

Daftar Pustaka

- [1] Lutfiana, Safitri. “Golden Age Pada Anak Usia Dini,” *kompasiana.com*, 24 Juni 2015. [Online]. Available: http://www.kompasiana.com/lutfiana_safitri/golden-age-pada-anak-usia-dini_54f840d8a33311a3738b5628. [Accessed 11 Maret 2016].
- [2] A. Cooper, R. Reimann and D. Cronin, *About Face 3 The Essentials of Interaction Design*, Canada: Wiley Publishing Inc, 2007.
- [3] Winters, N. & Mor, Y. Dealing with abstraction: Case study generalisation as a method for eliciting design patterns. *Computers in Human Behavior* 25, 5 (2009), pages 1079-1088.
- [4] van Welie, M. & van der Veer, G. (2003), *Pattern Languages in Interaction Design: Structure and Organization*, *Humann Computer Interaction, Multimedia & Culture*. Amsterdam, The Netherlands, pages 527–534.
- [5] BkkbN. 2011. *Pengasuhan Anak Usia 4 – 5 tahun*. Jakarta.
- [6] Schadewitz, N., Jachna, T. (2007), Comparing inductive and deductive methodologies for design patterns identification and articulation. In: *International Design Research Conference IADSR 2007 Emerging Trends in Design Research*, 12-15 November 2007, Hong Kong.
- [7] Iacob, Claudia. (2011), A design pattern mining method for interaction design. In *EICS '11: Proceedings of the 3rd ACM SIGCHI symposium on Engineering interactive computing systems*, pages 217-222, New York, NY, USA. ACM Press.
- [8] act! digital agency. “Belajar User Experience (UX) Strategy,” *actdisain.com*, 20 Oktober 2015. [Online] Available: <http://actdisain.com/belajar-user-experience-ux-strategy>. [Accessed 20 Maret 2016].
- [9] Galitz, Wilbert O. *The Essential Guide to User Interface Design 2nd Edition*, United States of America: Wiley Publishing Inc, 2007.
- [10] James Garrett, Jesse, *The Element of User experience : User-Centered Design For The Web and Beyond Second Edition*, United States of America: Pearson

- Education Publishing Inc, 2011.
- [11] Kim, Min-Joung., On, Pil-Won. & Ma, Ming. (2002), Paper Prototype Usability Testing Report : Quest Atlantis Side-barTutorial Team, Computer Mediated Learning.
 - [12] Burney, Aqil. (2008), Inductive & Deductive Research Approach, Pakistan: University of Karachi.
 - [13] Fachmi Ichsan, Muhamad. (2015), Pemodelan User Experience Aplikasi Media Interaktif Pengenalan Menggambar untuk Pendidikan Anak Usia Dini Menggunakan Metode Hierarchical Task Analysis Method, Fakultas Informatika Universitas Telkom, Bandung, Indonesia.
 - [14] Hinderks, Andreas. "User Experience Questionnaire," The UEQ Team, Januari 2016. [Online]. Available: <http://www.ueq-online.org/>. [Accessed 19 Mei 2016].
 - [15] Lapniramai, Edric. "The Wireframe Perfectionist's Guide," smashingmagazine.com, 22 November 2016. [Online]. Available: <https://www.smashingmagazine.com/2016/11/wireframe-perfectionist-guide/>. [Accessed 24 November 2016].
 - [16] Gordon, Jen. "Metode Penelitian," 2010. [Online] Available: <http://eprints.uny.ac.id/9737/3/BAB3%20-%2008111241012.pdf> [Accessed 21 November 2016].
 - [17] Studio, Android. "Mengenal Android," 16 Mei 2013. [Online] Available: <https://developer.android.com/studio/intro/index.html?hl=id#debug-perf>. [Accessed 1 Januari 2017]
 - [18] Preece, Jenny., Rogers, Yvonne., Sharp, Hellen. Interaction Design: Beyond Human - Computer Interaction 4th edition. United States of America: Wiley Publishing Inc, 2015.
 - [19] Nielsen, "How Many Test Users in a Usability Study?," Nielsen Norman Group, 4 June 2012. [Online]. Available: <https://www.nngroup.com/articles/how-many-test-users/>. [Accessed 22 Desember 2016].
 - [20] Ibda, Fatimah. Perkembangan Kognitif: Teori Jean Piaget. Volume 3, Nomor 1, Januari-June 2015, pages 27-38.