DAFTAR PUSAKA

Ainiyah, N. (2018). Remaja Millenial dan Media Sosial: Media Sosial Sebagai Media Informasi Pendidikan Bagi Remaja Millenial. *J. Pendidik. Islam Indonesia* , vol. 2, no. 2, pp. 221–236.

Brooke, j. (1986). Sus-A Quick and Dirty Usability Scale. usability evaluation in industry.

Choi, J., & Kim, S. (2016). Is the smartwatch an IT product or a fashion product? A study on factors affecting the intention to use smartwatches. *Computers in Human Behavior* , 63, 777-786.

Dube, T. J., & Arif, A. S. (2020). Impact of key shape and dimension on text entry in virtual reality. *In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems* , pp. 1-10.

Fajrin, R. (2017). Pengembangan Sistem Informasi Geografis Berbasis Node.JS untuk Pemetaan Mesin dan Tracking Engineer dengan Pemanfaatan Geolocation pada PT IBM Indonesia. *Jurnal Komputer Terapan* , 3, 1 (May 2017), 33–40.

Haldar, Rishin. dan Mukhopadhyay, D. (n.d.). *Levenshtein Distance Technique in Dictionary Lookup Methods: An Improved Approach*. Retrieved Juni 4, 2023, from Cornell University Library: http://arxiv.org/abs/1101.1232

Hidayatullah, P.,& Kawistara, J. K. (2015). *Pemrograman web.* Bandung: Informatika.

Iswari, L. (2021). Penerapan React JS Pada Pengembangan FrontEnd Aplikasi Startup Ubaform. *Automata* , 2(2).

Junedy, R. (2014). Perancangan Aplikasi Deteksi Kemiripan Isi Dokumen Teks dengan Menggunakan Metode Leveshtein Distance. *Jurnal Pelita Informatika Budi Darma Vol. VII No.2, Jurusan Teknik Informatika, STMIK Budi Darma, Medan* .

Khan, R. (2019). A Research and Chronicle on Internet of Things & Digital Jewellery. *International Journal for Innovative Engineering & Management Research* , 8(09).

Mandyartha, E. P., Atmaja, P. W., Wahanani, H. E., & Swari, M. H. P. (2021). One Line Soft Keyboard with T9-keys Layout Proposal on Smartwatch Touch Screen Device. *In IOP Conference Series: Materials Science and Engineering* , Vol. 1125, No. 1, p. 012036.

Mariko, S. (2019). Aplikasi website berbasis HTML dan JavaScript untuk menyelesaikan fungsi integral pada mata kuliah kalkulus. *Jurnal Inovasi Teknologi Pendidikan* , 6(1), 80-91.

Node.js. (n.d.). Retrieved Maret 03, 2023, from Node.js: https://nodejs.org/

Ogedebe, P. M., & Jacob, B. P. (2012). Software prototyping: a strategy to use when user lacks data processing experience. *ARPN Journal of Systems and Software* , 2(6), 219-224.

Purnomo, D. (2017). Model prototyping pada pengembangan sistem informasi. *JIMP (Jurnal Informatika Merdeka Pasuruan)* , 2(2).

Qin, R., Zhu, S., Lin, Y. H., Ko, Y. J., & Bi, X. (2018). Optimal-t9: An optimized t9-like keyboard for small touchscreen devices. *In Proceedings of the 2018 ACM International Conference on Interactive Surfaces and Spaces* , pp. 137-146.

Rivan Haposan, Issa Arwani, T. (2021). *PEMANFAATAN TEKNOLOGI NOTIFIKASI BOT TELEGRAM DALAM PENGEMBANGAN SISTEM CUSTOMER REMINDER BERBASIS WEB (STUDI KASUS: PT ASTRA INTERNATIONAL TBK-TSO CABANG SUKUN, MALANG). 2(2), 64–73.

Shao, Y. F., Chang-Ogimoto, M., Pointner, R., Lin, Y. C., Wu, C. T., & Chen, M. (2016). SwipeKey: a swipe-based keyboard design for smartwatches. *In Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services* , pp. 60-71.

Su, Z., Ahn, B. R., Eom, K. Y., Kang, M. K., Kim, J. P., & Kim, M. K. (2008). Plagiarism detection using the Levenshtein distance and Smith-Waterman algorithm. *In 2008 3rd International Conference on Innovative Computing Information and Control* , pp. 569-569.

Turner, C. J., Chaparro, B. S., & He, J. (2021). Typing on a Smartwatch While Mobile: A Comparison of Input Methods. *Human Factors* , 63(6), 974–986.

Understanding Layout. (n.d.). Retrieved April 10, 2023, from Material Design: https://m2.material.io/design/layout/understanding-layout.html

Usability.gov. ((n.d.)). *System Usability Scale (SUS)*. Retrieved Maret 17, 2023, from Usability.gov: https://www.usability.gov/how-to-and-tools/methods/system-usability-scale.html

Xu, C., Pathak, P. H., & Mohapatra, P. (2015). Finger-writing with smartwatch: A case for finger and hand gesture recognition using smartwatch. *In Proceedings of the 16th International Workshop on Mobile Computing Systems and Applications* , pp. 9-14.