

DAFTAR PUSTAKA

- Adam, S. & Morioka, N. (2017). Color design workbook: a real-world guide to using color in graphic design. Revised Edition. Rackport. Minneapolis.
- Adha I., Voutama, A., & Ridha, A. (2023). Perancangan UI/UX Aplikasi Ogan Lopian Diskominfo Purwakarta Menggunakan Metode Design Thinking. *JOISIE (Journal Of Information Systems And Informatics Engineering)*, 7(1), 55-70. doi:10.35145/joisie.v7i1.2938
- Alamsyah, D. R., Resmi, M. G., & jaelani, I. (2023). A Design UI/UX E-Learning English Mobile Using User Centered Design (UCD) Method: English. *Sinkron: Jurnal Dan Penelitian Teknik Informatika*, 8(4), 2434-2443. <https://doi.org/10.33395/sinkron.v8i4.12727>
- Alja, F. M., Daniati, E., & Ristyawan, A. (2024). Perancangan UI/UX E-Commerce Menggunakan Metode User Centered Design (UCD). *Journal of Information System Management (JOISM)*, 6(1), 93-101. <https://doi.org/10.24076/joism.2024v6i1.1669>
- Brooke, J. (2013). SUS:A Retrospective, *Journal of Usability Studies*, 8(2), 29-40.
- Cao, J., Zieba, K., Stryjewski, K., & Ellis, M. (2015). Color Theory in Web UI Design A Practical Approach To The Principles. UXPin, Inc.
- Cao, J., Zieba, K., Stryjewski, K., & Ellis, M. (2015). Web UI Design for the Human Eye Colors, Space, Contrast. UXPin, Inc.
- Chatrangsan, M. & Petriera, H. (2019). The effect of typeface and font size on reading text on a tablet computer for older and younger people. In: *Proceedings of the 16th Web For All 2019 Personalization - Personalizing the Web, W4A 2019*.

- Cooper, A. (2005). The Inmates Are Running The Asylum. In IEEE Transactions on Professional Communication (Vol. 43, Issue 1). <https://doi.org/10.1109/tpc.2000.826426>
- Dinata, P. Z., Urwah, M. A., Rahmawan, M. R., & Junaeti, E. (2023). Perancangan UI/UX Web e-Commerce 'Hallo Coffee' Menggunakan Metode User Centered Design. Vol. 5(1). <https://doi.org/10.37905/jji.v5i1.17511>
- Dix, Alan., Finlay, J., Abowd, G. D., & Beale, R. (2004). Human Computer Interaction. 3rd Edition. Edinburgh Gate England: Pearson Education Limited. https://paragnachaliya.in/wp-content/uploads/2017/08/HCI_Alan_Dix.pdf
- Galitz, W. O. (2007). The Essential Guide to User Interface Design An Introduction to GUI Design Principles and Techniques. 3rd Edition. Wiley Publishing, Inc. Indianapolis.
- Garrett, J. J. (2003). The elements of user experience: user-centered design for the Web. 2nd Edition. In *Interactions - Studies in Communication and Culture*.
- Ghiffary, El., Susanto, D. T., & Herdiyanti, A. (2018). Analisis Komponen Desain Layout, Warna, dan Kontrol Pada Antarmuka Pengguna Aplikasi Mobile Berdasarkan Kemudahan Penggunaan (Studi Kasus: Aplikasi Olride). Jurnal Teknik ITS, Vol. 7(1), A 143-A 148.
- Goethe, J. W. (1840). Goethe's Theory of Colour.
- Goodwin, K. (2009). Designing for the Digital Age: How to Create Human-Centered Products and Services. Indianapolis, IN: Wiley.
- Hamdanuddinsyah, M. H., Hanafi, M., & Sukmasetya, P. (2023). Perancangan UI/UX Aplikasi Buku Online Mizanstore Berbasis Mobile Menggunakan User Centered Design. Journal of Information System Research (JOSH), 4(4),

1464-1475. <https://doi.org/10.47065/josh.v4i4.3850>

Harley, A. (2015). Personas Make Users Memorable for Product Team Members.

Humam, M. I. (2022). Desain dan Evaluasi Antarmuka Pengguna Aplikasi TKlassroom Menggunakan Metode User Centered Design.

Janardana. (2023). Mengerti Bisnis Franchise: Arti, Cara Kerja, dan Keuntungannya.

<https://www.bizhare.id/media/bisnis/mengerti-bisnis-franchise-arti-cara-kerja-dan-keuntungannya>

Kementerian Perdagangan. (2021). Kemendag Percepat Pemulihan Ekonomi Nasional Melalui Sinergi Konsumen Berdaya dan Pelaku Usaha. <https://www.kemendag.go.id/berita/siaran-pers/kemendag-percepat-pemulihan-ekonomi-nasional-melalui-sinergi-konsumen-berdaya-dan-pelaku-usaha>.

Kementerian Perdagangan. (2021). Mendag pada Indonesia Franchise Forum dan Bizfest 2021.

<https://www.kemendag.go.id/berita/foto/mendag-pada-indonesia-franchise-forum-dan-bizfest-2021>

Kim, G. J. (2015). Human-Computer Interaction.

Lowdermilk, T. (2013). User-Centered Design (M. Traseler, Ed.; 1st ed.). O'Reilly Media, Inc.

Lubis, M., Sutoyo, E., Azuddin, M., & Handayani, D. (2019). User Experience in Mobile Application Design: Utility Defined Context of Use. *Journal of Physics: Conference Series*. Vol. 1361(1).

Maioli, L. (2018). Fixing Bad UX Designs. <https://books.google.pt/books?id=cuLODwAAQBAJ&pg=PA132&dq=ux+me>

asure+the+co
mprehension+eyetracking&hl=pt
PT&sa=X&ved=0ahUKEwig_pCD39fZAhWBEsQKHfvNAGIQ6AEIMTAB
#v=onepage &q&f=false

Nielsen, J. (1994). How to Conduct a Heuristic Evaluation.

<https://www.nngroup.com/articles/how-toconduct-a-heuristic-evaluation/>

Nielsen & Norman. (2012). The Definition of User Experience Nielsen &

Norman, The Definition of User Experience.

<https://www.nngroup.com/articles/definition-user-experience/>

Nielsen, J. (2020). 10 Usability Heuristics for User Interface Design.

<https://www.nngroup.com/articles/tenusability-heuristics/>

Parahita, A. D., Lestari, D. P., & Niwanputri, G. (2020). Designing Mobile

Application Interaction for School Internal Communication using

User-centered Design. *IJNMT (International Journal of New Media*

Technology), 7(1), 5-10.

<https://doi.org/https://doi.org/10.31937/ijnmt.v7i1.1491>

Samara, T. (2007). *Design Elements: A Graphic Style Manual: Understanding the*

Rules and Knowing when to Break Them. Rockport. New York.

Sarmiento, A. (2005). *Issues of human computer interaction.*

Schlatter, T., & Levinson, D. (2013). *Visual usability: Principles and practices for*

designing digital applications. Newnes.

Tidwell, J. (2010). *Designing Interfaces (2nd ed.).* O'Reilly Media.

Watomakin, D. B., Pramajuri, B. A., & Suyoto, S. (2021). Mobile Application

Design for Ordering Clean Water Using UCD Method in Indonesia.

International Journal of Interactive Mobile Technologies (iJIM), 15(02), pp.

88–109. <https://doi.org/10.3991/ijim.v15i02.11313>

Usability.gov. Usability Evaluation Basics.

<https://www.usability.gov/what-and-why/usability-evaluation.html>