

DAFTAR PUSTAKA

- Agus Muhyidin, M., Sulhan, M. A., & Sevtiana, A. (2020). PERANCANGAN UI/UX APLIKASI MY CIC LAYANAN INFORMASI AKADEMIK MAHASISWA MENGGUNAKAN APLIKASI FIGMA (Vol. 10, Issue 2). <https://my.cic.ac.id/>.
- Author, R., Hevner, A. R., March, S. T., Park, J., Ram, S., SalMarch, U., & Jinsoo Park, O. (2004). A neurodesign model for IS research. In Source: MIS Quarterly (Vol. 28, Issue 1).
- davis1993. (n.d.).
- Fenny. (2015). LIFECYCLE, ITERATION, AND PROCESS AUTOMATION WITH SMS GATEWAY (Vol. 6, Issue 4).
- GK BEEDU. (2021). A Study on The Effectiveness of DISC Personality Test.
- Hartmann, J., Sutcliffe, A., & De Angeli, A. (2008). Towards a theory of user judgment of aesthetics and user interface quality. ACM Transactions on Computer-Human Interaction, 15(4). <https://doi.org/10.1145/1460355.1460357>
- Hassan, A. M. (2019). JAVA and DART programming languages: Conceptual comparison. Indonesian Journal of Electrical Engineering and Computer Science, 17(2), 845–849. <https://doi.org/10.11591/ijeecs.v17.i2.pp845-849>
- Amare, N., & Manning, A. (2012). Seeing typeface personality: Emotional responses to form as tone. 2012 IEEE International Professional Communication Conference, 1–9. <https://doi.org/10.1109/IPCC.2012.6408605>
- Interaction Design Foundation. (2016a). Design Thinking (DT). https://www.interaction-design.org/literature/topics/design-thinking?srsltid=AfmBOoo94ECVfxugtB_cIMgzIGipjcxCpuZIO8kbcYjHRIA1beP_tP4u

Interaction Design Foundation. (2016b). What is Typography?
[https://www.interaction-](https://www.interaction-design.org/literature/topics/typography?srsltid=AfmBOorWZSeq7LmYjYPPI3mvBygUGzYbyZAhWaFqJiOOvOUsteaNfQ4)

[design.org/literature/topics/typography?srsltid=AfmBOorWZSeq7LmYjYPPI3mvBygUGzYbyZAhWaFqJiOOvOUsteaNfQ4](https://www.interaction-design.org/literature/topics/typography?srsltid=AfmBOorWZSeq7LmYjYPPI3mvBygUGzYbyZAhWaFqJiOOvOUsteaNfQ4)

Interaction Design Foundation. (2016c, June 2). Usability Testing.
<https://www.interaction-design.org/literature/topics/usability-testing>

Kung, C. H. (1989). Conceptual Modeling in the Context of Development. IEEE Transactions on Software Engineering, 15(10), 1176–1187.
<https://doi.org/10.1109/TSE.1989.559766>

Larasati, I. (2020a). EVALUASI PENGGUNAAN WEBSITE UNIVERSITAS ISLAM NEGERI SYARIF HIDAYATULLAH JAKARTA DENGAN MENGGUNAKAN METODE USABILITY TESTING. In Computatio: Journal of Computer Science and Information Systems (Vol. 4, Issue 1). www.dictio.id

Larasati, I. (2020b). EVALUASI PENGGUNAAN WEBSITE UNIVERSITAS ISLAM NEGERI SYARIF HIDAYATULLAH JAKARTA DENGAN MENGGUNAKAN METODE USABILITY TESTING. In Computatio: Journal of Computer Science and Information Systems (Vol. 4, Issue 1). www.dictio.id

Mardi Suryanto, T. L., Faroqi, A., & Simarmata, W. N. (2022). SYSTEM USABILITY SCALE (SUS) SEBAGAI METODE PENGUJIAN KEGUNAAN PADA SITUS PROGRAM STUDI. Prosiding Seminar Nasional Teknologi Dan Sistem Informasi, 2(1), 285–294.
<https://doi.org/10.33005/sitasi.v2i1.314>

Marston, W. M. (1932). Integrative Psychology.

Marston, W. M. (2013). Emotions Of Normal People. Routledge.
<https://doi.org/10.4324/9781315010366>

Perdana, I., Santosa, P. I., Setiawan, N. A., & Wimbarti, 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>

Ridho Weedy Rachmada. (2023). Mengenal Maze: Software UI UX Design Beserta Fitur Unggulan. <https://buildwithangga.com/tips/apa-itu-maze-untuk-ui-ux-design>

Rokom. (2022). Akselerasi Digitalisasi Layanan, Kemenkes Terbitkan KMK SPBE dan Strategi Transformasi Digital Kesehatan. <https://sehatnegeriku.kemkes.go.id/baca/rilis-media/20221111/2941661/akselerasi-digitalisasi-layanan-kemenkes-terbitkan-kmk-spbe-dan-strategi-transformasi-digital-kesehatan/>

Rumbaugh, James., Jacobson, Ivar., & Booch, Grady. (2000). The unified modeling language reference manual. Addison-Wesley Longman.

Sarah Gibbons. (2016, July 31). Design Thinking 101. <https://www.nngroup.com/articles/design-thinking/>

Shaari, F., Azuraliza, A. B., & Abdul, R. H. (2007). Discovery of non-interesting attribute in mining outliers pattern. Proceedings - The 2007 International Conference on Computational Science and Its Applications, ICCSA 2007, 123–130. <https://doi.org/10.1109/ICCSA.2007.31>

Sidik, M., & Kristen Satya Wacana Salatiga, U. (2018). Audit Manajemen Keamanan Teknologi Informasi Menggunakan Standar ISO 27001 : 2005 Di Perguruan Tinggi XYZ TESIS Diajukan kepada Fakultas Teknologi Informasi Untuk Memperoleh Gelar Magister Komputer Oleh : Program Studi Magister Sistem Informasi Fakultas Teknologi Informasi.

Tashildar, A., Shah, N., Gala, R., Giri, T., & Chavhan, P. (1262). APPLICATION DEVELOPMENT USING FLUTTER. In International Research Journal of Modernization in Engineering Technology and Science @International Research Journal of Modernization in Engineering. www.irjmets.com

Telkomedika. (n.d.). Layanan Klinik. 2024.
<https://telkomedika.co.id/home/index.php/layanan/layanan-klinik>

Valdez, P., & Mehrabian, A. (1994). Effects of Color on Emotions. In Journal of Experimental Psychology: General (Vol. 123, Issue 4).

Zhang, D., & Lu, G. (2004). Review of shape representation and *Description* techniques. *Pattern Recognition*, 37(1), 1–19.
<https://doi.org/10.1016/j.patcog.2003.07.008>

Zharandont, & Patrycia. (2015). Pengaruh Warna Bagi Suatu Produk Dan Psikologis Manusia. *Humaniora Binus*, 2(Terminologi warna), 1086.
<https://journal.binus.ac.id/index.php/Humaniora/article/view/3158>