

Daftar Pustaka

- [1] Rosmayani and A. Mardhatillah, "Model of intention to behave in online product purchase for Muslim fashion in Pekanbaru, Indonesia," *Journal of Islamic Marketing*, vol. 11, no. 6, pp. 1419–1441, Oct. 2020, doi: 10.1108/JIMA-09-2018-0159.
- [2] T. Ratuannisa, K. Kahdar, A. J. and A. Nurfitriyana, "Classic Elegant Style Preference in Indonesian Upper-Class Customers in 2015-2018," Nov. 2020. doi: 10.4108/eai.2-11-2019.2294883.
- [3] M. L. Slepian, S. N. Ferber, J. M. Gold, and A. M. Rutchick, "The Cognitive Consequences of Formal Clothing," *Soc Psychol Personal Sci*, vol. 6, no. 6, pp. 661–668, Aug. 2015, doi: 10.1177/1948550615579462.
- [4] Y. Rosmansyah, F. F. Habibi, and A. Bakhrun, "E-Marketplace Prototype for Tailor and Confection SMEs in Indonesia," in *2019 International Conference on ICT for Smart Society (ICISS)*, 2019, pp. 1–4. doi: 10.1109/ICISS48059.2019.8969817.
- [5] N. Tohari and N. N. Epriliyana, "MBA-Journal of Management and Business Application CONSUMER BEHAVIOR ANALYSIS OF PURCHASE DECISIONS AND CUSTOMER SATISFACTION WHO BUYS FASHION PRODUCTS THROUGH TRANSACTIONS VIA MARKETPLACE IN JEMBER DISTRICT," *Journal of Management and Business Application*, vol. 6, no. 1, pp. 629–639, 2023.
- [6] A. Halim, K. I. Eng, and J. Purnama, "User Experience (UX) Evaluation of Online Marketplace for Beauty Care Services: Case Study Kerenaja," in *ACM International Conference Proceeding Series*, Association for Computing Machinery, Sep. 2020. doi: 10.1145/3429789.3429828.
- [7] R. Hartson and P. Pyla, "The UX Book: Process and Guidelines for Ensuring a Quality User Experience," *The UX Book: Process and Guidelines for Ensuring a Quality User Experience*, pp. 1–937, Nov. 2012.
- [8] I. I. Nevşehir, H. Bektaş, and E. Çeltek, "Mobile Marketing: Usage of Augmented Reality in Tourism Mobil Pazarlama: Turizmde Artırılmış Gerçeklik Kullanımı," 2019. [Online]. Available: <https://www.researchgate.net/publication/334938149>
- [9] "Implementation of Marker Based Tracking Method in the Interactive Media of Traditional Clothes Knowledge-Based on Augmented Reality 360," *Journal of Computer Science, Information Technology and Telecommunication Engineering*, Sep. 2020, doi: 10.30596/jcositte.v1i2.4501.
- [10] S. A. Ahmad, Z. Zainol, R. Yunus, A. Abd Kadir, Mohd. Z. Haji Ghazali, and M. F. Murad, "Application of Augmented Reality (AR) in T-Shirt Catalog," *International Journal of Innovative Computing*, vol. 9, no. 1, May 2019, doi: 10.11113/ijic.v9n1.212.
- [11] S. B. Adikari, N. C. Ganegoda, R. G. N. Meegama, and I. L. Wanniarachchi, "Applicability of a Single Depth Sensor in Real-Time 3D Clothes Simulation: Augmented Reality Virtual Dressing Room Using Kinect Sensor," *Advances in Human-Computer Interaction*, vol. 2020, 2020, doi: 10.1155/2020/1314598.
- [12] A. Cooper, R. Reimann, D. Cronin, C. Noessel, J. Csizmadi, and D. Lemoine, "About Face The Essentials of Interaction Design Fourth Edition."
- [13] A. Subiyakto, V. Adhiazni, E. Nurmiati, N. Hasanati, S. Sumarsono, and M. Irfan, "Redesigning User Interface Based on User Experience Using Goal-Directed Design Method," in *2020 8th International Conference on Cyber and IT Service Management, CITSM 2020*, Institute of Electrical and Electronics Engineers Inc., Oct. 2020. doi: 10.1109/CITSM50537.2020.9268822.
- [14] I. J. Abyakta, A. R. Perdanakusuma, and D. Pramono, "WEBSITE INTERFACE EVALUATION USING GOAL-DIRECTED DESIGN METHOD IN XYZ UNIVERSITY," *JURTEKSI (Jurnal Teknologi dan Sistem Informasi)*, vol. 9, no. 4, pp. 573–582, Sep. 2023, doi: 10.33330/jurteksi.v9i4.2418.
- [15] A. A. I. I. Paramitha, G. R. Dantes, and G. Indrawan, "The evaluation of web based academic progress information system using heuristic evaluation and user experience questionnaire (UEQ)," in *Proceedings of the 3rd International Conference on Informatics and Computing, ICIC 2018*, Institute of Electrical and Electronics Engineers Inc., Oct. 2018. doi: 10.1109/IAC.2018.8780430.
- [16] B. Laugwitz, T. Held, and M. Schrepp, "Construction and Evaluation of a User Experience Questionnaire," in *USAB 2008*, Nov. 2008, pp. 63–76. doi: 10.1007/978-3-540-89350-9_6.
- [17] J. C. Kaplan, "The Man in the Suit: Jewish Men and Fashion in fin-de-siècle Vienna," *Fashion Theory - Journal of Dress Body and Culture*, vol. 25, no. 3, pp. 339–366, 2021, doi: 10.1080/1362704X.2020.1746115.
- [18] O. Mujumdar, "Augmented Reality," *Int J Res Appl Sci Eng Technol*, vol. 10, no. 12, pp. 487–495, Dec. 2022, doi: 10.22214/ijraset.2022.47902.
- [19] J. C. P. Cheng, K. Chen, and W. Chen, "Comparison of Marker-Based and Markerless AR: A Case Study of An Indoor Decoration System," *IJGLC*, Jul. 2017, pp. 483–490. doi: 10.24928/jc3-2017/0231.
- [20] V. Geroimenko, "Augmented reality technology and art: The analysis and visualization of evolving conceptual models," in *Proceedings of the International Conference on Information Visualisation*, 2012, pp. 445–453. doi: 10.1109/IV.2012.77.
- [21] S. Siltanen, "Theory and applications of marker-based augmented reality."
- [22] K. Oikonomou, D. Gavilan, M. Limited, and U. Jim Downing, "Snapwear: A Snapchat AR filter for the virtual tryon of real clothes." [Online]. Available: <https://lensstudio.snapchat.com/templates/face/>

