



DAFTAR PUSTAKA

- Ambrose, G., & Harris, P. (2005). *Basics design 03: Typography*. AVA Publishing.
- Arora, H., 2020, An Intro To Color Theory: How to combine colors and set the mood of your design, <https://medium.com/@harshitaisanerd/an-intro-to-color-theory-how-to-combine-colors-and-set-the-mood-of-your-designs-79bf5a45b3d> , diakses 16 Mei 2020.
- Barnes, S., 2020, What Is Illustration? A Look at Its Modern Beginnings to How It Is Used Today, <https://mymodernmet.com/illustration-definition/> , diakses 15 Mei 2020.
- Brooke, J. (2013). SUS: a retrospective. *Journal of usability studies*, 8(2), 29-40.
- Complete Begginer's Guide to Information Architecture,
<https://www.uxbooth.com/articles/complete-beginners-guide-to-information-architecture/> , diakses 5 Juni 2020.
- Erik, G.R., 2018, *Pengembangan Sistem Informasi Bimbingan Tugas Akhir Menggunakan User Centered Design (USD)*, Skripsi, Ilmu Komputer UNEJ, Jember.
- Farley, J., 2009, Principles of Design: Color,
<https://www.sitepoint.com/principles-of-design-colour/> , diakses 15 Mei 2020.
- Farley, J., 2009, Principles of Design: Color,
<https://www.sitepoint.com/principles-of-design-contrast/> , diakses 15 Mei 2020.
- Galitz, W. O. (2007). *The essential guide to user interface design: an introduction to GUI design principles and techniques*. John Wiley & Sons.
- IAH, N., Santoso, P. I., & Ferdiana, R. (2015). Pengujian Usability Website Menggunakan System Usability Scale Website Usability Testing using System Usability Scale. *Jurnal Ilmu Pengetahuan dan Teknologi Komunikasi*, 17(1), 31-38.
- Kraft, C. (2012). *User experience innovation: User centered design that works*. Apress.
- Laudon, K. C, Laudon, J. P. (2007). *Management information systems: Managing the digital firm 10th edition*. Pearson Education India.



Lowdermilk, T. (2013). *User-centered design: a developer's guide to building user-friendly applications.* " O'Reilly Media, Inc.".

Lv, M., Yuan, K., & Tian, X. (2008, November). The research of affect computing use in users' satisfaction measurement in usability testing. In *2008 9th International Conference on Computer-Aided Industrial Design and Conceptual Design* (pp. 17-20). IEEE.

Nielsen, J., 2012, Usability 101: Introduction to Usability, <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>, diakses 12 Mei 2020.

Nielsen, L. (2013). *Personas-user focused design.* London: Springer.

Nikolov, A., 2017, Design Principle: Consistency, <https://uxdesign.cc/design-principle-consistency-6b0cf7e7339f> , diakses 15 Mei 2020.

Saputri, I. S. Y., Fadhli, M., & Surya, I. (2017). Penerapan Metode UCD (User Centered Design) Pada E-Commerce Putri Intan Shop Berbasis Web. *Jurnal Nasional Teknologi dan Sistem Informasi*, 3(2), 269-278.

Tolle, H., Pinandito, A., Kharisma, A. P., & Dewi, R. K. (2017). *Pengembangan Aplikasi Perangkat Bergerak.* Universitas Brawijaya Press.

User Experience, 2019, ISO 9241-210:2019, <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-2:v1:en> , diakses 11 Mei 2020.

User Interface, 2019, ISO 9241-210:2019, <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-2:v1:en> , diakses 11 Mei 2020.

Waralalo, M. H. *Analisis user interface (Ui) dan user experience (Ux) pada ais Uin Jakarta menggunakan metode heuristic evaluation dan webuse dengan standar Iso 13407* (Bachelor's thesis, Fakultas Sains dan Teknologi Universitas Islam Negeri Syarif Hidayatullah Jakarta).

Windle, D. R., & Abreo, L. R. (2003). *Software requirements using the unified process: a practical approach.* Prentice Hall Professional.

Zhang, H., 2020, Foundations of Iconography, <https://medium.com/@minoraxis-foundations-of-iconography-f95d7233a3e6> , diakses 15 Mei 2020.