

DAFTAR PUSTAKA

- [1] W. O. Galitz, *The Essential Guide to User Interface Design*, Wiley Publishing, 2007.
- [2] A. Pho and A. Dinscore, "Instruction Section - Game Based Learning," *Tips and Trends Intructional Technologies Commitee*, 2015.
- [3] H. Debberly, "Alan Cooper and the Goal Directed Design Process," vol. 1, 2001.
- [4] E. Mailani, "Upaya Meningkatkan Hasil Belajar Matematika pada Materi Pecahan melalui Permainan Monopoli Pecahan," vol. 4, 2015.
- [5] S. Zuli Nuraeni, "PERMAINAN ANAK UNTUK MATEMATIKA," *Penguatan Peran Matematika dan Pendidikan Matematika untuk Indonesia yang lebih baik*, 9 November 2013.
- [6] B. Murtiyasa, "TANTANGAN PEMBELAJARAN MATEMATIKA ERA GLOBAL," *Prosiding Seminar Nasional Matematika dan Pendidikan Matematika UMS 2015*, pp. 28-29, 2015.
- [7] M. K. Sabariah, V. Effendy and D. Junaedi, *Interaksi Manusia dan Komputer*, Mirza, Ed., Bandung: Diandra Creative, 2015, pp. 2-3.
- [8] S. N. Laila, M. K. Sabariah and D. D. J. Sumawi, "UI design of collaborative learning app for final assignment subject using goal-directed design," *Information and Communication Technology (ICoICT)*, 25-27 May 2016.
- [9] "HAKIKAT MATEMATIKA DAN PEMBELAJARAN MATEMATIKA DI SD," in *Hakikat Matematika dan Pembelajarannya di SD*.
- [10] Raptivity, "Game based learning," in *Redefining Engagement in eLearning*, 2005.
- [11] I. Yound, "Mental Model," in *Aligning Design Strategy With Human Behavior*, New York, Rosenfeld Media, 2008.
- [12] C. C. Wu, N. B. Dale and L. J. Bethel, "Conseptual Models and Cognitive Learning Styles in Teaching Recursion," *National Taiwan Normal Univ.Taipei*, 1994.

- [13] D. E. PhD, "Task Analysis Techniques," Human Reliability Associates Ltd., 2000.
- [14] D. Diaper and N. A. Stanton, "Hierarchical Task Analysis," in *The Handbook of Task Analysis for Human-Computer Interaction*, London, Lawrence Erlbaum Associates, Inc (EA), 2004, p. 73.
- [15] usability.gov, "Wireframing," [Online]. Available: <https://www.usability.gov/how-to-and-tools/methods/wireframing.html>. [Accessed 2017 September 20].
- [16] The Interaction Design Foundation, "The Glossary of Human Computer Interaction," Interaction Design Foundation, 2002. [Online]. Available: <https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/mock-ups>. [Accessed 2017 8 20].
- [17] A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda, "Usability measurement and metrics : A consolidated model," *Software Qual J*, vol. 14, no. 2, pp. 166-172, June 2006.
- [18] M. S. P. Dr, "Metode Penelitian Kuantitatif, Kualitatif dan R&D," in *Metode Penelitian*, Bandung, Alfabeta, 2012, p. 93.
- [19] A. Bangor, P. Kortum and J. Miller, "Determining What Individual SUS Scores Mean : Adding an Adjective Rating Scale," *Jurnal of Usability Studies*, vol. 4, no. 3, p. 121, May 2009.
- [20] N. Wahyuni, "Binus Education," Binus.ac.id, 01 November 2014. [Online]. Available: <http://qmc.binus.ac.id/2014/11/01/u-j-i-v-a-l-i-d-i-t-a-s-d-a-n-u-j-i-r-e-l-i-a-b-i-l-i-t-a-s/>. [Accessed 10 September 2017].
- [21] M. Bhisma, "Validitas dan Reliabilitas Pengukuran," 2011.
- [22] Jakob Nielsen Norman, "Nielsen Norman Group," 19 March 2000. [Online]. Available: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>. [Accessed 17 June 2017].
- [23] N. K. Ph.D, "Relationship between color and emotion: a study of college students," 2004.

- [24] J. Shoaf, "WHAT'S TRENDING IN TYPE - Gotham Rounded," Typewolf, [Online]. Available: <https://www.typewolf.com/site-of-the-day/fonts/gotham-rounded>. [Accessed 22 September 2017].
- [25] Bensound, "ROYALTY FREE MUSIC," BENSOUND, 2012-2017. [Online]. Available: <https://www.bensound.com/royalty-free-music>. [Accessed 15 agustus 2017].
- [26] V. Madhavi, Y. Anggraena and E. Valentino, Jelajah Matematika, M. Ali and A. R. K., Eds., Yudhistira, 2017.
- [27] A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda, "Usability Measurement: A Roadmap for a Consolidated Model," *Software Quality Journal*, vol. 14, no. 2, pp. 159-178, 2006.
- [28] M. K. Donyaee, "Towards an integrated model for specifying and measuring quality in use," *Concordia University Libraries*, p. 91, 2001.
- [29] S. Raharjo, "Konsistensi," 15 April 2013. [Online]. Available: <http://www.konsistensi.com/2013/04/ftabel-dan-ttabel-pada-data-statistik.html>. [Accessed Oktober 20 2017].
- [30] S. Raharjo, "Konsistensi," 28 Maret 2014. [Online]. Available: <http://www.konsistensi.com/2014/03/mengatasi-angkettidak-valid.html>. [Accessed 20 Oktober 2017].

