DAFTAR PUSTAKA

Buku:

A. Weerdmeester, & A. L. McClelland (eds.). *Usability Evaluation in Industry*. London: Taylor and Francis.

Bringhurst, Robert. *The Elements of Typographic Style*, version 3.1. Canada: Hartley & Marks, 2005. hlm 32.

Brooke, J. (1986*). "SUS: a "quick and dirty" usability scale"*. In P. W. Jordan, B. Thomas, B.

Brown, Dan M. (2011*). Communicating Design: Developing Web Site Documentation for Design and Planning* (2nd ed.). New Riders Press. ISBN 978-0321712462.

Burhan Bungin, (2001). *Metodologi Penelitian Kualitatif*. Rajawali Pers. Hlm. 231

Cooper, Alan; Reimann, Kaye; Keezer, Leiben (2007). About Face 3: *The Essentials of Interaction Design*. Indianapolis, Indiana: Wiley. ISBN 978-0-470-08411-3. Retrieved 2020.

Frascara, Jorge. *Communication design: principles, methods, and practice*. Allworth Communications, Inc., (2004) - hlm. 4

Gargenta , M. (2011). *Learning Android*. Sebastopol: OReilly Media, Inc., USA.

Garrett, J. J. (2002). *The Elements of user experience: user-centered design for the web*. New York: AIGA.

Jonathan, Sarwono. (2006). *Metode Penelitian Kuantitatif dan Kualitatif*. Yogyakarta :Graha Ilmu.

Kurzban, S. A., Heines, T. S., & Sayers, A. P. (1984). *Operating systems principles*. New York: Van Nostrand Reinhold.

Lupton, E. (2014). *Type On Screen*. New York: Princeton Architectural Press.

Nielsen, J. (1994). *Usability Engineering*, Academic Press Inc, hlm 165

P. Joko Subagyo, *Metode Penelitian dalam Teori dan Praktek*, (Jakarta: PT. Rineka Cipta, 2004), hlm. 63.

Pradhan, Swapna (2007). *Retailing Management*. Tata McGraw-Hill. ISBN 978-0-07-062020-9.

Rakhmat Supriyono. (2010). *Desain Komunikasi Visual-Teori dan Aplikasi*.Yogyakarta: CV Andi Offset

Ruben, B. D., Stewart, L., & Householder, B. J. (2014). *Communication and human behavior*. Dubuque, IA: Hunt.

Soewardikoen, D. Widiatmoko, (2013), *Metodologi Penelitian Visual*, CV Dinamika Komunika, Bandung

Soewardikoen, DW., (2019), *Metodologi Penelitian Desain Komunikasi Visual*, Yogyakarta: PT. Kanisius

Suyanto, A. H. (2007). *Step by Step Web Design Theory And Practices.* Yogyakarta: Penerbit Andi.

Vakratsas, D., & Ambler, T. (1996). *Advertising effects: a taxonomy and review of concepts, methods, and results from the academic literature*. Cambridge, MA: Marketing Science Institute.

Vaughan, T. (2008). *Multimedia: making it work*. McGraw Hill Professional.

William Lidwell; Kritina Holden; Jill Butler (2010), *Universal Principles of Design*, Rockport Publishers, p. 182, ISBN 978-1-61058-065-6

Internet:

(AMC)., P. T. Profil Emisi Gas Rumah Kaca Sektor Industri di Indonesia. Diakses pada https://drive.google.com/file/d/1J33kk4wsmRUjHHo8dKRl6vQLhy1pzNF9/view (20 November 2019).

