

DAFTAR PUSTAKA

- [1] Cooper, A., Reimann, R., Cronin, D., & Noessel, C. (2014). About Face: The Essentials of Interaction Design, 4th Edition. USA: Wiley Publishing.
- [2] Dix, A., Finlay, J., Abowd, G. D., & Beale, R. (2014). Human Computer Interaction, 3rd Edition. New York: Prentice Hall.
- [3] Dubberly, H. (2001). Alan Cooper and the Goal Directed Design Process. 1(2).
- [4] Galitz, W. O. (2007). The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Technique. Canada: Wiley Publishing.
- [5] Muttaqi, M. Z. (2014). Evaluasi Usability Menggunakan Parameter QUIM dan Metode Hierarchical Task Analysis.
- [6] Nielsen, J. (2003). Usability 101: Introduction to Usability. Dipetik Juni 18, 2015, dari www.useit.com/alertbox/20030825.html
- [7] Preece, J. (2002). Interaction Design: Beyond Human-computer Interaction. New York: J. Wiley & Sons.
- [8] Prihati, Mustafid, & Suhartono. (2011). Penerapan Model Human Computer Interaction (HCI) Dalam Analisis Sistem Informasi (Studi Kasus SAS DIKMENTI DKI Jakarta). Universitas Diponegoro.
- [9] S. Ahmed, D. M. (2006). Usability measurement and metrics: A Consolidate model. Software Quality.
- [10] Sastramihardja, H. (1999). Perancangan Kerja dalam Perangkat Lunak. Jurnal Informatika ITB.
- [11] Sudawarman, & Ariyus, D. (2009). Interaksi Manusia dan Komputer. Yogyakarta: Andi Offset.
- [12] Williams, A. (2009). User-Centered Design, Activity-Centered Design, and Goal-Directed Design: A Review of Three Methods for Designing Web Applications .