Daftar Pustaka

J. J. Garrett, The Elements of User Experience: User-Centered Design for the Web and Beyond, Second Edition, Berkeley, 2011.

R. Harrison, D. Flood and D. Duce, "Usability of mobile applications: literature review and rationale for a new usability model," Journal of Interaction Science, vol. 1, pp. 1-16, 2013

W. O. Galitz, The Essential Guide to User Interface Design, 2nd ed., Canada: John Wiley & Sons, Inc, 2002.

A. Cooper, R. Reimann and D. Cronin, About Face 3 The Essentials of Interaction Design, Canada: Wiley Publishing, Inc. , 2007.

A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda, "Usability Measurement: A Roadmap for a Consolidated Model".

D. Ariyus and Sudarman, Interaksi Manusia dan Komputer, Yogyakarta: Andi Offset, 2009.

T. M. Zakaria and A. Prijono, Perancangan antarmuka untuk Interaksi Manusia dan Komputer, Bandung: Informatika Bandung, 2007.

Tullis, T., & Albert, B. (2013). Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics. Elsevier.

Hevner, A. R., March, S. T., Park, J., & Ram, S. (2004). Design Science in Information System Research. MIS Quarterly, 1, 75-105.

Material Design. (2019). Introduction - Material Design. (Google) Retrieved July 2019, from https://material.io/design/introduction/

Bevan, N. (2001). International standards for HCI and Usability. Int. J. HumanComputer Studies, 536.

Cooper, A., Cooper, A., Cronin, D. and Reimann, R., 2007. About Face: The Essentials of Interaction Design. Indianapolis, Ind.: Wiley Pub.

Osterwalder, A., Pigneur, Y., & Clark, T. (2010). Business model generation. Hoboken, NJ: Wiley.

Baxter, K., Courage, C., & Caine, K. (2005). Understanding Your Users. Morgan Kaufmann.

Affairs, A., 2019. Wireframing | Usability.Gov. [online] Usability.gov.From : https://www.usability.gov/how-to-and-tools/methods/wireframing.html [Accessed 17 December 2019].

Sauro, J. and Lewis, J., 2016. Quantifying The User Experience, 2Nd Edition. 2nd ed. United States: Elsevier Inc.

Lowdermilk, T., 2013. User-Centered Design A Developer's Guide to Building User-Friendly Applications. Beijing: O'Reilly.