Carbon Brief. The Carbon Brief Profile Indonesia. Diakses pada: https://www.carbonbrief.org/the-carbon-brief-profile-indonesia (20 November 2019)

Carbon Trust. What is a carbon footprint. Diakses pada https://web.archive.org/web/20090511102744/http://www.carbontrust.co.uk/solutions/CarbonFootprinting/what_is_a_carbon_footprint.htm (20 November 2019)

Fadeyev, D. (2009). 8 Characteristics Of Successful User Interfaces. Diakses pada https://usabilitypost.com/2009/04/15/8-characteristics-of-successful-user-interfaces/ (20 Januari 2020)

Google. (2020). Layouts : Android Developers. Diakses pada https://developer.android.com/guide/topics/ui/declaring-layout (21 Februari 2020)

ISO.org. (2018) Ergonomics of human-system interaction — Part 11: Usability: Definitions and concepts. Diakses pada https://www.iso.org/obp/ui/#iso:std:iso:9241:-11:ed-2:v1:en (21 Februari 2020)

Institute, I. A. (2013). What is Information Architecture? Diakses pada https://www.iainstitute.org/file/whatisiapdf (21 Februari 2020)

Interaction Design. UI Design. Diakses pada https://www.interaction-design.org/literature/topics/ui-design (20 November 2019)

Kementrian Pertanian. Pedum Adaptasi Perubahan Iklim. Diakses pada http://www.litbang.pertanian.go.id/buku/Pedum-Adaptasi-Perubahan-Iklim/Bab-V/Glossary.pdf (20 November 2019)

Material.io. Product icons. Diakses pada https://material.io/design/iconography/# (21 Februari 2020)

Material.io. The color system. Diakses pada https://material.io/design/color/the-color-system.html# (21 Februari 2020)

Norman, D., & Neilsen, J. The Definition of User Experience (UX). Diakses pada, https://www.nngroup.com/articles/definition-user-experience/ (20 Feburari 2020)

Semantic Studios. User Experience Design. Diakses pada http://semanticstudios.com/user_experience_design/ (20 November 2019)

Study.com. Mobile App Definition Development Management. Diakses pada https://study.com/academy/lesson/mobile-app-definition-development-management.html (20 November 2019)

UNFCCC. Indonesia Second Biennal Update Report. Diakses pada https://www4.unfccc.int/sites/submissions/INDC/Published%20Documents/Indonesia/1/INDC_REPUBLIC%20OF%20INDONESIA.pdf (20 November 2019)

UNFCCC. Paris Agreement. Diakses pada: https://unfccc.int/process-and-meetings/the-paris-agreement/the-paris-agreement (20 November 2019)

Usablility.gov. (2014), User Interface Design Basics. Diakses pada https://www.usability.gov/what-and-why/user-interface-design.html (20 November 2019)

Usablility.gov. User Experience. Diakses pada https://www.usability.gov/what-and-why/user-experience.html (20 November 2019)

UXdesign. Elements of User Interface. Diakses pada http://uxdesign.com/assets/Elements-of-User-Experience.pdf (20 November 2019)

World Bank. Data World Bank. Diakses pada: https://data.worldbank.org/country/indonesia?view=chart (20 November 2019)

World Resources Institute. Bottom line offsets. Diakses pada https://www.wri.org/publication/bottom-line-offsets (20 November 2019)

Jurnal:

Adriyanto, A. R., Santosa, I., & Syarief, A. (2019). Application Of Design Aspects In Online Learning Content. 6th Bandung Creative Movement 2019, 381–384.

Clapp, Sarah L. C. (November 1931), *"The Beginnings of Subscription Publication in the Seventeenth Century"*, Modern Philology, Chicago: The University of Chicago Press, 29 (2): 199–224, doi:10.1086/387957, JSTOR 433632

Swasty, W., & Adriyanto, A. R. (2017). Does Color Matter on Web User Interface Design. CommIT Journal: Communication and Information Technology, 11(1), 17–24.

Razi, A. A., & Putra, R. P. (2020). The Hooked Model as Communication Strategy of "Kembaliin" App as an Information Media for Handling Lost and Found. In Proceedings of the 2nd Social and Humaniora Research Symposium (SoRes 2019) (pp. 214–218).

Vakratsas, D., & Ambler, T. (1999). How Advertising Works: What Do We Really Know? *Journal of Marketing*, *63*(1), 23–43. doi: 10.2307/1251999