DAFTAR PUSTAKA

Albani, L., & Lombard, G. (2010). User Centred Design for EASYREACH.

Babich, N. (2018, September 2). *The 4 Golden Rules of UI Design*. Diambil

kembali dari Adobe Blog: https://theblog.adobe.com/4-golden-rules-ui-

design/

Cabrero, D. G., Nocera, J., & Kapuire, G. K. (2016). A UX and Usability

expression of Pastoral OvaHimba: Personas in the Making and Doing.

Proceedings of CHIuXiD 2016, the 2nd International Human Computer

Interaction and User Experience Conference in Indonesia.

Dahono, Y. (2015, Juli 10). *Usaha Kecil Menengah Dominasi Permintaan*

Kebutuhan "Freelance". Diambil kembali dari Berita Satu:

https://www.beritasatu.com/ekonomi/290035-usaha-kecil-menengah-

dominasi-permintaan-kebutuhan-freelance

Dhamayanty, A. (2019, Agustus 2). *Review Maze.design- Tools Usability Testing*

Online. Diambil kembali dari Medium:

https://medium.com/gizalab/review-maze-design-tools-usability-testing-

online-bdbcdecd126a

Giardi, A. (2016). User-Centered Design in a mobile learning course. *SCIREA*

Journal of Education, 65-78.

Hevner, A., & Chatterjee, S. (2010). Design Science Research in Information

Systems. Dalam A. Hevner, & S. Chatterjee, *Design Research in*

Information Systems: Theory and Practice (hal. 9-22). Springer.

Indriana, M., & Adzani, M. L. (2017). UI/UX Analysis & Design For Mobile E-

Commerce Application Prototype on Gramedia.com. *International*

Conference on New Media Studies, 170-173.

Liu, Y. (2016). Analysis and application of interface design elements for mobile

platform . *Analysis and application of interface design elements for mobile*

platform , 171-174.

Matthews, T., Whittaker, S., & Judge, T. (2012). How do designers and user

experience professionals actually perceive and use personas? *Research*

Gate.

Maze Design. (2019, February 6). *How your Usability Score is calculated.* Diambil kembali dari Maze Design: https://help.maze.design/en/article/how-your-usability-score-is-calculated-14rxz0e/

Maze Design. (2019, Februari 5). *Plans & Pricing*. Diambil kembali dari Maze Design: https://maze.design/pricing

Maze Design. (2019, Februari 5). *Your maze reports*. Diambil kembali dari Maze Design: https://help.maze.design/en/article/your-maze-reports-15i5jdz/

Prasetyo, A. A. (2017). Rekomendasi Perancangan User Interface Pada Website Pariwisata Indonesia Menggunakan Metode User Centered Design (Studi Kasus : Kementerian Pariwisata Republik Indonesia). *Universitas Telkom*.

Punchoojit, L., & Hongwarittorrn, N. (2017). Usability Studies on Mobile User Interface Design Patterns:. *Advances in Human-Computer Interaction*, 1-22.

Robal, T., Marenkov, J., & Kalja, A. (2017). Ontology Design for Automatic Evaluation of Web User Interface Usability. *Technology Management for Interconnected World*.

Saha, D., & Mandal, A. (2015). User Interface Design Issues for Easy and Efficient Human Computer Interaction: An Explanatory Approach. *International Journal of Computer Sciences and Engineering*, 127-135.

Salminen, J., An, J., Jansen, B. J., & Kwak, H. (2018). Are personas done? Evaluating their usefulness in the age of digital analytics. *Persona Studies*, 47-65.

Tempo. (2020, Februari 20). *Alasan Jadi Pekerja Lepas Kian Diminati Generasi Milenial*. Diambil kembali dari Tempo: https://gaya.tempo.co/read/1309843/alasan-jadi-pekerja-lepas-kian-diminati-generasi-milenial/full&view=ok

Zulkarnaen, A. (2017). Rekomendasi Perancangan User Interface Menggunakan Metode User Centered Design Pada Website E-Government Kota Sukabumi. *Universitas Telkom*.