

Daftar Pustaka

- [1] WHO Headquarters. (2005). *Mental Health Atlas*. World Health Organization.
- [2] Apoorva Shukla., Choudhari S G., Gaithane A M., & et al. (2022). *Role of Art Therapy in the Promotion of Mental Health : A Critical Review*. DMIHER School of Epidemiology. <https://doi.org/10.7759/cureus.28026>.
- [3] Reyhan Abby Wahyu Ibrahim., Danang Junaedi., & Arfive Gandhi. (2023). *Perancangan User Experience Aplikasi Puan Clothing Menggunakan Metode Goal Directed Design(GDD)*. E-Proceding of Engineering, 10(3).
- [4] Cameron Hashemo-Pour. (2019). *User Interface(UI)*. App Architecture.
- [5] Google. (2019). *Google Forms*. Google.
- [6] R. Pramudita., R. W. Arifin., A. Nurul Alfian., & N. Safitri. (2021). *Penggunaan Aplikasi Figma Dalam Membangun UI/UX Yang Interaktif Pada Program Studi Teknik Informatika Stmik Tasikmalaya*. Hikka Dina Anwariya. 3(1).
- [7] Isnaini I. (2017). *Perancangan User Interface Prototipe Aplikasi Point of Sale Menggunakan Figma dan Metode Task Centered System Design(TCSD)*. UINjkt.
- [8] Sang Joon Lee., Sandhya Srinivasan., Trudian Trail., David Lewis., & Samantha Lovez.(2019). *Examining the relationship among student perception of Usability Testing, course satisfaction, and learning outcomes in online learning*. University of South Florida. 14(3).
- [9] Sugiyanto., & U.B. Haryoko. (2020). *Manajemen Pemasaran*. Yayasan Pendidikan dan Sosial Indonesia Maju (YPSIM).
- [10] Y. Xu., & J. S. Huang. (2018). *Factors influencing cart abandonment in the online shopping process*. Social Behavior and Personality. 43:10 1617-1628.
- [11] G. H. Huang., N. Korfiatis., & C. T. Chang. (2018). *Mobile shopping cart abandonment: The roles of conflicts, ambivalence, and hesitation*. Journal of Business Research.
- [12] Cooper, A., Reimann, R., Cronin, D., & Noessel, C. (2014). *About Face: The Essentials of Interaction Design*. Germany: Wiley.
- [13] S.A. Pribadi., R.I. Rokhmawati., & K.C. Brata.(2019). *Perancangan User Experience Situs Web Tanoto Scholars Association Brawijaya Malang menggunakan Metode Goal-Directed Design(GDD)*. Jurnal Pembangunan Teknologi Informasi dan Ilmu Komputer. 3:8 7583-7593
- [14] A. Achmadi., D. Junaedi., & E. Darwiyanto. (2020). *Rekomendasi user interface pada website diktika menggunakan metode goal directed design*. Eproceeding. 4:3 5063-5069.
- [15] A.Triantoro., H. Tolle., & H. M. Az-zahra. (2019). *Evaluasi dan Perbaikan Desain Antarmuka Pengguna Situs Web Patten Goods dengan Menggunakan Metode Goal-Directed Design (GDD)*. Universitas Brawijaya. 7:3 6997-7005.
- [16] Tanjung.A.A, Mulyani. 2021.Metodologi Penelitian : Sederhana, Ringkas, Padat dan Mudah Dipahami. Scopindo Media Pustaka. 60
- [17] E.N. Kamilah.2015.Pengaruh Keterampilan Mengajar Guru Terhadap Hasil Belajar Siswa Pada Mata Pelajaran | Akuntansi. Universitas Pendidikan Indonesia [Online] Available at : http://repository.upi.edu/14867/16/S_PEA_1005771_Appendix7.pdf [Accessed 10 Jun 2022]
- [18] [ISO] the International Organization for Standardization. 2011. ISO/IEC 25010:2011. Systems and software engineering - Systems and software Quality Requirements and Evaluation (SQuaRE) - System and software quality models.
- [19] J. Nielsen. 2012. How Many Test Users in a Usability Study ?. [Online] Available at : <https://www.nngroup.com/articles/how-many-test-users/> [Accessed 26 Jul 2022].