

DAFTAR PUSTAKA

- Akbar, Z. (2020, April 29). *sis.binus.ac.id*. Retrieved from Apa itu Persona dan Apa Saja Komponen pada Persona: <https://sis.binus.ac.id/2020/04/29/apa-itu-persona-dan-apa-saja-komponen-pada-persona/>
- Ayudhia, D. (2020, September 22). *Psychology of shapes in Design: how different shapes can affect people behaviour*. Retrieved from uxdesign.cc: <https://uxdesign.cc/psychology-of-shapes-in-design-how-different-shapes-can-affect-people-behavior-13cace04ce1e>
- Cojo. (2020, Juni 29). *UX Design Colour Psychology, Theory & Accessibility*. Retrieved from uxplanet.org: <https://uxplanet.org/ux-design-colour-psychology-theory-accessibility-40c095cc1077>
- Ferreira, N. M. (2019, May 31). *COLOR PSYCHOLOGY: HOW COLOR MEANINGS AFFECT YOUR BRAND*. Retrieved from Oberlo.com: <https://www.oberlo.com/blog/color-psychology-color-meanings#:~:text=Red%20Color%20Psychology,-Marketing%20colors%20like&text=The%20red%20color%20meaning%20is,stand%20out%20on%20the%20shelf.>
- Foundation, I. D. (2017, May 5). *Product Thinking*. Retrieved from www.interaction-design.org: <https://www.interaction-design.org/literature/topics/product-thinking#:~:text=Product%20thinking%2C%20like%20design%20thinking,by%20identifying%20an%20audience's%20problem>
- HAM, H. (2019, 12 30). *Apa itu React.js?* Retrieved from socs.binus.ac.id: <https://socs.binus.ac.id/2019/12/30/apa-itu-react-js/>
- Marston, W. M. (1928). *Emotions of normal people*. United States: Harcourt, Brace & Co.
- Nataherijadi, N. (2018, 12 13). *Kelebihan Menggunakan Laravel Web Development*. Retrieved from socs.binus.ac.id: <https://socs.binus.ac.id/2018/12/13/kelebihan-menggunakan-laravel-web-development/>
- Norman, D. (2015). *The Design of Everyday Things*. Cleveland: Johns Hopkins University Press.
- Samuel, J. (2020, December 7). *Impact-Effort Matrix, sebuah tool untuk pengambilan keputusan yang lebih baik*. Retrieved from sis.binus.ac.id: <https://sis.binus.ac.id/2020/12/07/impact-effort-matrix-sebuah-tool-untuk-pengambilan-keputusan-yang-lebih-baik/>
- Svaiko, G. (2023, January 12). *Font Psychology: Here's Everything You Need to Know About Fonts*. Retrieved from designmodo.com:

- <https://designmodo.com/font-psychology/#:~:text=Sans%20serif%20fonts%2C%20such%20as,minimalism%2C%20innovation%2C%20and%20straightforwardness>
- Tanudjaja, C. (2018, February 06). *Mengenal Empathy Map*. Retrieved from sis.binus.ac.id: <https://sis.binus.ac.id/2018/02/06/mengenal-empathy-map/>
- Victorino, G., Bandeira, R., Painho, M., Henriques, R., & Coelho, P. S. (2022, June 23). *Rethinking the Campus Experience in a Post-COVID World: A Multi-Stakeholder Design Thinking Experiment*. doi:<https://doi.org/10.3390/su14137655>
- Wijaya, A. S. (2019, May 30). *User Centered Design*. Retrieved from sis.binus.ac.id: <https://sis.binus.ac.id/2019/05/31/user-centered-design/>
- Perdana, I., Santosa, P. I., Setiawan, N. A., & Wimbari, S. (2021). Confirmation of personality types using visual evoked potential with user interface design stimulus. *Journal of Computer Science*, 17(11), 1138–1146. <https://doi.org/10.3844/jcssp.2021.1138.1146>
- Joo, H. S. (2017). A study on the development of experts according to UI / UX understanding. *KOREA SCIENCE & ART FORUM*, 31, 401–411. <https://doi.org/10.17548/ksaf.2017.12.30.401>
- Galitz, W. O. (2007). *The Essential Guide to User Interface Design: An introduction to Gui design principles and Techniques*. Wiley Technology Pub.
- Pressman, R. S. (2005). *Software engineering: a practitioner's approach*. Palgrave macmillan.
- Garrett, J. J. (2011). The elements of user experience: user-centered design for the web and beyond (voices that matter). *New riders*, 2.
- Bevan, N., Barnum, C., Cockton, G., Nielsen, J., Spool, J., & Wixon, D. (2003, April). The "magic number 5" is it enough for web testing?. In CHI'03 extended abstracts on Human factors in computing systems (pp. 698-699).
- Burmistrov, I., Zlokazova, T., Izmalkova, A., & Leonova, A. (2015, September). Flat design vs traditional design: Comparative experimental study. In IFIP Conference on Human-Computer Interaction (pp. 106-114). Springer, Cham.

Ustertesting. (2019). 7 Gestalt principles of visual perception: cognitive psychology for UX. Retrieved from <https://www.usertesting.com/blog/gestalt-principles>

Utami, E., Hartanto, A. D., Adi, S., Oyong, I., & Raharjo, S. (2019). Profiling analysis of DISC personality traits based on Twitter posts in Bahasa Indonesia. *Journal of King Saud University-Computer and Information Sciences*.

Dorst, K. (2015). *Frame innovation: Create new thinking by design*. MIT press.

Heriyanti, F., & Ishak, A. (2020, May). Design of logistics information system in the finished product warehouse with the waterfall method: review literature. In *IOP Conference Series: Materials Science and Engineering* (Vol. 801, No. 1, p. 012100). IOP Publishing.