- [23] V. Manzerolle and M. Daubs, "Friction-free authenticity: mobile social networks and transactional affordances," *Media Cult Soc*, vol. 43, no. 7, pp. 1279–1296, Oct. 2021, doi: 10.1177/0163443721999953.
- [24] J. J. Garrett, *The elements of user experience : user-centered design for the Web and beyond*.
- [25] M. Zarour and M. Alharbi, "User experience framework that combines aspects, dimensions, and measurement methods," *Cogent Eng*, vol. 4, no. 1, Jan. 2017, doi: 10.1080/23311916.2017.1421006.
- [26] Brad. Mehlenbacher, ACM Digital Library., and ACM Special Interest Group for Design of Communications., *Proceedings of the 27th ACM international conference on Design of communication*. ACM, 2009.
- [27] Yunhe. Pan, Institute of Electrical and Electronics Engineers. Beijing Section., Zhejiang da xue., C. Zhongguo ji xie gong cheng xue hui (Beijing, and Institute of Electrical and Electronics Engineers., *2010 IEEE 11th International Conference on Computer-Aided Industrial Design & Conceptual Design : industrial clusters, creative design, crossover integration : CAID & CD' 2010 : November 17-19, 2010, Yiwu, China*. IEEE, 2011.
- [28] M. Schrepp, A. Hinderks, and J. Thomaschewski, "Construction of a Benchmark for the User Experience Questionnaire (UEQ)," *International Journal of Interactive Multimedia and Artificial Intelligence*, vol. 4, no. 4, p. 40, 2017, doi: 10.9781/ijimai.2017.445.
- [29] "User Experience Questionnaire Handbook." [Online]. Available: www.ueq-online.org
- [30] M. Schrepp, J. Kollmorgen, and J. Thomaschewski, "A Comparison of SUS, UMUX-LITE, and UEQ-S," 2023.
- [31] M. Schrepp, A. Hinderks, and J. Thomaschewski, "Design and Evaluation of a Short Version of the User Experience Questionnaire (UEQ-S)," *International Journal of Interactive Multimedia and Artificial Intelligence*, vol. 4, no. 6, p. 103, 2017, doi: 10.9781/ijimai.2017.09.001.
- [32] A. Watson, B. Alexander, and L. Salavati, "The impact of experiential augmented reality applications on fashion purchase intention," *International Journal of Retail and Distribution Management*, vol. 48, no. 5, pp. 433–451, Jun. 2020, doi: 10.1108/IJRDM-06-2017-0117.
- [33] H. D. Hermawan, A. Saputri, and Hafizhah, "Augmented reality T-shirt for product promotion," in *AIP Conference Proceedings*, American Institute of Physics Inc., Jun. 2018. doi: 10.1063/1.5042956.
- [34] S. Stumpp, T. Knopf, and D. Michelis, "User experience design with augmented reality (AR)," in *Proceedings of the European Conference on Innovation and Entrepreneurship, ECIE*, Academic Conferences and Publishing International Limited, 2019, pp. 1032–1040. doi: 10.34190/ECIE.19.019.
- [35] O. T. Matthew, U. Bonaventure Chigozie, and O. Benjamin, "Perception of Job Characteristics and Age as Determinants of Employee Creativity," Online, 2014. [Online]. Available: www.iiste.org
- [36] F. A. Dreger *et al.*, "Hierarchical Task Analysis (HTA) for Application Research on Operator Work Practices and the Design of Training and Support Systems for Forestry Harvester," *Forests*, vol. 14, no. 2, 2023, doi: 10.3390/f14020424.
- [37] J. Cardoso Braga, M. Fernanda Salamanca Carvalho, F. Sousa Santos, G. Henrique Cruz Bonfim, D. Augusto Costa Alves, and C. Amaral De Araújo, "Low-fidelity model as a redesign tool for frame running," in *Ergonomics In Design*, AHFE International, 2022. doi: 10.54941/ahfe1001995.
- [38] A. Avalaskar, S. Jaiswal, V. Fegade, and V. Gaikwad, "Natural Blue Pigment Color Gel for Foods, beverages and Pharmaceuticals," *JETIR*, 2021. [Online]. Available: www.jetir.org
- [39] J. Galliussi, L. Perondi, G. Chia, W. Gerbino, and P. Bernardis, "Inter-letter spacing, inter-word spacing, and font with dyslexia-friendly features: testing text readability in people with and without dyslexia," *Ann Dyslexia*, vol. 70, no. 1, pp. 141–152, Apr. 2020, doi: 10.1007/s11881-020-00194-x.
- [40] J. Li, G. W. Tigwell, and K. Shinohara, "Accessibility of High-Fidelity Prototyping Tools." [Online]. Available: <https://www.researchgate.net/publication/348690811>