

DAFTAR PUSTAKA

- [1] International Data Corporation. (2013). Worldwide mobile phone market forecast to grow 7,3%. IDC [online].
- [2] Chiu, Shao-I. (2014). The relationship between life stress and smartphone addiction on Taiwanese university student: A meditation model of learning self efficacy and social efficacy. *Computers in Human Behavior* ,34, (2014) 49-57.
- [3] Nielsen J. 2012. Usability 101: Introduction to usability. Alertbox. [Internet]. Tersedia pada <http://www.nngroup.com/articles/usability-101-introduction-tousability/>.
- [4] Neilsen J. 1993. *Usability Engineering*. San Francisco: Morgan Kaufmann.
- [5] Holzinger A. 2005. Usability engineering methods for software developers. *Communications of the ACM*. 48(1).
- [6] Irsan, M., 2015. Rancang bangun aplikasi mobile notifikasi berbasis android untuk mendukung kinerja di instansi pemerintahan. *JustIN (Jurnal Sistem dan Teknologi Informasi)*, 3(1), pp.115-120.
- [7] Satzinger, J. W., Jackson, R. B., & Burd, S. D. (2010). *System Analysis And Design in A Changing World*. Boston: Course Technology.
- [8] Intetics Inc. “The Main Steps of The User Interface Design”. <https://intetics.com/blog/the-main-steps-of-the-user-interface-design>.
- [9] International Organization for Standardization (ISO) Switzerland. SO FDIS 9241-210.[2009]. *Ergonomics of human system interaction - Part 210: Human-centered design for interactive systems (formerly known as 13407)*.
- [10] Allanwood, G., & Beare, P. (2014). *User experience design : creating desgins users really love*. Bedford Square: Bloomsbury.
- [11] Thai lam.” 6 Steps in A Common UX Design Process”. <https://blog.prototypr.io/a-common-product-ux-design-process-55af4ab5665e>
- [12] Morrisian. (2012). *Metode Penelitan Survey*. Jakarta: Kencana.

- [13] Sugiyono. (2011). *Statistika Untuk Penelitian*. Bandung: Alfabeta.
- [14] Fraenkel, J. & Wallen, N. (1993). *How to Design and evaluate research in education*. (2nd ed). New York: McGraw-Hill Inc.
- [15] Sugiyono, 2012, *Metode Penelitian Bisnis*, Alfabeta, Bandung.
- [16] Hajar, Ibnu. 1996. *Dasar-Dasar Metodologi Penelitian Kwantitatif Dalam Pendidikan*. Jakarta: Raja Grafindo Persada.
- [17] Eason 1992. User Centered Design Process (UCD), <http://www.upa.org.nz/wpcontent/uploads/2006/09/upanz-govis-sept-2006.pdf>.
- [18] Nielsen J. 2001. Success rate: the simplest usability metric. [Internet]. Tersedia pada <http://www.nngroup.com/articles/success-rate-the-simplest-usability-metric/>
- [19] A. Saputra, “Penerapan Usability pada Aplikasi PENTAS Dengan Menggunakan Metode System Usability Scale (SUS) (Usability Implementation in PENTAS Application Using the System Usability Scale (SUS) Method),” JTIM J. Teknol. Inf. dan Multimed., vol. 1, no. 3, pp. 206–212, 2019.
- [20] Kharis, P. I. Santosa, and W. W. Winarno, “EVALUASI USABILITY PADA SISTEM INFORMASI PASAR KERJA MENGGUNAKAN SYSTEM USABILITY SCALE (SUS),” in *Prosiding SNST ke10*, 2019, pp. 240–245.
- [21] Sauro J, James RL. 2012. Standardized usability questionnaires. *Quantifying The Experience*. Elsevier. DOI: 10.1016/B978-0-12-384968-7.00008-4.
- [22] Jason Beird. (2017). *The Beautiful Of WEB Design*. Bandung. Paperback.
- [23] Nurhadryani, Y., et al. "Usability Testing to Enhance Mobile Application User Interface." *Jurnal Ilmu Komputer Agri Informatika* 2.2 (2013): 83-93.