

Daftar Pustaka

- [1] W. O. Galitz. 2007. *The Essential Guide to User Interface Design Third Edition*, Canada: Wiley Publishing
- [2] T. Lowdermilk. 2013. *A Developer's Guide to Building User-Friendly Applications User-Centered Design*, United States of America: O'Reilly Media Inc
- [3] J. Rubin. 2008. *Handbook of Usability Testing Second Edition*, Canada: Wiley Publishing Inc
- [4] A. Shepherd. 2001. *Hierarchical Task Analysis*, London: Taylor and Francis Inc
- [5] Usability Gov, "Wireframing," [Online]. Available: <https://www.usability.gov/how-to-and-tools/methods/wireframing.html>. [Accessed 20 September 2017].
- [6] Usability Gov, "Prototyping," [Online]. Available: <https://www.usability.gov/how-to-and-tools/methods/prototyping.html>. [Accessed 20 September 2017].
- [7] Binus University Quality Management Center, "Uji Validitas dan Reliabilitas," [Online]. Available: <http://qmc.binus.ac.id/2014/11/01/u-j-i-v-a-l-i-d-i-t-a-s-d-a-n-u-j-i-r-e-l-i-a-b-i-l-i-t-a-s/>. [Accessed 20 September 2017].
- [8] A. S. Jahja, "Skala Likert," 2 September 2017. [Online]. Available: <https://dosen.perbanas.id/skala-likert/>.
- [9] Kementerian Pendidikan dan Kebudayaan, "Jendela Interaksi Kurikulum," 2016. [Online]. Available: <http://kurikulum.kemdikbud.go.id/>. [Accessed 18 Oktober 2016].
- [10] IEA International Association for the Evaluation of Educational Achievement, "TIMSS 2015," 2016. [Online]. Available: <http://timss2015.org/wp-content/uploads/filebase/full%20pdfs/T15-International-Results-in-Science-Grade-4.pdf>. [Accessed 16 Januari 2017].
- [11] F. Astri, "Memunculkan Daya Tarik Pelajaran Sains," 29 Juni 2016. [Online]. Available: <https://pgsd.binus.ac.id/2016/06/29/memunculkan-daya-tarik-pelajaran-sains/>. [Accessed 8 Januari 2018].
- [12] Binus University, "Jean Piaget," 22 Juni 2017. [Online]. Available: <http://scdc.binus.ac.id/himpgsd/2017/06/jean-piaget/>. [Accessed 17 Desember 2017].
- [13] Sekolah Dasar Gemala Ananda, "Bermain dan Perkembangan Anak 6-12 tahun," 2 Juni 2014. [Online]. Available: <http://www.gemalaananda.sch.id/2014/06/02/bermain-dan-perkembangan-anak-6-12-tahun/>. [Accessed 1 Januari 2018].

- [14] D. Delimanugari. 2015. "Pengembangan Media Permainan Ilmu Pengetahuan Alam untuk Meningkatkan Minat dan Hasil Belajar Siswa MI/SD di Gunungkidul".
- [15] P. Y. Wulandari, "Anak Asuhan Gadget," 17 Maret 2016. [Online]. Available: <http://health.liputan6.com/read/2460330/anak-asuhan-gadget>. [Accessed 17 Desember 2017].
- [16] E. Arneson, "Chutes and Ladder - Snake and Ladders," 4 April 2017. [Online]. Available: <https://www.thespruce.com/chutes-and-ladders-snakes-and-ladders-411609>. [Accessed 5 November 2017].
- [17] J. J. Garret. 2010. *The Elements of User Experience: User-Centered Design for the Web and Beyond, Second Edition*, United States of America.
- [18] Usability Gov, "User-Centered Design Basics," Usability Gov, [Online]. Available: <https://www.usability.gov/what-and-why/user-centered-design.html>. [Accessed 18 Oktober 2016].
- [19] Usability Partners, "Standards in Usability and User-Centred Design," [Online]. Available: <http://www.usabilitypartners.se/about-usability/iso-standards.php>. [Accessed 16 Januari 2017].
- [20] A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda. 2006. "Usability measurement and metrics: a Consolidated model," *Software Qual J*
- [21] Risnita, "Pengembangan Skala Model Likert," 2012. [Online]. Available: <http://e-journal.iainjambi.ac.id/index.php/edubio/article/view/368>. [Accessed 20 September 2017].
- [22] J. Nielsen, "Nielsen Norman Group," [Online]. Available: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>. [Accessed 10 Juli 2017].
- [23] Material IO, "Layout - Structure," [Online]. Available: <https://material.io/guidelines/layout/structure.html#>. [Accessed 1 September 2017].
- [24] Material IO, "Typography," [Online]. Available: <https://material.io/guidelines/style/typography.html>. [Accessed 21 September 2017].
- [25] J. Marek, "What should designers know about the Roboto typeface," 13 November 2016. [Online]. Available: <https://blog.prototypr.io/what-should-designers-know-about-the-roboto-typeface-b98f6b83c57e>. [Accessed 8 Januari 2018].
- [26] PsycholoGenie, "The Power of Colors: Meanings, Symbolism, and Effects on the Mind," [Online]. Available: <https://psychologenie.com/the-power-of-colors-their-meanings>. [Accessed 20 September 2017].
- [27] Unity, "System Requirements," [Online]. Available: <https://unity3d.com/unity/system-requirements>. [Accessed 5 November 2017].

- [28] A. Sukinah, K. Adzhar, Y. Azliza and S. Suhana. 2014. "Assessing Website Usability Attributes," *Australian Journal of Basic and Applied Sciences*, vol. 8, no. 4, pp. 192-198
- [29] MIPA UNSRI, "R Tabel," [Online]. Available: <http://laboseanografi.mipa.unsri.ac.id/wp-content/uploads/2012/04/tabel-r.pdf>. [Accessed 30 Desember 2017].
- [30] S. Raharjo, "Cara Mengatasi Soal Angket yang Tidak Valid," 28 Maret 2014. [Online]. Available: <http://www.konsistensi.com/2014/03/mengatasi-angkettidak-valid.html>. [Accessed 30 Desember 2017].