Usability," 1996, pp. 4-10.

[22] B. J., "SUS: A Retrospective," 2013, pp. 29-40.

[23] A. Bangor, P. T. Kortum and J. T. Miller, "An Empirical Evaluation of the System Usability Scale," 2008, pp. 574-594.

[24] B. University, "Perbedaan White Box Testing dan Black Box Testing," Binus University, 10 June 2016. [Online]. Available: <https://student-activity.binus.ac.id/himsisfo/2016/10/perbedaan-white-box-testing-dan-black-box-testing/>. [Accessed 18 June 2020].