

DAFTAR PUSTAKA

- Arief, R. (2011). *Pemograman Web Dinamis menggunakan PHP dan MySQL*. Andi Publisher.
- Banerjee, P. (2004). About Face 2.0: The Essentials of Interaction Design: Alan Cooper and Robert Reimann Published by John Wiley & Sons, 2003, 576 pp, ISBN 0764526413. In *Information Visualization* (Vol. 3).
<https://doi.org/10.1057/palgrave.ivs.9500066>
- Bevan, N. (2001). International standards for HCI and usability. *International Journal of Human Computer Studies*, 55(4), 533–552.
<https://doi.org/10.1006/ijhc.2001.0483>
- Deaton, M. (2003). The elements of user experience: user-centered design for the Web. In *Interactions* (Vol. 10). <https://doi.org/10.1145/889692.889709>
- Dubberly, B. H. (2001). Alan Cooper and the Goal Directed Design Process. *AIGA Journal of Design for the Network Economy*, 1(2), 1–15. Retrieved from <http://www.dubberly.com/articles/alan-cooper-and-the-goal-directed-design-process.html>
- Edi, S. (2016). UMKM Digital Indonesia Harus Melek. Retrieved from <https://www.beritasatu.com/ekonomi/363415/umkm-indonesia-harus-melek-digital>
- Hermawan, A., & Pravitasari, J. (2003). Business Model Canvas (Kanvas Model Bisnis). *Akselerasi.Id*, 1–23.
- Hevner, R, A. (1996). Design science 97. *AI and Society*, 10(2), 199–217.
<https://doi.org/10.1007/BF01205282>
- Indonesia, B. P. S. (2018). *Hasil Pendataan Usaha / Perusahaan Industri Pengolahan : Sensus Ekonomi 2016 - Lanjutan*. Retrieved from www.bps.go.id
- Irfan, A., & Santosa, P. I. (2015). Adopsi Cloud Computing Pada Ukm Di Indonesia. *Semnasteknomedia Online*, 3(1), 1–6. <https://doi.org/2302-3805>
- Kemenkeu. (2018). Peran Penting UKM Dorong Perekonomian Indonesia. Retrieved from kemenkeu.go.id website: <https://klc.kemenkeu.go.id/peran-penting-umkm-bagi-indonesia/>

- Marvel. (2019). Marvel App. Retrieved from marvelapp website:
<https://marvelapp.com/>
- Maze. (2019). Maze - Design that work. Retrieved from maze.design website:
<https://maze.design/>
- Medamana, J., & Siracusa, T. (2017). Network functions virtualization. *Building the Network of the Future: Getting Smarter, Faster, and More Flexible with a Software Centric Approach*, (1), 25–48.
<https://doi.org/10.1201/9781315208787>
- Moka. (2015). Definisi dan Fungsi dari Point of Sale (POS). Retrieved from blog.mokapos.com website: <https://blog.mokapos.com/2015/09/08/definisi-dan-fungsi-dari-point-of-sale-pos>
- Nielsen, J. (2000). A mathematical model of the finding of usability problems. Retrieved from <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>
- Nugraha, R. W., & Rahayu, T. D. (n.d.). *Pos (Point of Sales) Berbasis Web Di Cafe Klasik Beans Kota Bandung*. Retrieved from <http://ejournal.lpkia.ac.id/files/students/essays/journals/87.pdf>
- Oei, S., & Ashari, A. (2011). Rancang Bangun Fault Tolerance pada Sistem Database untuk Aplikasi Point Of Sale. *IJCCS (Indonesian Journal of Computing and Cybernetics Systems)*, 5(2), 46–51.
<https://doi.org/10.22146/ijccs.2017>
- Rifzan. (2019). Pengertian Cloud Computing, Cara Kerja dan Jenis LayananNo Title. Retrieved from Robicomp website:
<https://www.robicomp.com/pengertian-cloud-computing-cara-kerja-dan-jenis-layanannya.html>
- Sauro, J., & Lewis, J. (2016). *Quantifying The User Experience*.
- Sundusiyah, A. (2012). *Perkembangan teknologi informasi komunikasi*.
- Techterms.com. (2009). User Interface Definition. Retrieved from https://techterms.com/definition/user_interface
- Williams, A. (2009). User-centered design, activity-centered design, and goal-directed design: A review of three methods for designing web applications.

- SIGDOC'09 - Proceedings of the 27th ACM International Conference on Design of Communication*, 1–8. <https://doi.org/10.1145/1621995.1621997>
- Wong, B. L. W. (2003). Critical Decision Method data analysis. In *The handbook of task analysis for humancomputer interaction*. Retrieved from <http://www.questia.com/PM.qst?a=o&d=104933772#>