

## DAFTAR PUSTAKA

- Alan Cooper, R. R. (2007). In *About Face : The Essentials of Interaction Design* (pp. 116-117). Indianapolis: Wiley.
- Alan Cooper, R. R. (2007). In *About Face : The Essentials of Interaction Design* (pp. 119-120). Indianapolis: Wiley.
- Anthony Ralston, E. D. (2003). *Encyclopedia of Computer Science*. Wiley.
- AppAnnie. (2018). *2017 Retrospective: A Monumental Year for the App Economy*. App Annie.
- Ben Shneiderman, C. P. (2013). *Designing The User Interface : Strategies for Effective Human-Computer Interaction*. Wesley.
- Brooke, J. (2013). SUS: A Retrospective. *Journal of Usability Studies*, 29-40.
- Budiaji, W. (2013). Skala Pengukuran dan Jumlah Respon Skala Likert.
- Donald A. Norman, S. W. (1986). *User Centered System Design: New Perspectives on Human-computer Interaction*. CRC Press.
- Experienceux. (2017). *What is Wireframing?* Retrieved from Experienceux: <https://www.experienceux.co.uk/faqs/what-is-wireframing/>
- Freischlad, N. (2016, Agustus 26). *Google: Indonesia will dominate Southeast Asian ecommerce*. Retrieved from [www.techinasia.com](http://www.techinasia.com): <https://www.techinasia.com/google-temasek-ecommerce-data-indonesia>
- Georgiou, M. (2018, Maret 1). *User Experience Is the Most Important Metric You Aren't Measuring*. Retrieved from Entrepreneur: <https://www.entrepreneur.com/article/309161>
- Greenstein, M., & Vasarhelyi, M. (2001). *Electronic Commerce: Security, Risk Management, and Control*. McGraw-Hill Higher Education.
- Guo, F. (2012, April 24). *More Than Usability: The Four Elements of User Experience*. Retrieved from [www.uxmatters.com](http://www.uxmatters.com): <https://www.uxmatters.com/mt/archives/2012/04/more-than-usability-the-four-elements-of-user-experience-part-i.php>
- Handito, D. N. (2017, April 17). *Jumlah Pendaki Merapi Terus Naik, Jalur Pendakian Baru Siap Dibuka*. Retrieved from [jogja.tribunnews.com](http://jogja.tribunnews.com):

<http://jogja.tribunnews.com/2017/04/17/jumlah-pendaki-merapi-terus-naik-jalur-pendakian-baru-siap-dibuka>

Hevner. (2010). *Design Science Research in Information Systems*.

Jeff Sauro, J. R. (2012). In J. R. Jeff Sauro, *Quantifying The User Experience* (p. 198). Elsevier.

Khoiri, A. M. (2018, Januari 8). *Tahun 2017, Gunung Semeru Jadi Idola Pendaki*. Retrieved from travel.detik.com: <https://travel.detik.com/travel-news/d-3804811/tahun-2017-gunung-semeru-jadi-idola-pendaki>

Kopf, B. (2018). *The Power of Figma as a Design Tool*. Retrieved from Toptal: <https://www.toptal.com/designers/ui/figma-design-tool>

Nathasya. (2018, Agustus 10). *Apa Itu User Interface?* Retrieved from www.dewaweb.com: <https://www.dewaweb.com/blog/user-interface/>

Nazruddin, H. S. (2012). *Pemrograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android*.

Nielsen, J. (1994). *Usability Engineering*. Elsevier.

Nielsen, J. (1995). *Advances in Human-computer Interaction*. Intellect Books.

Nielsen, J. (2016). *The Definition of User Experience (UX)*. Retrieved from Norman Nielsen Group: <https://www.nngroup.com/articles/definition-user-experience/>

Pressman, R. S., & Maxim, B. R. (2015). *Software Engineering: A Practitioner's Approach 8th Edition*. McGraw-Hill.

Shalih, I. (2018, Maret 8). *Menggunakan Figma untuk Membuat Mock-up Sikatan*. Retrieved from medium.com: <https://medium.com/sikatan/menggunakan-figma-untuk-membuat-mock-up-sikatan-60d164ed1f72>

Simatupang, R. M. (2014). *Penerapan Metode User Centered Design Untuk Perancangan Aplikasi Radio Streaming Berbasis Web*.

Sudarman, D. A. (2007). *Interaksi Manusia dan Komputer*.

Timo Jokela, M. K. (2003). *The Standard of User-centered Design and The Standard Definition of Usability*.

Turban, & Efrain. (2006). *E-commerce: A managerial perspective*.

Zahara. (2013). *Perancangan Aplikasi E-Commerce Penjualan Spare Part Forklit Dengan Metode User Centered Design (UCD)*.